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001 HCOB 1 JAN 63 ACADEMY CURRICULUM, HOW TO TEACH AUD. & ROUTINE 2

(TV5 p. 227-9, NTV VII p. 4-8)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

Central Orgs

HCO BULLETIN OF 1 JANUARY AD13

ACADEMY CURRICULUM

HOW TO TEACH AUDITING AND ROUTINE 2

INTRODUCTION

With the placing of a clearing technology into HCA/HPA hands, we must revise our concept of training.

Routine 2-12 is complicated and exact. But as it is the only thing known which cracks all cases, we have no choice in the matter. We can and must learn it well. It must not be indifferently learned. But as it is not going to change as is well proven, time and effort can be spent upon it and must be.

We must rise to the occasion. We must use all we know to learn and teach all we have to teach to get Routine 2 done.

CHECK SHEETS

There are two distinctly different series of check sheets for doing Routine 2 processes and auditing. These are:

- (a) Those that apply to Routine 2, the GPM and data listing, nulling and case errors and repair;
- (b) Those that apply to auditing, its basics, skills, the meter.

Although these associate and interlock, they are two separate subjects of study.

For years we have faced the arbitrary that those whose cases got in the road of their auditing yet had to assimilate auditing theory and practice.

Routine 2 well done removes with some rapidity these case barriers to auditing.

Therefore there are several phases desirable in studying auditing and Routine 2.

V UNIT CLASS 0 FIRST PHASE

For a new student, doing Routine 2-10 precedes study of auditing and Routine 2. This is done under close supervision on a co-audit basis with the Co-audit Supervisor taking a hand on cases, checking out Items, correcting cases, etc.

This is done until the student has found in another and has had found in himself 2 or 3 packages. Accuracy is the essence of this first step, otherwise the wasted time and wrong Items will give the whole action the tone of despair.

Only good results are stressed, not the form of how they are achieved.

In this first phase we want the student to see that Routine 2 produces changes for the better in himself and the pc and is worth learning. This is what we're trying to show.

We remove, if the Routine 2 is good, the barriers to learning auditing and Scientology.

All we want then from the first phase is:

- (a) Reality on the benefits of the process and auditing; and
- (b) Removal of the barriers to being a good auditor.

W UNIT CLASS Ia SECOND PHASE

This phase actually starts the training of a Scientologist. He or she, however, should have started its check sheets in the V unit.

We teach the basics of Scientology, its history, the Auditor's Code, Axioms, the ARC triangle and Tone Scale out of the old Notes on Lectures booklet.

In practical and auditing we teach and do objective processes, Op Pro by Dup and the CCHs.

We wish to accomplish this in this phase:

(a) A Reality that Scientology is a real subject and very precise, not a mixture of Indian philosophy and cute tricks, and give the student solid grounding on pure Scientology basics, disrelated from auditing; and

(b) Get the student capable of repetition of commands and unafraid in actual physical handling of other bodies.

X UNIT CLASS Ib THIRD PHASE

We now enter the student upon a phase of formal auditing consisting of theory and practical, using all the basics of auditing, the TRs, the meter, fine points.

This phase should specialize in basic auditing skills, very precisely applicable to handling an auditing session, a meter, meter drills, anti Q and A, TRs 0-4, Model Session, Mid Ruds, Missed Withholds, etc.

And we get the student to run formal processes on the Meter until he or she understands a meter. These processes consist only of ARC Straight Wire, comm processes, nothing that will disturb 2-12 or run out Rockslams. The idea of this auditing is to get the student used to handling a session with competence.

From this phase we expect:

(a) The basics of auditing in theory and practical; and

(b) Confidence in confronting a bank and handling a pc on a meter with good form.

Y UNIT CLASS IIa FOURTH PHASE

In the fourth phase our interest is in Prepchecking as an action and a prelude to lists in the form of a Problems Intensive.

In theory and practical we teach how to do a Problems Intensive, advanced metering, how to detect case changes, better sessioning, more TRs 0-4, more basics of Scientology such as Axioms and Logics.

In auditing, the student does a Problems Intensive and receives one. The stress is on good sessioning and RESULTS.

From this phase we expect:

(a) A good command of a Problems Intensive theory and practical, how to detect case changes; and

(b) The ability to actually audit to a good result and keep

Mid Ruds in and CLEAN A NEEDLE.

Z UNIT CLASS IIb
FIFTH PHASE

This is a theory and practical phase for Routine 2-12.

The student also audits Routine 2-12 under supervision.

The whole check sheet for Routine 2-12 is thrown at the student. The long HCO Bulletins are segmented into a page or two and thereby made into several passes (the student studies and is examined on them in segments).

In auditing, the student is permitted to do full 2-12 and the stress is on RESULTS with accurate Routine 2-12.

PG UNIT - CLASS II
SIXTH PHASE

This is a post-graduate phase on Routine 2-12. It was formerly known as "Interne".

The theory and practical are all on the stress of CASE REPAIR and how to supervise Routine 2.

The student is used to help supervise V unit students as his auditing activity with stress on case errors.

The remainder of the student's time is taken up with preparation for examination for his HCA/HPA.

The student may be used for charity cases and what was formerly Interne work.

SUMMARY

This is about a three months' course if steamed through. If it takes longer, then the V unit was flubbed.

If a student hangs up longer than a reasonable time in any upper phase, he is returned to the V unit and is required to do and receive Routine 2 while continuing to try to pass upper level check sheets so as not to hold him up.

Students are, of course, expected to study evenings and week-ends.

The three section course plan is adhered to of Theory, Practical and Auditing.

Auditing in the Auditing Section is done for RESULTS, not to teach auditing. Practical is where they practice.

Students are progressively assigned to their units and are re-classed as they pass out of a unit.

The Model of this Course is Saint Hill but it may not be so advertised.

The chief difference of course is the necessary re-introduction of a student body tape programme such as in the old days. The last hour of the day is used for this. A sequence of about 75 tapes, mainly of general historical or auditing interest, are played to the whole student body, assembled in the main assembly hall, one tape each day, regardless of the students' classification. They are given quizzes on these tapes, very brief. No other tape use is made in an Academy. There are no headphone recorders. If tape play speakers are not good the students won't learn anything from the tapes. When tapes are omitted as a whole class activity, the whole direction, meaning and ethic of Scientology goes sour in an area and the students haven't a clue what Scientology is for and you find them idling about driving off pcs with nutty chatter.

This Academy Curriculum requires a D of T and two instructors. To this can be added a Training Admin who is also Extension Course. The D of T becomes Auditing Supervisor, the other two instructors are the Theory Supervisor and Practical Supervisor.

The Classes are awarded on the Completion of the phase and designate the check sheets. Students get cancelled out of units but not off check sheets.

The only things that can keep students from passing through this course rapidly are (a) failure to schedule precisely, (b) failure to demand and obtain auditing results in all units, (c) local non-comprehension of R2-12, (d) capricious and unreal theory and practical examinations and (e) failure to enforce the course regulations. A full Academy will attend to all these things. An empty one will have ignored them.

It is no real sin to do a lousy job of auditing. It is a terrible crime to do a bad job of training and dissemination because then there's nothing left to pick the cases up in this life or the next. Every bad auditor we turn out costs us a hundred preclears. Every good one puts us closer to our objectives.

An Academy Class II should be good enough to go to work at once as an HGC auditor without causing the HGC a moment's worry.

It can be done because it must be.

L. RON HUBBARD

LRH:jw.rd
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002 HCOB 3 JAN 63 OPPOSITION LISTS, RIGHT AND WRONG OPPOSE

(TV5 p. 230-2, NTV VII p. 9-12)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 3 JANUARY AD13

Central Orgs
Franchise

ROUTINE 2
IMPORTANT

OPPOSITION LISTS

RIGHT AND WRONG OPPOSE

Most PT terminals and oppterm look more like Coterm than clean Terminals or Opposition Terminals when first contacted. They become more definite Terms or Oppterm after they have been listed a page. While you should be able to make the right choice in most cases by the usual test given in the 2-12 steps you can err.

Your lists will become endless and unnullable and your pc will go downhill if you oppose an RI wrong way to.

Therefore, while listing, carefully observe the needle and the pc. The TA is meaningless in this test. The Indications for testing "Right Way Oppose" and "Wrong Way Oppose" are the subject of this bulletin.

In opposing a Reliable Item you can consider it a Terminal (because pc said it gave pain) and list "Who or What would a Catfish oppose?" Whereas in actual fact it was an Oppterm and should have been listed "Who or What would oppose a Catfish?" Or Vice Versa. Sad consequences follow a wrong choice.

POTENTIAL MISCALLING AN RI

Even the best auditor can make a mistake in calling an RI he's gotten a Terminal or an Oppterm. The pc is foggy as to what's pain or sensation. The RI may have both. Sometimes Terminals are so covered with Sen there is no pain at first. Sometimes the hidden Terminal is so hard down on the Oppterm RI it seems like a Terminal.

Further, you can be doing an Opposition to an RI list,

expecting a Terminal to come up and get, in fact, another Oppterm. This is fine. Accept it if the list only RSed once on nulling. But the opposing Terminal is still hidden and must be gotten. Pcs, you see, often put Terms and Oppterm on the same list.

STABLE DATUM:

Always regard the identity of an RI as a Term or Oppterm as potentially wrong until listed and tested as per this HCO Bulletin. Do the best you can with usual tests to tell what it is before you start listing and choose your oppose question accordingly. But be ready to find that what was a Terminal is really an Oppterm or vice versa and should have been opposed "the other way around".

You have only two list questions to use in opposing a Reliable Item. These are "Who or What would oppose a _____?" and "Who or What would a _____ oppose?" For every Reliable Item there is only one of the above that is right. The other is wrong. There are no true Coterm - they only seem to be both a Terminal (pain) and an Oppterm (sensation).

When it comes to listing you will benefit the pc only by listing the right way. The other oppose question then is the wrong way.

If you list the "wrong way" (using the wrong question), you'll get an ENDLESS LIST that never completes and won't nul.

You therefore have a choice of two questions and one of them is right and the other wrong, always. If you choose the right one and list it, the pc benefits. If you choose the wrong one and list it the pc will get worse rapidly, right in the session before your eyes.

It often happens that you start listing the wrong way. This is because you failed to find out correctly if the RI you were about to list an opposition list to was a Terminal (pain) or an Opposition Terminal (sensation). The pc said he had "sen" but actually felt "pain". Or the pc did have "sen" and the pain appeared afterward. In short, because PT Terminals look like Coterm very often, neither the pc nor the auditor can tell on some RIs. This happens to some RIs on every case.

The solution to the dilemma is to test by listing a page or two.

There are certain definite signs of wrong way opposition. They can be seen with half an eye. There is no need to go on until your pc is caved in and you have 99 pages of Items to find out you can't nul and should have opposed the other way around.

A list right way to or wrong way to will Rockslam, so

that's no test in itself. The tests, five in number, are a little more delicate:

Aside from original tests for Term or Oppterm, how to tell if an oppose list is right way to:

RIGHT WAY INDICATIONS

1. In Listing needle is loose and gets looser;
2. Pc's skin tone gets progressively better as he or she lists;
3. Masses move out off pc;
4. Pc gives Items easily;
5. List completes easily.

WRONG WAY OPPOSE INDICATIONS

If List is wrong way oppose (which is to say the wording is reversed, such as "Who or What would oppose a Catfish?" as different from "Who or What would a Catfish oppose?") these things will always happen:

1. In listing, the needle gets tighter, stiff and tends to jerk. It goes in cycles, DR, RS, DR, clean, DR, RS, DR, clean, etc;
2. The pc's skin tone gets progressively worse, darker and off color and the pc looks older;
3. Masses move into the pc and make him feel more or less squashed;
4. Pc gives Items with some small difficulty and tends to invalidate them and RI being listed from;
5. List doesn't ever complete. You may be able to nul a while but the needle will dirty up and no amount of Mid Ruds will clean it.

Whether your list is right way oppose or wrong way oppose the pc may get pain and sensation, even nausea. Indeed, be worried only if the pc doesn't. These don't count. Pain and Sensation are used for the first test you make in selection. But aren't used beyond that test given in the Steps of 2-12. It's the darkening color of the pc and his or her apparent age that count. Your tests above are visual not getting data from the pc. Pcs will list wrong way to and plow themselves right on in with no complaint.

If you start listing wrong way to, and then turn it around, the pc will have trouble giving right way to Items for a bit, and then they come at a rapid easy flow and you get all the above 5 things for the right way list. Unless you

change around to the right way and continue to list the wrong way you will continue to get the 5 indications given for wrong lists.

Sometimes an RI is so fouled up you have to test by listing one way, then the other and then back to the first way again.

A little experience is solid gold, for you begin to see the 5 indications for right lists and the 5 indications for wrong lists and recognize them more quickly.

When you have opposed wrongly and then, in opposing right way to you get a complete list, you never bother to nul the wrong way list. You just abandon it. The RI won't be on it. You only nul the right way oppose list.

Rule: Never nul lists taken from wrong sources. Just abandon.

No list ever went to 50 pages that was right way to. Right Way Oppose Lists that can be completed are probably all below 500 Items, the usual being around 250 Items.

Wrong Way Oppose is the chief source of difficulty for any opposition list, rivalled only by Incomplete Lists as a trouble maker in Routine 2.

A wrong way oppose list is of course "Wrong Source" as one is using "Catfish" as a Terminal instead of "Catfish" as an Oppterm or vice versa.

Endless lists also come from just continuing to list on and on and on, the pc's needle being dirty by "Protest". This is just silly. Some supervisor may develop as a stable datum, "If the needle is dirty, just continue listing." And this is wrong. A needle does get clean when a right way oppose list is completed. But wrong way oppose or Mid Ruds Out can also make a needle dirty.

On an oppose list, if a needle is dirty three main things can be wrong:

1. List is right way oppose but incomplete. Remedy: Complete it to one RS only seen on nulling.
2. List is wrong way oppose. Remedy: Oppose it the other way and watch the signs (above) until you're sure. Then go on and complete.
3. Mid Ruds are out - pc protesting the session or overlisting.

Wrong Source (opposing a wrong item) can mess up a pc also. But why'd you take an Item from an incomplete or wrong way list in the first place and then oppose it? The remedy of this one lies before the fact of wrong way oppose, so is not the subject of this HCO Bulletin.

L. RON HUBBARD

LRH:dr.rd
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006 BTB 14 JAN 63 RINGS CAUSING "ROCK SLAMS"

[Not in either set of tech volumes. This was originally an HCOB and was later reissued as a BTB. We do not have the original HCOB version, but this BTB should be close. It is from a Level 0 pack of the late 70's. If someone has an older unrevised version, please post it. - Ed.]

BOARD TECHNICAL BULLETIN

14 JANUARY 1963
REISSUED 25 JULY 1974 AS BTB

CANCELS HCO BULLETIN OF 14 JANUARY 1963 SAME TITLE

Remimeo
All Auditors

RINGS CAUSING "ROCK SLAMS"

NOTE: This datum was already known to me about rings but this is the most severe case I've heard of.

L. RON HUBBARD

The following dispatch, sent in by Terry Milner and Joe Fortner, staff members of Los Angeles, describes a phenomenon which can be caused by a PC wearing rings:

"A dispatch on a matter which I consider quite urgent. Since being audited quite a few rock slams have been observed on me. In the rudimentss, on lists, between comm lags, button checks, in fact any method of auditing which required the use of an E-Meter. With the advent of R2-12 I had many lists, all chock full of items that had rock slammed at one time or another.

The supposedly phantom rock slam served to hang up many sessions and auditing became quite a drag even though one true package was found in spite of the rock slams that went on forever.

Recently I was sent to get HGC auditing and the rock slams were ever present until my Auditor, Joe Fortner, got a little suspicious and had me take off the two rings I wore, one on either hand.

They disappeared. Hundreds of things that had rock slammed

no longer rock slammed.

Hundreds of almost, not quite reliable items are dead now
and in all truth, most them have no meaning to me anyway.

Perhaps you know of this condition set up by the PC wearing
rings.....the thing is most auditors do not, nor do
most PCs.

Revised by
Training & Services Aide

Approved by
L. RON HUBBARD
FOUNDER

for the
BOARDS OF DIRECTORS
of the
CHURCHES OF SCIENTOLOGY

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009 HCOPL 15 JAN 63 ROUTINE 2-12

(OEC vol 4 p 563, NTV VII p. 13)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

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HCO POLICY LETTER OF 15 JANUARY 1963

ROUTINE 2-12

When the six lectures of 8 Jan., 10 Jan. and 15 Jan. 63 are
in your hands and understood by staff auditors, the Sec EDs
banning Routine 2-12 on HGC pcs are at end.

These lectures alter to some extent the original format of
Routines 2-10 and 2-12 by removing arbitrary assessment
lists and using only lists completed by the pc.

All case repair data is also contained in these lectures.

They also give methods of avoiding endless lists, dead horses
and skunks.

HCOBs will eventually condense all this material. However,

various emergencies have inhibited the condensation and correction of the data except in lecture form.

The above-mentioned lectures take priority over and correct all earlier bulletins and lectures, as they contain two months' experience in observing errors being made in application by auditors, needful indicators and correction of points that were giving trouble.

Routine 2 is being in general very successful and has been getting better case gains than any earlier process.

However, Routine 2 is complicated and exact and can worsen cases where applied without complete knowledge. It is urgent that Objective One be completed and that auditors who have no R2-12 seal have this pointed out to them.

Squirrel versions should be mercilessly stamped on, as they cannot compete with the thousands of hours of case experience which has gone into creating Routine 2, and can bring disrepute to Scientology.

Accurate R2 repairs inaccurate R2 and is the only process that will repair it.

L. RON HUBBARD
Founder

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011 HCOB 27 JAN 63 ROUTINE 2 SIMPLIFIED

(TV5 p. 233-8, NTV VII p. 14-21)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

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HCO BULLETIN OF 27 JANUARY 1963

URGENT

ROUTINE 2 - SIMPLIFIED

(Communicator: Mimeo AT ONCE and RUSH TO ALL TECH DIVISIONS)

I will shortly release Routine 2-12A which will incorporate Routine 2-10 and 2-12 with enormous simplification.

While the basic processes and purposes remain the same, I have worked out a number of simplifications that are greatly needed.

Having seen some of the trouble with R2-10 and 12, I have been furiously working to improve Indicators. I've now proved out some invariable indicators that will completely wipe out flubs if followed exactly as given in this HCO Bulletin. If they don't work for you, the R2 being done is from wrong source. These indicators are not wrong.

I have also succeeded in developing a system in 2-12A that eliminates nulling, thus saving half the auditing time, and eliminates Tiger Drilling - a weak spot for HPAs. As the sessions can be run with almost no Mid Ruds or ruds, this leaves auditors with only an RS to see on the meter and cuts out almost all other meter reading. R2 then comes much more easily into the realm of Co-Audit.

If you don't get results from R2 it's being done wrong. I've got the variables pretty well licked.

Until the full release of R2-12A, incorporate these changes which belong to 2-12A into any R2 you are doing or supervising. Change over at once. Abandon the old way where it conflicts as these data below will keep you out of trouble and stop some of the glaring errors being done. Apply these below to any 2-10 or 2-12 currently being done.

TONE ARM

The Tone Arm is used in R2-12A.

On any list done on a preclear, whether source, represent or oppose, RUN ALL THE TONE ARM ACTION OUT OF THE LISTING. LIST AT LEAST 50 ITEMS BEYOND THE POINT THE TONE ARM BECAME MOTIONLESS.

Keep the tone arm readings in the left margin of the list column. Note TA action about every 5 Items or at every change.

In a wrong-way-to oppose list, the TA tends to be more stationary.

If you don't run the TA action out and at least 50 Items beyond, plus 50 Items beyond the last RS seen on listing, the list will be incomplete.

Sometimes several pages have to be listed with a motionless TA before the final RS comes on the list but ordinarily the final RS comes within 50 Items after the TA has been motionless for 50 Items.

LIST BEYOND LAST RS

List at least 50 Items beyond the last RS on the list. Do not stop listing with the last RSing Item. If you do you can be fooled. If you get a new RS in the 50, list 50 more beyond that and so on.

TEST LIST BOTH WAYS

List a few Items on each way oppose as a conclusive test to find right way oppose. The needle gets stiffer on the wrong way oppose. THE NEEDLE LOOKS LOOSER ON RIGHT WAY OPPOSE. If you still can't decide, again test either way until you are sure.

Use all normal tests but list a little each way to be sure.

WRONG WAY LIST

A list is wrong way to if

1. The list doesn't RS.
2. The RSeS on the list increase in incidence - more RSeS per Item on later pages. (The number is quite marked.)
3. The pc looks darker and mass is pulling in on the pc.
4. The list is inordinately long - 40-50 pages.
5. The needle gets tighter and stiffer as you list (the most noticeable test). (A needle also gets tighter on an added to list if you didn't read the right Item to the pc.)

VANISHED RS

If a case has RSeD and suddenly can't be made to no matter what you do, the RS is swallowed into some earlier incomplete or fumbled action.

Go back and handle the earlier action correctly.

Sometimes an Item grabbed off an incomplete source list (but never use one that was found by representing an RSeD Item) has to be handled fully to get the RS back. Example: Incomplete Parts of Existence List. "God" RSeD heavily on it. Some auditor grabbed it and opposed it. List abandoned when directions came to use Items only from complete source lists.

Eight Reliable Items later, RSeS on the case vanish or get tiny. Pc's PTPs heavy and not being resolved by R2. Solution: Go back and get the "God" package complete. The big RS will come back on. (Make sure it's opposed right way to this time.)

FOUR ITEM PKGS

The biggest change from 2-12 to 2-12A is the four Item Package.

Always get four Items in a row.

Complete any existing 2 or 3 Item packages on a case to 4 Items whether the last Reliable Item found still RSeS or not.

The four are:

- (1) Reliable Item taken from a completed source list.
- (2) Reliable Item taken by opposing (1).
- (3) Reliable Item taken by opposing (2).
- (4) Reliable Item taken by opposing (3).

It will be found that (4) is in opposition also to (1) if all was done correctly.

All lists (1) to (4) must be complete, to no TA action and beyond, right-way-to opposition in each case.

Where a represent enters in (which is seldom), there are five lists for four Items.

These are:

- (1) Source list (complete to no TA for 50 Items but no RS).
- (2) Represent list from last Item in on source list. This is RSing Item. This is the first RI. List must be complete.
- (3) Oppose list on RI found in (2) just above. This gives second RI.
- (4) Oppose list on RI found in (3). This gives third RI.
- (5) Oppose list or RI found in (4). This gives fourth RI.

Whether you get your first RI from an oppose or represent list, you always wind up with 4 RIs.

PACKAGING

A package always consists of Two RIs that are terminals and Two RIs that are oppterm.

The terminals oppose either oppterm, one better than the other.

This is two packages 2-12 style, one pkg 2-12A style.

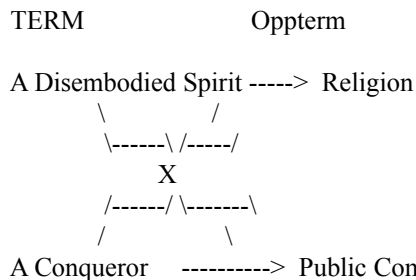
The Term-Oppterm of each pair must be of same order of magnitude.

The auditor has no business with the significances of Items. He never suggests an Item or goal. He never rejects one because of significance.

Here is an actual package. 1st RI found, Oppterm RELIGION; 2nd RI found, Terminal A CONQUEROR; 3rd RI found, Oppterm

PUBLIC COMMUNICATIONS; 4th RI found, Terminal A DISEMBODIED SPIRIT.

PACKAGE



[Ed. note: in the diagram, each of the two terminals has an arrow pointed at each of the two oppterm, giving 4 lines with the two center ones crossing over each other in the middle]

In a 2-12A package you have to have 2 terminals and two oppterm, opposing and cross opposing as above.

Otherwise you've goofed and will the pc hedge and ARC break! Oh, my!

The sequence may be (1) Oppterm RI, (2) Term RI, (3) Oppterm RI, (4) Term RI, or it may be (1) Represent Item, (2) Oppterm RI, (3) Term RI, (4) Oppterm RI, (5) Term RI. Or it may be (1) Term RI, (2) Oppterm RI, (3) Term RI, (4) Oppterm RI, or (1) Represent Item, (2) Term RI, (3) Oppterm RI, (4) Term RI, (5) Oppterm RI.

Always 4 RIs, always 2 Terms, always 2 Oppterm.

If they don't come out that way then one of the lists was wrong way to or incomplete or both.

NULLING

R2-12A doesn't nul a full RSing list. Only a non-RS list to be represented gets nulled. And these are infrequently needed.

One completes the list to no TA action plus 50 or more Items and then 50 Items beyond the last RS seen on listing. The 50-50 rule is minimum, not maximum. It sometimes must be more.

One tells the pc that one is going to read him the next to last RS and does so. If it RSeS, one adds to the list until a new RSing Item is seen and 50 Items beyond it. Then one reads the now next to last RSing Item again. (No Tiger Drill.) Auditor tells pc: "This is the next to the last RSing Item, not THE Item."

When the next to last RSing Item does not RS on reading it to the pc (no TD), one then tells the pc that his or her Item will now be read and reads the LAST RSing Item to the

pc. It should RS without TD. If the next to the last Item did RS, one does not read the last RSing Item to the pc but just returns to listing. If the RS is off the last Item seen to RS read the non-RSing Items just before and just after it, always to be sure. The RS could have been noted for the wrong Item.

When one has read it to the pc and seen it RS, the auditor says, "That Rook Slams" and watches the pc. The auditor does no other action for a while, says nothing else. To speak or engage in new actions will rip the pc's attention to shreds. This is a critical moment. One watches the pc's face to see if it darkens or lightens. Darkens = wrong Item. Lightens = right Item. (Watch the area below the pc's eyes, the eye pouches.) Pc doesn't know if it's his Item or not = wrong Item. Pc knows it's his Item == Right Item. Pc ARC breaks shortly or gets critical of auditor = wrong Item. Pc happier = right Item. Pc doesn't cognite = wrong Item. Pc cognites = right Item.

While pc is cogniting auditor will see the Item continue to RS on the meter. The RS may fade out or narrow as pc cognites. This does not mean wrong Item necessarily.

Even if the RS vanishes after a good bit (5 minutes?) (no TD) it is still opposed. (3) is more likely to fade than (1) and (2) RIs. (2) is more likely to fade than (1) RI. (4) fades almost at once.

The Item must always be the last RS on the list and must always RS the first few times read without Tiger Drill (providing session rudiments are even vaguely in).

If you aren't sure of the RSeS while listing, nul for RS only from the one above the next to last Item to the end of list. Don't nul whole list ever.

If an added portion has an RS on it there is no need to nul earlier than it either as no earlier RS will exist. However always test next to last RS. If two RSeS appear before a list is added to (next to last and last) or if any two Items on a list RS before a list is added to, that list is incomplete and does not have the Item on it.

WRONG ITEM SIGNS

A wrong Item given to the pc as his Item does the following:

1. Darkens pc's eye shadows and face;
2. Pc immediately has more mass than before pc was told Item;
3. TA tends to stay up and stuck;
4. Pc slightly or greatly ARC breaks;
5. Pc doesn't cognite at all or cognites briefly and stops

(and ARC breaks);

6. Pc can't really understand how it is his Item, but sometimes is propitiatively agreeable with no cognitions;

7. Pc can't really see how it fits in package but may say so diffidently.

RIGHT ITEM SIGNS

A right Item given to the pc as his Item does the following:

1. Lightens pc's eye shadows and face;
2. Pc has no more mass about him than before Item was read to him;
3. TA usually blows down;
4. Pc feels more cheerful;
5. Pc cognites, usually at length;
6. Pc sees just how it is his Item;
7. Pc sees how it fits against other Items in any package.

The auditor must check up on all 7 points above as well as the RS, making 8 points in all.

If the wrong indicators aren't present and neither are the right ones, list on further. Don't be a niggardly lister. Another hour's listing can save 50 hours case repair.

DIRTY NEEDLE

Lists that never go clean needle are wrong way to.

You never end up a list with a Dirty needle if you run all the TA action out on a right way oppose list.

You don't have to have a clean needle anyway on this type of nulling.

RS MATCHING

The RS you see on the first RI of any package exactly repeats itself in width and speed on each one of the other 3 RIs in a 4 RI package.

It is the same RS when listed and when called, also.

A package has a characteristic RS. If one of the Items doesn't match the RS, it's wrong. If none of the 4 RSes seen are similar, run don't walk to the nearest Academy and as soon as the pc gets out of the hospital send him to an HGC.

The RSEs in one package all match exactly when first seen and first called to pc. Of course after a few cognitions RI (3) and RI (4) of the package may lose their RSEs, but not for a while and usually only after being listed.

An RS is gone when it's listed against.

You only have one RS of a package of 4 RIs RSing at any one time.

RI (1) RSEs until listed. Then RI (2) RSEs until listed, etc.

RSEs that grind out on packaging were wrong Items.

You never audit an RI in any way but listing for another RI.

Your memory and a note of width are your only tools in matching RSEs on a package.

USING ARC BREAKS

Use any ARC Break to determine that the R2 is wrong. There is no other reason for an ARC break, no matter what the pc says. The R2 is wrong. That's the reason for the ARC break.

You use ARC breaks to verify the R2. The pc will not ARC break on right R2 no matter what provocation exists in the auditing.

ARC Break always equals Wrong Routine 2.

Wrong Item, Item wrong way to in oppose. List Incomplete. These are what cause ARC breaks, not the auditing. Never forget that.

Never try to cure an R2 ARC break with Mid Ruds or missed W/Hs. Go back to work on the R2 line-up.

Example: "Your Item is 'A Cat'." Pc says ok, soon begins to chop auditor. Correct action, "Your Item is not 'A Cat'. I will examine this." That's the end of the ARC break just like that. Pc doesn't realize the wrong Item is it. He thought it was the auditor. The auditor now looks over his list to see if it's wrong source or wrong way to or incomplete and proceeds accordingly.

The Rule is ALWAYS GO BACK FROM AN ARC BREAK. NEVER UNDERTAKE A BRAND NEW ACTION such as changing the universe.

New lists do not cure ARC breaks. Only doing the old list right or finding the right Item cures them.

This is also the dominant rule in case repair: Find the earliest ARC break and remedy what was being done just before it.

Use ARC breaks to guide your R2. Don't ever Q and A with

them or try to handle with auditing. Never stop the auditing on one. Just correct the R2 fast.

CASE REPAIR

In repairing cases all you do is look over earlier reports until you find the session where the goals went sour and correct what was done in that or the immediate earlier session. Very simple. You'll also find the RS if it has vanished off the case.

Never start new actions on a case that needs repair. Only repair old ones. It's a screaming auditing goof, a major error to start a new action on such a case.

DOPE OFF

All dope off and boil off while listing or nulling comes from ordinary garden variety missed withholds. Pull them rapidly and go on. In R2 you only pull missed W/Hs when you can't get pc into session at all or when the pc dopes off. You don't pull missed W/Hs in case on an ARC break - you correct the R2.

Pc going into apathy is also an ARC break you know. Also propitiation.

NEVER REP AN RS ITEM

Never represent an RSing Item. But NEVER. Don't handle or use "RIs" that came from representing an RSing Item. Some were gotten this way in 3GAXX. They're wrong. Abandon them fast.

Always test a source you are going to use for a represent list for an RS. If it RSeS don't represent it. Don't oppose it either as it's off some incomplete list. Find a non-RSing thing to represent instead.

There's another version of this also. A pc asked to extend a list (or seeing the auditor's paper as the auditor lists) will use Items that RS to try to get the RSing Item on the list. This is fatal and will increase the number of RSeS on the list and make the pc ill, give him the wrong item and so on.

When you see a pc doing this tell him or her, "Just answer the auditing question. Please just answer it. The Item we're looking for probably isn't even related to any RS gotten so far."

Make the pc answer the auditing question only.

A pc may also seek to package when listing Items, not answer the auditing question. An educated pc knows that RI

(4) must match RI (1). Get the pc off it. "Just answer the auditing question." And you'll be out of trouble.

Some pcs have listed 40 pages without once answering the auditing question.

SELF LISTING

Getting the pc to list out of session as in goals is a poor idea in R2.

Give the pc an Item wrong way to and he'll wrap himself around a telephone pole out of session.

List R2 processes in session only.

You would have to nul the whole list if it's listed out of session. Where's the time saved?

NEVER STEER ITEMS

Some eager beavers have started steering the pc to Items while listing, using the needle flicks.

Never do it.

You get Items that don't belong and all sorts of things.

Just be simple, huh?

Routine 2 is as good as you simply audit simply. So relax and start clearing.

L. RON HUBBARD

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012 Ed. Note: OMISSION OF R3M IN THE OLD TECH VOLUMES

OMISSION OF R3M IN THE OLD TECH VOLUMES

[Ed. The following note is on the bottom of page 239 in TV5 at the end of HCOB 11 Feb 63 "Current Auditing" (included below). It does not appear in the New Tech Volumes since this material is included and is no longer considered confidential by CofS]

(R3M and R3N as developments are not included in these volumes. They will be found on courses to which they apply.)

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013 HCOB 1 FEB 63 ROUTINE 3, URGENT, ALL CL III AND IV AUDITORS

(NTV VII p. 23-27, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 1 FEBRUARY AD 13

Central Orgs
Missions Air Mail
Class III & IV
Auditors

ROUTINE 3

URGENT-URGENT-URGENT

ALL CLASS III & IV AUDITORS

Communicators: Get this data into the hands of
any auditor running goals on pcs, fast.

There is a probable bug in the listing of all previous
Routine 3 processes. I have been studying this for some
time to solve why we are getting too few Clears after the
goal is found. And why they are sometimes unclear after
their needle frees.

The answer comes out of Routine 2-12. Never represent a
rocket slamming item. A rocket read as on a goal often
follows this rule and becomes never represent a rocket
reading item.

In all previous R3 we were representing the rocket reading
goal in two of the four lines and opposing it backwards in
the remaining two.

People went Clear on the four, sixteen and other multiple
lines but something must have been wrong as others didn't.

Therefore abandon at once any listing on any older line series.

A goal may be listed only on "Who or what does the goal
oppose?" Never on who or what would want or not want the
goal as that approximates a represent line to some cases.
Do not list anything but goal-oppose. Never list even
oppose-goal.

I learned all this shaping up Routine 2.

Wrong goals are still dynamite. But this newly developed
listing below helps prove a goal out.

Goal reliable items rocket read. If a goal won't yield RR
reliable items it's probably wrong.

In Routine 2, you use rock slams. The bigger the rock slam the better it will go for the pc.

In Routine 3 you use rocket reads, never rock slams.

Routines 2 and 3 therefore do not mix. While you may encounter and use rocket reads in Routine 2, don't mix goals into it. Goals just naturally emerge in doing Routine 2. When they check out, get the pc run on Routine 3. In Routine 3 you wholly ignore rock slams and use only rocket reads.

To fill the gap I have put Routine 3MX together as a theoretical process.

OLD GOALS

Use your pc's already-found goal. Prepcheck it back to a rocket read and use Routine 3MX from there on.

ROUTINE 3MX

For Experimental Use by Class III and

IV Auditors and Z Unit SHSBC

INTRODUCTION

Routine 3MX is released as experimental. It is however already well worked out and as soon as I find any and all bugs, the X will be dropped.

R3MX uses all I've learned about listing items in R2 and applies it to listing out goals.

For the moment Z Unit of the SHSBC will use only R3MX, utilizing goals already found on R2MX Method A.

ASSESSING FOR GOALS

METHOD A

Assessment for goals in R3MX Method A is by meter listing and rocket read.

After doing R2-12A on the pc and a good prepcheck, particularly on former goals work, one has the pc list goals in session on the meter. One lists the tone arm action out and goes well beyond. If the pc has already listed goals with none found list more on the pc to check for TA action. If it exists list it out.

One looks for and notes goals that rocket read.

One then takes these rocket reading goals and tiger drills them, preferably the last one that rocket read first as it is the most likely.

If pc ARC breaks, the list is probably incomplete according to R2 findings. So complete it.

Don't list, in Method A, goals from items or detour. Just go on and on listing goals.

Do a Prepcheck on goals every fourth session.

The list may go to 2,000 goals. But if it goes so high or beyond, the pc needs more R2-12A.

METHOD B

R3MX Method B uses the ten lists of 3GAXX but uses any Routine 2 reliable item that still rock slams or one preferably that rocket reads. This method is not covered in this HCOB but will be familiar to Saint Hillers.

METHOD C

R3MX Method C uses R2-12A until the goal starts pushing up and the pc starts insisting upon it without any prompting from the auditor.

One does not grab the goal. The auditor notes it down.

If one keeps on doing R2-12A well, the goal will eventually rocket read easily for a checkout.

Rock slams on a case indicate a lot of distance down to rocket reads.

METHOD D

R3MX Method D uses Problems Intensives until the goal appears.

This has happened in many cases.

GOAL CHECKOUT

The goal must rocket read three times in three to be used for listing.

If not, do more R2-12A and check the goal out later.

LISTING GOALS OUT

Goals listing was a more serious hazard in Routine 3 than finding goals.

This simplified listing, while as yet theoretical in some respects, should be easier than any earlier listing.

It is done like R2-12A but by rocket reads only.

LINE ASSESSMENT

One takes the goal found, makes sure that it rocket reads well (not rock slams) and assesses as follows:

Use the pain-sensation analysis of the goal. If pain (as it should be) one tests: "Who or what would the goal 'To be a Tiger oppose?' " Or, "Who or what would 'Being a Tiger oppose?' " (the 'ing' form of the goal). One or the other question should rocket read. Use that one.

We list just this one list on the goal itself and after that use reliable items that rocket read.

Using long sheets of paper with the pc's name, date and line question on every sheet, we write down all the items called off by the pc. We mark rock slams and rocket reads as we see them.

We list to a still TA and then 50 items at least beyond and 50 items beyond the last rocket read (not a rock slam ever).

We don't null the list.

We read the next to last rocket read to the pc and then the last rocket read item (and the item just above and below) and see if the tests of 2-12A hold good (cogs, no ARC break, sudden drop of TA, lightening face color, etc.). If so, it's the pc's reliable item.

We now begin the "Spiral Staircase." We oppose and oppose and oppose and oppose always according to whether term or oppterm as long as we can as follows:

We determine if the reliable item is a term or oppterm by calling it off to the pc for pain or sensation and then by test listing both-ways-to on the oppose. The wrong way tightens the needle and gives no real TA action. The right way loosens the needle and gives good TA action.

Example: We found "Kitten" as the reliable item. We test for pain or sensation on it and find it gave pain. (Term)
We list "Who or what would oppose a kitten?" then "Who or what would a kitten oppose?" and, guided by our test (pain) also and a loosening needle and moving TA, we complete the list, "Who or what would a kitten oppose?"

We list to a still TA and 50 items or more beyond and 50 past the last rocket read.

We give the pc the next to last item that rocket read on listing, then the last rocket read item. We watch for the

signs. (If it isn't right we go on listing.) If there are two rocket reads still firing on the list it is incomplete and we must complete it. Thus we find our reliable item.

In short we find reliable item after reliable item just exactly as above each time but always by rocket read, not rock slam. This is a "Spiral Staircase" down toward the Rock and Opp Rock.

We pay no further heed to the goal until our "Spiral Staircase" folds up on us. No more rocket reads on the lists or bank getting too solid.

In brief, when we run out of reliable items, we go back to the goal we were using, we test it, mildly prepcheck it (put the big mid ruds in on it) and try to revive it. If it sparks up, rocket reads again or reads, we do all the above steps, the assessment from the 2 questions, the list, the first reliable item, the "Spiral Staircase" again.

If we can't get a peep out of the old goal, and our auditing was good, we just do another Goals Assessment and find a new goal that rocket reads and start all over again.

As soon as I find what mistakes can be made, I'll recodify and we'll have an improved R3-21 and I'll take the X off.

We need Clears as we've never needed them before and we need them now and we therefore need simpler, faster clearing. I've got R2 smoothed out in R2-12A and it's a real doll. Now I'm smoothing out R3-21 using everything learned in watching R2-12 in use, but using rocket reads not rock slams.

L. RON HUBBARD
Founder

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014 HCOPL 8 FEB 63 CURRICULUM CHANGE

(OEC Vol 4 p 424, NTV VII p. 28)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 8 FEBRUARY 1963

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CURRICULUM CHANGE

The following change in auditing for Units will go into effect Monday, 11 Feb. 63.

Y UNIT

Y Unit will revert to missed withholds and Prepchecking and will complete a Goals Prepcheck. All Y Unit auditing will be meterless, specializing in the observation of the pc, particularly coloration and apparent age.

Theory and practical for this unit will specialize on R3MX.

Any 2-12A cycle now in progress in Y may be completed by the current class.

R2-12A will be struck from all checksheets as fast as replaced by R3MX data.

R2-12A will be done in V Unit only. Routine 3MX only will be done in Z Unit.

L. RON HUBBARD
Founder

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015 HCOPL 9 FEB 63 SAINT HILL COURSE GOALS

(OEC V4 p 425)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 9 FEBRUARY 1963

BPI

SAINT HILL COURSE GOALS

Students attending the Saint Hill Special Briefing Course will hereafter be terminated and returned only when clear.

As this action, by current technology, is not a lengthy process, (only very exact), it is not anticipated that the course length forecast of 16-20 weeks will suffer any great change.

Current students are being held to complete this desirable goal. New students are some of them even now being cleared in the V unit before actually beginning course.

Any retread student is acceptable on course and can be promised now to begin getting clear the first week on

course. Retread is forecast as eight weeks where the student has his goal already.

The Practical Section has been strengthened to ensure accuracy and fast passage. The Theory Section is being simplified as all materials are being converted rapidly to the exact needs of auditing and clearing.

Saint Hill is gearing up for a busy spring and summer. We now have around sixty students and seven supervisors and instructors. Most of these students will have graduated, cleared, in March or April. We have only two "hung up" students who have not been able to pass course requirements over a long period, and these are both of them now being cleared and should be first goal clears by March.

Morale level on the course has never been higher. Saint Hill staff is clearing itself on a co-audit basis and all should be first goal clears by mid spring.

You may have been waiting for Saint Hill to start producing clears on an everyone basis.

This is now successfully in progress amongst students and instructors.

L. RON HUBBARD

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016 HCOPL 11 FEB 63 AUDITING REGULATIONS

(OEC V4 p 426)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 11 FEBRUARY 1963

Sthil Students

AUDITING REGULATIONS

In auditing done on the Saint Hill Special Briefing Course,
no matter what unit, the following regulations must be observed:

1. Ignorance of the student auditor of the rules of the process he is doing shall not be taken into account in any or all instances where a case is mishandled, gotten into difficulty or audited over a long period with no gain, and disciplinary measures will be taken without any attention to the student's lack of information.

2. Any student auditor, whether or not examined and passed on a technique, but doing that technique on a fellow student, and failing to achieve a result with that technique in a reasonable time, shall be transferred to W Unit, and shall have no auditing for two weeks.

3. Case responsibility shall be exclusively with the auditor and no plea that contrary data was given by an instructor or other person shall act as a defence in the event of case worsening or case difficulty.

4. If a student blows session it is wholly his or her current auditor's responsibility to retrieve that student.

5. A student receives auditing only so long as he or she gives good auditing.

6. A breach of the Auditor's Code by a student auditor just before or in session shall be deemed a misdemeanor.

7. Infractions for breach of auditing regulations may be recommended by instructors but may be given only by the Course Supervisor; the procedure being for the Instructor to pass the Infraction Sheet to the Course Supervisor for decrease, increase, cancellation or delivery to the student for the student's compliance.

8. Penalties are as follows:

(a) Failure to comply with instructions which failure might have resulted in slowing or worsening a case: 200 to 500 word Infraction Sheet.

(b) Departure from standard operating procedure SHSBC in any unit: 200 word Infraction Sheet to 2 weeks in Unit W.

(c) Worsening or drawing out the auditing on a case: 2 weeks in Unit W to Being Sent Down.

(d) Accumulation of 5,000 words in Infraction Sheets, in which 2 weeks re-assignment to Unit W shall constitute 1,500 words: No Classification during current course.

These Regulations for Auditing are issued at a time when 2-12A, Rudiments and Havingness, a Prepcheck, and 3-MX are all of them highly specialized and standardized with precise rules which if exactly followed, give excellent case gains. Only departure from the standard methods of these processes can fail to achieve case gains.

As the data is easily available, departures from the rules of procedure shall be interpreted as an attempted overt against the course and the pc and will be dealt with as such.

Such strenuous regulations and their strenuous application are necessary if students - and you - are to leave here clear.

L. RON HUBBARD

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017 HCOB 11 FEB 63 CURRENT AUDITING

(TV5 p. 239-40, NTV VII p. 29-31)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 11 FEBRUARY 1963

Franchise
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CURRENT AUDITING

Current Auditing has been unsettled due to the sudden breakthrough on R3-MX.

What I was looking for was

1. A process that invariably cleared pcs easily;
2. That had very precise and invariable rules;
3. That could be taught by rote; and
4. Would not be subject to change.

This process turned out to be R3-MX. The X at this writing is dropped as the process has proven itself and it becomes Routine 3-M. The designation of "M" is simply its consecutive letter in the development series, but it could stand for "Mary Sue" as she did the actual auditing under my direction that proved its rules.

The rules of 3-MX were worked out in Routine 2-12 and 2-12A and then by examining Rocket Reading Item behavior in 3-MX.

The first thing you should know about 3-M is that it is more precise in application than any process you have handled. When it says "List the Tone Arm Action out and

then 25 Items more" it means exactly that. (Surges of the needle don't count in TA action as you couldn't follow them with the TA and back that fast.) When R3-M says "List 25 Items Beyond the last RR or RS on a list" it means 25, not 24.

In 3-M it says Rocket Reading Item and that's what it means. And a Rocket Read is a Rocket Read not a fall.

R3-M is therefore a masterpiece of precision. Do it wrong - not exactly by the rules - and it becomes a real nightmare. So know it before you do it, and do what it says only.

In both R2-12A and R3-M an Item can appear anywhere on a source list so long as 2 Items do not RS or RR. One Item RSing and one RRing also means list is incomplete.

On the w/w wd goal opp list (the 3-M Source List) you have to make sure list is complete to 50 Items beyond last RSing or RRing Item and 50 beyond no TA action point (where TA stops moving). This is true for both 3-M and 2-12A. You read every RRing Item back to pc from the 3-M Source List (goal opp) and every RSing Item on the 2-12A source list.

A source list is of course the primary list from the goal from which you get the first RRing RI. In 2-12A the source list is what you choose to get your first list from or List One.

All other lists in 3-M are extended 25 Items beyond the last RR or RS and the Item is always the last RR on the list - if not you've goofed, didn't get the TA action out of this or the just prior list. In 2-12A you go 50 Items beyond the last RS and 50 beyond the 1st still TA.

The 8 tests for mass increase, etc, must be done on every Item found in 3- M and 2-12A.

The best coverages of R-3M are the HCO Bulletin of Feb 1, 1963, "Routine 3", and the two hours of lecture of Feb 7, 1963, where it is covered. HCO Bulletins and other lectures will be forthcoming.

R2-12A

If R3-M emerges so suddenly, then what of Routine 2-10, 2-12 and 2-12A?

With the single caution that you must not try to package a small RS and only use a wide RS (1/3 of a dial or more) as your source list's RI, 2-12A is very successful just as laid down. It will continue to be taught, and used. In it you have some very precise Rules. A list is continued 50 Items beyond the last RS. Never represent an RSing Item. Always carry a wide RSing RI around to a package of 4. It is not important how you get your first RI so long as it didn't come from representing an RSing Item. The last RS on the list opposing an RI is the Right Item always unless

you've goofed. There must not be 2 RSing Items On a list (except List One where you choose the biggest RS as your first RI). If two appear, your list is incomplete or you let the pc (as you must never do) Represent an RR or RS he's heard or seen on the list.

You don't nul in 2-12A (or 3-M), you just read the next to last, then the last RS or RR Item.

Tough cases, the RS grabbed off List One Issue 3, will change with 2-12A. Rockslammers sit back and get relaxed. The process is valuable. Therefore it must be taught and used.

But as R3-M is even easier than 2-12A, it also must be taught in Academies and used in HGCs.

Valid Processes, then, are

1. The CCHs.
2. Assists.
3. Ruds and Havingness.
4. Pulling Missed W/Hs.
5. Prepchecking.
6. Problems Intensives.
7. R2-12A.
8. R3-M.

Know these and you can crack or handle any case and clear.

So know them. I'll do my best to make all the data available.

L. RON HUBBARD

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018 HCOPL 13 FEB 63 V UNIT

(OEC vol 4 p 427, NTV VII p. 32-34)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 13 FEBRUARY 1963
Issue I

sthil
Academies

V UNIT

(Modifies earlier policy letters)

The purpose of V Unit is to:

1. Get the student into some kind of shape to finish the course;
2. Give the student a win as an auditor;
3. Establish an auditing reality on Scientology.

NEW STUDENT'S CASE

If a new student has been badly audited previously, it is up to V Unit to smooth the case out. An elementary Prepcheck "In auditing _____" can be used.

If the new student is a rock slammer, great care must be taken to get a 2-12A 4 RI Package on the rock slamming item. List One Issue 3 is used. The new student is not made to complete the list. The biggest R/S is found, determined as Term or Oppterm, and used. No R/Ses less than 1/3-of-a-dial wide are used in 2-12A.

If the new student has been run on a wrong goal, an "On goals _____" Prepcheck or "On the goal (wrong goal) _____," should be applied.

These are the only processes used in V Unit. The Instructor must not get inventive or embark upon R3 or start opposing RR RIs:

1. The assist-type repetitive Prepcheck using Suppress and Invalidate buttons only for a specific period of time contained in the command "Since _____."
2. Missed withholds. The elementary "What have we failed to find out about you." "Auditors." "I."
3. A broad Prepcheck aimed at remedying messed-up auditing. "On auditing _____" or "In auditing _____" followed by the buttons of big mid-ruds or the eighteen buttons.
4. ARC Straightwire (never accepting "Yes" only for an answer, please). Used on a pc who is spinny or neurotic or feels bad.
5. General O/W.
6. 2-12A using List One Issue 3, 4 RI Package. Or a case repair on 2-12 or 2-12A that has been done incorrectly elsewhere.
7. Wrong goal on a pc who has had a wrong goal run. Eighteen-button repetitive Prepcheck "On the goal _____" or appropriate wording.

The V Unit new student must emerge from V Unit in better case condition than when entering it, and not a rock slammer. These are the only criteria for the new student leaving V Unit. They are demonstrated by:

- a. Tone arm reading now around Clear reads.
- b. Not R/Sing on List One Issue 3.

STUDENT WIN

The new student probably has no firm reality on auditing wins; even if an older auditor, wins may have been scarce.

In V Unit the student auditor must obtain a win. The seven processes given above will obtain a win, one of them or any of them on any pc, providing nobody gets fancy. Just use one or two of the minor ones on any new student. Not all of them. And flatten what you start always.

On pcs who are not rock slammers and arrive on course in good condition, do not run 2-12A. Instead, choose one of the other processes for such a student pc, the milder the better. And flatten it to no TA action.

Make the student auditor just audit. Totally muzzled. No rudiments, no havingness. Just "Start of Session" and "End of Sesslbn." Use a meter.

Thus, intelligently supervised, the new student will get a nice win.

ESTABLISH A REALITY

The new student, tightly supervised, doing plain Scientology with no frills, will obtain a reality that exact Scientology works. This discourages squirreling on course and gives the student an incentive to study Scientology as it is, not as altered.

With a case gain, a win and a new reality, the student is ready for upper units and can be counted on to get fast passes and an early graduation.

All failures to pass HCOBs and upper classes are traceable to case (R/Sing on List One), lack of wins and low reality on Scientology. Thus, these remedied, you get students graduating, not stagnating on course.

It is the purpose of the V Unit Instructor to achieve these gains and pass the new student on.

The V Unit is a co-audit, one or two weeks long, three hours of auditing given and three received daily, five days a week.

In the remainder of the day, the unit is part of the W Unit, specializing in TRs 0-4 in Practical. The Instructor in the balance of the day fits into other units to assist

instruction there, usually Practical, to supervise the TRs of V Unit students and others, or as assigned.

SUMMARY

We are trying to cure long periods on course. They are best cured by the use of a good V Unit.

Students with a case gain, a win and a good reality on auditing will study harder, graduate faster, be better Scientologists.

All randomness on a course (bad pass-flunk ratios, enturbulation, etc.) comes from rock slammers. Weed them out at course beginning and all gets very smooth on the main course.

If a student on arrival is in good shape and not a rock slammer, a week in V Unit is all he or she should spend.

The whole plan falls to pieces if a V Unit Instructor fails to make good the purposes of the unit for any reason.

The original plan for the first training of an Academy student is many years old and had the above purposes as goals. This became the Comm Course because the purposes were not realized in actual practice and TRs only were substituted. New processes, muzzled auditing and a new understanding in general should now realize this earliest goal I had for a new student - a case gain, a win, a reality on Scientology.

L. RON HUBBARD
Founder

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019 HCOPL 13 FEB 63 ACADEMY TAUGHT PROCESSES

(OEC V4 p 339)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 13 FEBRUARY 1963
Issue II

Academies
Sthil Students

ACADEMY TAUGHT PROCESSES

The following processes must be taught in all Academies:

1. TheCCHs.
2. Assists.
3. ARC Straightwire.
4. GeneralO/W.
5. Pulling Missed Withholds.
6. Assist type Prepchecking using Suppress and Invalidate buttons only using a time period.
7. General Repetitive Prepchecking against a specific time period, big Mid Ruds and 18 button prepchecks.
8. Specific Repetitive Prepchecking against a subject, (auditing, listing, Item or Goal).
9. A Problems Intensive.
10. Routine 2-12A.
11. Routine3-M.

It is recommended that all these are not taught in one course. An HPA/HCA certificate should include up to 9 above (Problems Intensive).

A higher level course should take in Routines 2 and 3 (BScn or Hubbard Clearing Scientologist).

The higher course need not be a completely separate course but run along with the usual Academy Course on different check sheets.

A Saint Hill Graduate must be in close supervision of a course teaching Routines 2-12A and 3. 2-10 and 2-12 are now included as 2-12A.

HPA/HCA's of earlier years, certificate in hand, may be entered as trying for BScn or HCS (US) even though passing the Prepcheck materials as well as Routines 2 and 3.

No Classification may be assigned by reason of course attendance and examination only. Time on Staff or Saint Hill training are required for a Valid Classification even though "Valid for 2-12" is stamped on a certificate.

With processes settling down we can get our house in order.

L. RON HUBBARD

LRH:dr.cden
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020 HCOPL 14 FEB 63 HOW TO EXAMINE; THEORY EXAMINATIONS

(OEC V4 p 163)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 14 FEBRUARY 1963

Academies
Sthil Students

HOW TO EXAMINE THEORY EXAMINATIONS

The two most serious causes of students or staff failing to pass or being unwilling to take Bulletin Checks are:

1. RS-ing on List One; and
2. Capricious Examination

V Unit cares for the one. A study and practice of this Policy Letter should care for the other.

The important points of a Bulletin, Tape or Policy Letter are:

1. The specific rules, axioms, maxims or stable data;
2. The doingness details, exactly how is it done; and
3. The theory of why it is done.

All else is unnecessary. All you have to demand is the above. They are given in order of importance. (1) The rules, axioms, maxims or stable data must be known exactly verbatim and the student must be able to show their meaning is also known to him or her.

(2) The doingness must be exactly known as to sequence and actions but not verbatim (in the same words as the text).

(3) The theory must be known as a line of reasoning, reasons why or historical background and with accuracy, but not verbatim.

The date of the lecture or bulletin or letter is relatively unimportant and other details of like nature should never be

asked for.

If a student or Staff Member is ever going to apply the data, then above (1) must be down cold, (2) must be able to be experienced and (3) must be appreciated.

Asking for anything else is to rebuff interest and give a feeling of failure to the person being examined.

An examiner should examine with fiendish exactness on (1) alertness on (2) and seeing if the student understands (3). An examiner should not go beyond these points, asking for what person was mentioned, who did the test, what is the copyright date, what are the first words, etc.

Graduation from courses must be speeded up. And at the same time, the data, the important data must be known and understood. Good, sound examination is the answer here. Irrelevant examination questions only slow the student and extend the course.

Be as tough as you please, but only on (1), (2) and (3) above.

L. RON HUBBARD

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[Revised and replaced by HCO P/L 4 March 1971 Issue II, How to do Theory Checkouts and Examinations.]

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021 HCOB 15 FEB 63 R2-R3, LISTING RULES

(TV5 p. 241-2, NTV VII p. 35-7)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 15 FEBRUARY 1963

Central Orgs
Franchise

R2 - R3

LISTING RULES

An idiocy of long long lists can creep into Routine 2 and Routine 3. This is not as harmful as under-listing but it can make pcs pretty green or black and certainly holds up auditing.

You must realize that "listing to a still Tone Arm" takes several things for granted:

1. That the auditor has his sensitivity at about 4 (Mark IV about 6) during listing.
2. That the auditor does not adjust the TA for surges (cognitions, etc).
3. That the TA is adjusted only when it has to be to get the needle into a readable position.
4. That the pc is answering the auditing question and not varying it or running havingness on himself.
5. That the rudiments are reasonably in, particularly SUPPRESS, INVALIDATE, PROTEST and DECIDE.
6. That the pc is capable of being in session.
7. That the pc isn't fiddling with the cans, yawning, stretching, etc.

In other words, if an auditor has his pc under calm control the TA rule applies. As the control of the pc diminishes the TA rule grows less workable.

But even so all is not lost.

TA shifts because of body motion, yawning, asking questions, and particularly because of PROTESTS! do not count in reading TA position. The TA position that must be steady is for the list. So if you read it "TA position for the list must be motionless" you have it absolutely correct. The TA will also read for other attention positions such as on the auditor, on the room, on the body. The pc shifts his attention from the list and you get TA motion. The thing we want to know is: did the TA go right back to List Position when the pc put his attention back on the List. Or, with the pc's attention on the list, did the TA now move. If so, that's TA motion for the list and the list is incomplete.

It's really very easy even if the pc is out of session, to find a motionless TA on the list. Understand this and you'll stop endless listing.

"TA action out" is, however, not the first rule of a complete list.

The rules of a complete list for R2 or R3 are:

1. TWO ITEMS (RR and RS) ARE NOT FIRING WHEN THE LIST RR AND RS ITEMS ARE READ BACK TO THE PC.
2. ONLY ONE ITEM RSeS or RRs ON THE LIST WHEN RRs AND RSs NOTED DURING LISTING ARE READ BACK TO THE PC. THE OTHERS DO NOT READ.
3. THE LIST HAS THE RELIABLE ITEM ON IT.

In Routine 2 these Rules apply:

4. ON A COMPLETED R2 SOURCE LIST, ONE RSing ITEM ONLY WILL RS WHEN READ BACK TO THE PC.

5. ON A COMPLETED R2 LIST TAKEN BY OPPOSING (EITHER WAY) A ROCKSLAMMING ITEM, THE RELIABLE ITEM WILL BE THE LAST ROCKSLAMMING ITEM ON THE LIST. IF IT IS NOT, THE ITEM BEING OPPOSED IS WRONG OR THE OPPOSITION WORDING IS WRONG WAY TO OR THE LIST IS INCOMPLETE.

In Routine 3 these Rules apply:

7. ON A COMPLETED R3 SOURCE LIST, ONE ROCKET READING ITEM ONLY WILL RR WHEN READ BACK TO THE PC. NO RS OR OTHER RR ON THE LIST SHOULD NOW READ.

8. ON A COMPLETED R3 LIST TAKEN BY OPPOSING (EITHER WAY) A ROCKSLAMMING ITEM, THE RELIABLE ITEM WILL BE THE LAST ROCKET READING ITEM ON THE LIST. IF IT IS NOT, THE ITEM BEING OPPOSED IS WRONG OR THE OPPOSITION WORDING IS WRONG WAY TO OR THE LIST IS INCOMPLETE.

9. AN ITEM OR GOAL WHICH WAS SEEN TO ROCKET READ WHEN BEING WRITTEN DOWN BUT WHICH RSEs WHEN READ BACK TO THE PC WILL ROCKET READ AGAIN IF GIVEN A BRIEF BIG MID RUDS PREPCHECK.

The above are the rules which must apply.

As some variability can result in various auditors' interpretation of a "still TA" and in how good a session the auditor can run, the TA rule is secondary. It still applies, it is still valid. But a pc on PROTEST! varies his TA all over the place and an auditor that can't handle a pc with a few deft mid ruds or get his question answered will get TA action when the list is flat. When you get the hang of it you will see that listing to a motionless TA is valid, but that of course is in an auditing session.

On one of these overlong lists, you can tell if it's overlong by seeing if you have gone 50 Items (25 Items opposing RR RIs) past the last RS or RR, making sure that you don't get two Items on the list that fire, and thus find your Reliable Item.

It's finding RIs that counts, not how long can we list.

Also, avoid buying a pc's "hard sell" on an Item or condition. If it follows the above rules buy it. If not, just ack and go on. Auditors with low sales resistance need not apply. Often the pc says "It's a terminal" when it's an Oppterm. Apply the tests and do a decent test list before you make up your mind. Pcs don't really know - RIs have an aberrative value you know - so why buy a dramatized sales talk. The auditor is necessary because an auditor isn't in the RI and can think. So an auditor who buys a sales talk isn't an auditor. Get it?

Audit R2 and R3 by the rules. If the rules don't seem to apply, take a walk and think over why. Don't just keep on

in haggard hope.

L. RON HUBBARD

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023 HCOB 20 FEB 63 R 2 & 3 MODEL SESSION (CANC.BY HCOB 21 MAY 63)

(TV5 p. 243-5, not in NTV)

ROUTINE 2 & 3 MODEL SESSION

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HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 20 FEBRUARY AD13

(CANCELLED - see HCO B 21 May 63 Volume V p. 278)

Central Orgs
Franchise

ROUTINE 2 & 3 MODEL SESSION

Here is a needed revision of Goal Finder's Model Session which is cancelled herewith.

The changes are:

1. Omitting Life or Livingness Goals completely.
2. Running general O/W until PC comes back up to PRESENT TIME and not just until needle is smooth.
3. Added - Run "Since the last time I audited you" Mid Ruds if TA is in a higher position from the last session pc had.
4. Put Havingness after goals or gains for the session.
5. Added a note that suppress is always done repetitively, as is the Random Rud.

SESSION PRELIMINARIES

All auditing sessions have the following preliminaries done in this order.

1. Seat the pc and adjust his or her chair.
2. Clear the Auditing room with "Is it all right to audit in this room?" (not metered)
3. Can squeeze "Squeeze the cans, please." And note that pc registers, by the squeeze on the meter, and note the level of the pc's havingness. (Don't run hav here.)
4. Go into the session start.

ROUTINE 2 & 3 MODEL SESSION

Where the pc has been well Prepchecked and is well under auditor control, 8n Auditor in a Routine 2 or Routine 3 session may omit rudiments in Model Session, using only goals for session, and havingness, goals and gains at end and general O/W, Mid Ruds and Random Ruds where needed in the session. This salvages about an hour's auditing time per day. Start and end of session commands are used, just no rudiments; general O/W may be found necessary on some pcs at session start in lieu of rudiments to get a cleaner needle.

This does not apply to Rudiments and Havingness Sessions or Prepcheck Sessions and Problems Intensives.

For a pc who is well smoothed out by staff auditors, then, and who is well under the goal finder's control, the following may be used, particularly with a Mark V Meter.

START OF SESSION:

Is it all right with you if I begin this session now?

START OF SESSION. (Tone 40)

Has this session started for you? If pc says, "No," say again, "START OF SESSION. Now has this session started for you?" If pc says, "No," say, "We will cover it in a moment."

RUDIMENTS:

What goals would you like to set for this session?

Please note that Life or Livingness goals have been omitted, as they tend to remind the pc of present time difficulties and tend to take his attention out of the session.

At this point in the session there are two actions which could be undertaken: the running of General O/W or the running of Mid Rudiments using "Since the last time I audited you".

One would run General O/W if the pc was emotionally upset at the beginning of the session or if the session did not start for the pc, the latter being simply another

indication of the pc's being upset or ARC broken, but those symptoms must be present, as sometimes the session hasn't started merely because of poor Tone 40 or because the pc had something he wanted to say before the auditor started the session.

RUNNING O/W:

If it is alright with you, I am going to run a short, general process.

The process is: "What have you done?" "What have you withheld?"

(The process is run very permissively until the needle looks smooth and the pc is no longer emotionally disturbed.)

Where are you now on the time track?

If it is alright with you, I will continue this process until you are close to present time and then end this process. (After each command, ask, "When?")

That was the last command. Is there anything you would care to ask or say before I end this process?

End of process.

RUNNING THE MID RUDIMENTS:

One would use the Middle Rudiments with, "Since the last time I audited you", if the needle was rough and if the Tone Arm was in a higher position than it was at the end of the last session.

Since the last time I audited you has anything been suppressed? (This is always done by the repetitive system.)

Since the last time I audited you, has anything been invalidated?

Since the last time I audited you, has anything been suggested?

Since the last time I audited you, is there anything you failed to reveal?

Since the last rime I audited you, is there anything you have been careful of?

(These latter four rudiments are done by fast check.)

The "In this session" Mid Ruds can be used to straighten up a session that has completely gone out of the Auditor's control, after he has gotten in the Random Rudiment. "On this list" Mid Ruds, particularly with suppressed or invalidated can be used to get a pc to continue listing.

RUNNING THE RANDOM RUDIMENT:

In this session have I missed a withhold on you?

In this session is there anything I failed to find out about you?

In this session have you thought, said, or done anything I failed to find out?

In this session have I nearly found out something about you?

Any of the above versions may be used. The Random Rudiment is always run repetitively.

END OF SESSION:

Is it alright with you if we end off now? Is there anything you would care to ask or say before I do so?

End of

If the pc from the Auditor's observation is very agitated or upset, the Auditor would run General O/W as given above.

If the session has been an extremely difficult session with the pc having been ARC broken badly and frequently, one would get in the "In this session" Mid Ruds in order to clean up the auditing, even though the pc may now be alright.

Have you made any part of your goals for this session?

Have you made any other gains in this session that you would care to mention?

(After adjusting the meter) Please squeeze the cans.

(If the squeeze test was not alright, the Auditor would run the pc's Havingness process until the can squeeze gives an adequate response.)

Is there anything you would care to ask or say before I end this session?

Is it alright with you if I end this session now?

Here it is: END OF SESSION (Tone 40). Has this session ended for you?

(If the pc says, "No," repeat, "END OF SESSION." If the session still has not ended, say, "You will be getting more auditing. END OF SESSION.")

"Tell me I am no longer auditing you."

Please note that Havingness is run after Goals and Gains as this tends to bring the pc more into present time and to take his attention to a degree out of the session.

(Bulletin done by Mary Sue Hubbard after we worked it out)

L. RON HUBBARD

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024 HCOPL 21 FEB 63 GOALS CHECK

(TV5 p. 246, NTV VII p. 38)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 21 FEBRUARY AD13

CenOCon

URGENT

GOALS CHECK

Issue as Secretarial Executive Director:

All Goals and Reliable Items found on students, staff or HGC pcs must be checked out and seen to rocket read by a qualified executive or staff Class IV before being run.

Only Routine 3M is permitted as a clearing procedure and exactly as given in bulletins and tapes.

All Clears must be checked out by a qualified executive before being pronounced Clear by the Organization or reported to me as such.

No auditor may be permitted to audit staff members or HGC pcs or students who is not a regular staff member.

No auditor may use Routine Three unless qualified by the Staff Training Officer or the Academy.

No auditors not staff members may frequent the premises of the Organization for the purposes of obtaining private preclears.

L. RON HUBBARD

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025 HCOB 22 FEB 63 ROUTINE 3M, RUNDOWN BY STEPS

(NTV VII p. 39-45, previously considered confidential)

(also see HCOB 6 MAR 63 which corrects this one)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 22 FEBRUARY 1963

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ROUTINE 3M

RUNDOWN BY STEPS

(HCO Secs Check out more thoroughly than any you've ever checked before on all staff auditors and staff clearing people. SHSBC Lecture of 26 Feb. 1963 also covers this HCOB.)

The steps of Routine 3M are as follows:

PREPARE THE GOAL

1. Get the goal prepchecked so that some rocket reads are seen. Get it checked out.

It may only have been seen to rocket read sometime in the past and will not now rocket read; prepcheck it until it RRs at least once. If so, go to Step 2. (3M can be started without having the goal if you have an RR RI from 2-12, if so start 3M with Step 8 and find goal as in Step 15.)

DETERMINE GOAL QUESTION

2. Determine, by meter and by what the pc can answer, the wording for the goal oppose line:

"Who or what would the goal oppose?"

"Who or what would oppose?"

"Who or what would somebody or something with the goal
____oppose? "

"Who or what would (ing version of the goal) oppose?"

Use only one of the above and use no other wording for the question.

LIST SOURCE LIST

3. List a list in the usual way on a meter, watching carefully for rocket reads or rock slams as the pc gives items. Note these accurately on the list. If no R/Ses or RRs appear on this list assume that the goal was wrong or that the pc has been suppressed by other listing below RR or R/S. Do not proceed if no RRs or R/Ses were seen while listing; relegate the case to 2-12 repair (see below) or other goal finding. If R/Ses or RRs are seen on listing, proceed to next step.

COMPLETE SOURCE LIST

4. List the list no less than 50 items (by actual count) beyond the last R/S or RR (whichever was last). In actual fact all TA action should be off the list by this time but auditors have trouble in some instances in interpreting what is TA action on the list. Keep going if you know what "no TA action" is but don't use ".005 divisions TA change" as an excuse to list pc black in the face.

TEST LIST

5. Test list by reading two R/Ses or RRs back to pc. If only one R/S or RR is reading on the list, it is complete. If two are reading continue the list until you have new R/Ses or RRs and 50 beyond the last one again. Then retest. Be sure list is complete, by which is meant "it has an R/Sing or RRing item reading on it but not two, and an RI is on the list."

FIND RI

6. Search out the R/Sing or RRing item by reading each one marked RR on listing back to pc. One should rocket read or rock slam without TD. If none are found that now R/S or RR, read the non-R/S, non-RR items just above and below each marked R/S or RR. (You may have mistaken which item R/Sed or RRed.) Work at it until you've found the reliable (reading on the meter when read back to the pc) item. If none R/S or RR use small tiger on those that DR. If still none R/S or RR extend the list until new R/Ses or RRs are seen. If no RI yet, null the whole source list. You only do this with goal-oppose (source) list.

CLEAN UP RI

7. Get the big mid ruds in on the reliable item found. If it R/Sed it will turn into an RR if big mid ruds are put in on it. But even if it only still R/Sed, proceed to next step. If it vanishes without being listed extend goal-oppose list.

DETERMINE WHETHER TERMINAL OR OPPTERM

8. Determine if the RI is a terminal or an oppterm. Just because an oppterm was indicated by the list question is no reason an oppterm will come up. If an exalted-sounding item it is probably an oppterm. If a degraded reversal of the goal it is probably a terminal. As more RIs accumulate on the line plot the less this is true.

It finally reverses. Use any tests released. Wrong-way-to gives more mass to pc and reads less on meter.

LIST THE RI

9. List the RI as a terminal "Who or what would (RI) oppose?" or as an oppterm " Who or what would oppose (RI) ? " If pc's face darkens or mass pulls in or if he can't keep the question in mind or can't think of answers easily or if needle tightens, etc., quickly abandon and start a new list with the reverse question. But be very careful not to keep reversing an R3 list. Don't test list as in R2. Be right in the first place and unload fast if you're wrong in the way it's being opposed.

The more you change the way you oppose it the more mass you'll pull up on the pc. A reverse-way oppose list also has RRs and R/Ses on it.

COMPLETE RI LIST

10. List 25 (not 23 or 20) items beyond the last R/S or RR. If you can read a tone arm, be sure the TA action is out of the list. But don't use TA action of one/millionth of a division as an excuse to list the pc into the ground with overlisting. The actual rule is "25 items beyond the last TA change and 25 beyond the last RR or R/S." Never list less than 25 items beyond the last RR or R/S. If a new RR or R/S occurs go 25 beyond it. TA action can be caused by Protest, Decide, ARC break. If the pc ARC breaks after you've stopped listing, the list must be extended as the ARC break, no matter what the pc says, comes from the item not being on the list. This step is very easy. Just list and note down the RRs and R/Ses seen on the meter as you list. Write fast. Get the item down correctly. Ask the list question only often enough to keep the pc listing. When he stops you ask the question. Or ask it when he asks for it. Don't overlist. R3 overlisting is brutally cruel. Don't underlist.

Don't miss reads. The sensitivity is set at about 3 on a Mark V and 4 on a Mark IV for listing. The eye looks across the dial at the sheet beside the meter. You move the sheet up as you write. Left-hand meters are available at HCO WW for southpaws. Put your TA reads on your listing sheet each time TA changes.

CHECK RI BEING LISTED

11. Check the item you are listing from. If it ticks or fires, don't do anything with the list you've just done. Continue it to a new RR or R/S and do 25 beyond it. The item can read because the pc is protesting or invalidating but usually it's just list more.

If item being listed from doesn't read, proceed to 12.

READ NEW RI

12. Say to the pc, "I will now read the last rock slamming item on the list." (Omit saying the above if the last item was an RR.) "That didn't read." (If it did, and an RR is above it your list is incomplete so do Step 11 again.) If it didn't read (which it shouldn't) say "I will now read the next-to-last rocket reading item on the list." Do so. If it RRs or R/Ses do Step 11 again. If it doesn't (which it shouldn't) say "That doesn't read." Now say, "I will now read the last rocket reading item on the list." Do so. If it reads (R/S or RR) say "That rocket reads." or "That rock slams." This is the one that must read. If it RRed when being written down but R/Sed when read back to pc, the only action necessary is to put in the big mid ruds on it and it will RR. If the last RR noted on list doesn't read, then say, "I will now read the item above it." (Read the one above, the one below, the one 2 above, the one 2 below.) As soon as you have one that fires, say, "That reads." Now don't do anything else when you have the item. Look silently at the pc. You will see him get lighter colored in the face, the tone arm will blow down, the meter will fire rocket reads as the pc cognites. If pc is in doubt say "That's your item." The needle may go free only for a space of 5 seconds if you go on into the next GPM. The residual mass of the goal you've just blown is held in more by the next GPM than by odd bits. So getting the next GPM is the most constructive and time-saving action.

END OF STEPS

COMMENTS

You mustn't let the pc represent RRing or R/Sing item as he lists. If he knows something R/Sed or RRed he may repeat variations of it. However, interfere as little as possible with the listing by the pc. Don't force listing or prevent it.

Mask your paper from the pc.

The frequency of the bank can get thrown awry by listing both ways or by doing a list wrong-way-to and getting a reverse item. But the upset is limited to the 25-item rule.

On any one GPM where goofs have occurred, you may have to extend lists due to finding a tick (Step 11). All rules and steps still apply. You just have to extend a list (as in Step 11) more often.

The item doesn't start appearing earlier on the list and the rule of the last RR is never violated.

It's just that the "25 items after the last R/S or RR rule" becomes unworkable and you keep finding that the item you are listing from still ticks so you have to extend. Step 12 remains true.

R3M is a purely mechanical activity.

The better you know it, the more exactly you follow it, the more RR RIs you get, the less you figure-figure on it, the more Clears you'll make.

3M works because of 3M, not because of auditing frills.

The only thing missing from these steps is the test battery to find if an RI is a terminal or oppterm. That is given on tapes and will be the subject of a whole HCO Bulletin. When an RI that is a terminal is used as an oppterm (wrong-wayoppose) more mass turns on. And vice versa. Wrongly call an RI and it's more mass, a darkening pc, discomfort, etc. Any RI that gives the pc unmistakable pain when said to the pc is a terminal always. The SEN is not as good to determine with as many terms also turn on SEN and no pain. Don't test list every RI both ways. In 3M that half kills the pc. Do it only in R2. Be right before you list. Look the pc over after you've listed 10 items to see if the face has darkened or discolored, watch out for a tightening needle. And list right-wayto only.

Do 3M carelessly or wrong and you'll wrap the pc around a telephone pole. Crash.

Be honest. Never fake a read. Never falsify a report. Somebody's future 200 trillion depends on that honesty. If it reads, say so. If it doesn't read, say so. Don't try to look good at the expense of a pc's future life.

Repair 3M by TDing every RI on the line plot for reads. If none are reading at all, examine the lists for completeness. If these are short or goofed, complete them for an RI as per the rules.

If all else fails, prepcheck the pc on auditing, listing and do a goal-oppose list. If that doesn't RR while being listed, examine the repair steps above in that order. This pc either had a wrong goal and the auditor didn't know a rocket read or the RR is hung up somewhere in the incomplete lists.

The point is, don't goof. You can clear a whole goal GPM while trying to repair some nutty departure from 3M.

You've got one clearing technique. Protect it.

TWO TYPES OF LIST

Remember, there are two types of lists in R3M:

1. The goal-oppose as covered in Steps 1-7. This is called a "Source List." 2. The RI oppose (either way) as covered in Steps 8-13. This is called an "RI List." These follow different rules. The item can be any RR or R/S seen on a goaloppose list.

The item is always the last RR on the RI oppose list. Realize that all goal-oppose lists follow the rules of Steps 1-7 and all RI oppose lists follow the rules of Steps 8-13.

There are no exceptions. If the list you've done as a goal-oppose source list deviates from the phenomena found in Steps 1-7, you've goofed, not 3M. If the RI oppose list you've done doesn't contain the phenomena in Steps 8-13, you've goofed, not 3M.

Example: Auditor finds on an RI oppose list that the "RI" was the third RR from the bottom. That's wrong. Complete the list. It's that exact.

OLD GOALS

With the advent of 3M, the question of what to do about old goals or partially run goals or Keyed-Out Clears arises.

RULE ON OLD GOALS

On anybody who has ever had a goal found, whether it was listed partially or fully, run R3M just as though the goal had just been found. If it doesn't RR now it will still give RRs on the source list from it. It is all right to test list it.

If the goal was wrong it will not give RRs on the source (goal opp) list.

L. RON HUBBARD
Founder

(Not in either set of tech vols, previously confidential,
probably omitted from New Tech Vols because it is an excerpt
of an earlier HCOB)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF FEBRUARY 25, 1963

Central Orgs
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R2 - R3

The following replaces HCO Buleetin of August 22, 1962
which is cancelled from all check lists.

ROUTINE 3-M GOAL FINDING BY METHOD B

(Information taken from HCO Bulletin of August 22, 1962)

If your pc has a Rockslamming or Rocket Reading Oppterm
anywhere on his line plot, you can list goals on the
following 10 questions.

Be sure that the item is now RSing or RRing and that the
item is proven an oppterm by actual test.

METHOD B LISTING QUESTIONS

What goal might you have -

- (1) That would be an overt against (item)?
- (2) That (item) would consider impossible?
- (3) That (item) might consider was an overt?
- (4) That (item) would consider undesirable (also - for
itself or themselves)?
- (5) That (item) would prevent you from doing?
- (6) That would be impossible to achieve if you were (item
or part of item)?
- (7) That would be impossible if (item) were you?
- (8) That couldn't be achieved because (item) acted as a barrier?
- (9) That (item) would make too difficult?
- (10) (Simply) What goal might you have?

Complete List One to at least 50 goals past a still TA and the last RS or RR. List each of the other questions in turn. Lists Two through Ten can be continued as long as the pc lists easily on each one.

Be sure to note TA position, RS and RR. Clear each question with pc before listing on it.

ASSESSMENT

Tiger Drill the RRing goals on List Six above first, being careful of Suppress, working it over hard.

If the goal is not on List Six, use List Five. If not on Five, go over List Four. If not on List Four, Tiger Drill the RRing goals on the remaining Lists One through Ten.

The pc will probably know his goal. Or his goal will recur on several of the Lists.

It is most likely that the first RRing goal on List Six will be it.

The goal must be checked out by a Class IV auditor before it can be listed.

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029 HCOB 4 MAR 63 ROUTINE 2-10, 2-12, 2-12A

(TV5 p. 247, NTV VII p. 47)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 4 MARCH 1963

Central Orgs

URGENT

ROUTINE 2-10, 2-12, 2-12A

Cease to use Routine 2-10, 2-12 and 2-12A in the HGC and Academy and on staff clearing except as follows:

Cases that RS on List One and whose goal cannot be found.

Cases that need R2-10, 2-12 or 2-12A completed or repaired.

Why?

3M suddenly emerged and is simpler than R2-10, 2-12 or 2-12A.

An auditor can turn off somebody's RS and RR by using Routine 2-10, 2-12 and 2-12A wrongly, thus making it harder to find the goal and do 3M.

Routine 2-10, 2-12 and 2-12A can help find a goal. It can also submerge a goal when packages are not completed.

R2-10, 2-12, 2-12A Case Repair consists of completing any obvious package from Existing RIs.

3M, I repeat, emerged after Routine 2 and is easier to teach and use.

Do not leave a Routine 2 package of 4 from already found RIs incomplete because of this HCO Bulletin. Complete it. Avoid Long, Protested Listing as only this can mess up a pc's RR or RS.

Routine 2-12 may be taught in an Academy but not used on students' cases.

I am working on easily done Routine 2-GX which is a Goal Finding Routine consisting of the nearly exact pattern of a Problems Intensive but asking a different question, which adds up to listing times in the pc's life when his purpose was balked and assessing and running as in a Problems Intensive.

More goals are being delivered by ordinary Problems Intensives than by Routine 2-12.

R2-12 is a highly successful process but fails in some hands.

L. RON HUBBARD

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030 HCOPL 6 MAR 63 SELLING TECHNIQUES FORBIDDEN

(OEC vol 2 p325)

HUBBARD COMMUNICATIONS OFFICE
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HCO POLICY LETTER OF 6 MARCH 1963

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Registrars

SELLING TECHNIQUES FORBIDDEN

Registrars, and other personnel concerned with selling, are forbidden to sell a preclear a specific technique.

Preclears must be sold PROCESSING. The techniques to be used are decided by the D of P within the framework of the current rundown of processes.

L. RON HUBBARD

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031 HCOB 6 MAR 63 CORRECTION TO HCOB OF FEB 22, 1963 R3M

(NTV VII p. 48, previously considered confidential)

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Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 6 MARCH AD 13

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URGENT

CORRECTION TO HCO BULLETIN OF
FEBRUARY 22, 1963

Please correct that HCOB as follows. It is vital to do so.

STEP ONE

Third line middle sentence, correct to read: Prepcheck it until it consistently RRs at least once out of three, every time it is said three times to the pc.

In a Goals Prepcheck, Tiger Drill or Mid Ruds Prepcheck, do not use, never use, "On the goal to catch catfish has anything been ." Use only and always just the wording of the actual goal: "On to catch catfish, has anything been ." See Step 2 for reasons why.

STEP TWO

Delete entire step. Substitute:

Use only the wording, "Who or what would (the exact wording

of the goal) oppose." Do not use, "Who or what would 'the goal to catch catfish' oppose." Do not use, "Who or what would 'somebody or something with the goal to catch catfish' oppose." Do not use, "Who or what would 'catching catfish' oppose."

Why?

Using the hypothetical goal "to catch catfish," in GPMs toward the bottom there are reliable items called "The goal to catch catfish," "Somebody with the goal to catch catfish," "Somebody or something with the goal to catch catfish," and "Catching catfish." As these are RIs using anything but the naked goal in goal oppose or prepchecking can restimulate the RI and cause the goal not to fire.

Therefore use only the naked goal in any operation involving the goal. Don't add "the goal" to it or any other words. Just "To catch catfish."

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Founder

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034 HCOB 8 MAR 63 USE OF THE BIG MIDDLE RUDIMENTS
(TV5 p. 248, NTV VII p. 49)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 8 MARCH AD13

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USE OF THE BIG MIDDLE RUDIMENTS

The Big Mid Ruds can be used in the following places:

At the start of any session. Examples:

"Since the last time I audited you _____ "

"Since the last time you were audited _____ "

"Since you decided to be audited _____ "

In or at the end of any session. Example:

"In this session _____ "

On a list. Examples:

"On this list _____ "

"On (say list question) _____ "

On a goal or item. Example:

"On (say goal or item) _____ "

Never say

"On the goal to catch catfish _____ " or

"On the item, a catfish _____ "

Say simply the goal itself or the item itself.

ORDER OF BUTTONS

Here is the correct wording and order of use for the Big Mid Ruds.

" _____ has anything been suppressed?"

" _____ is there anything you have been careful of?"

" _____ is there anything you have failed to reveal?"

" _____ has anything been invalidated?"

" _____ has anything been suggested?"

" _____ has any mistake been made?"

" _____ is there anything you have been anxious about?"

" _____ has anything been protested?"

" _____ has anything been decided?"

In using the first three buttons (Suppressed, Careful of and Failed to Reveal), the rudiment question should be asked directly of the pc off the meter (repetitive). When the pc has no more answers, check the question on the meter. If the question reads, stick with it on the meter like in Fast Rud checking until it is clean.

The last six buttons are cleaned directly on the meter as in Fast Ruds.

L. RON HUBBARD

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036 HCOB 9 MAR 63 CORRECTION TO 3M STEPS 13, 14

(NTV VII p. 51-3, previously considered confidential)

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HCO BULLETIN OF 9 MARCH AD 13

Missions

URGENT

ROUTINE 2 AND 3M

CORRECTION TO 3M STEPS 13, 14

The first 5 First Goal Clears made by R3M brought to light
the following vital datum:

Auditors tend to overrun into the next GPM without having a
firing goal.

VANISHING R/S AND RR

The ONLY thing that makes a pc's ability to RR or R/S
vanish on a meter is finding too many RIs without finding
the goal.

The pc can be overwhelmed by RIs if he or she has no goal
to align them to.

THIS IS TRUE OF ROUTINE 2. Every RI found is part of a GPM.
Finding too many (more than 4) RIs (whether they R/S or RR) with
Routine 2 or Routine 3M will narrow the pc's ability to R/S
and RR and will cause his or her R/S or RR to VANISH.
Thereafter you will see no R/Ses or RRs on any list. It is
natural for the R/S or RR to vanish on a Routine 2 or 3M
item when it is opposed. The R/S and RR on a goal vanish
when the goal is run out. What I'm talking about is the
ability of the pc to R/S and RR on lists and new goals.

ROUTINE 2

Every R2 item is a GPM RI. Find too many R2 RIs, no matter
how, and fail to find a goal that RRs and you'll not see
any more R/Ses or RRs on that pc until the goal has been found.

The difficulties of finding a goal with the pc's RR off is something I need not stress. The RIGHT goal, well prepchecked and seen to RR, will turn on the pc's ability to R/S and RR in general.

This is life and death data. DON'T find too many R2 or 3M RIs without finding a goal.

The RR and R/S ability does not vanish by failing to package up, oppose and square away RIs. It only vanishes if you fail to find a goal.

Four RIs with no goal is MAXIMUM.

You can get two Routine 2 RIs to help find a goal. After that STOP until the goal is found.

3DXX, ETC., ITEMS

All the 3DXX, 3GA, 3GAXX items, no matter how found, must be put on a pc's 3M line plot. They were all GPM RIs. Use them to find the goal. Get them added up to the goal when the goal is found.

FAVORITE GOAL

Some pcs have a second GPM goal (or third or fourth) which won't RR yet. And is not ready to run. Their attention gets so stuck on it they can't cooperate in finding the first GPM's goal.

The thing to do is to list " What goal might have been postulated after (favorite goal, bare words like 'To Catch Catfish') had failed." This moves pc's attention to a later GPM. And you'll again get TA action on listing goals.

By favorite goal is meant the goal that the pc thought (and fought) was his but no amount of prepchecking could make RR regularly. Most pcs on whom you can't find a firing (RRing) goal had a favorite goal. Ask them what it was or when it went out and use it in the above.

Five is the common TA read for a pc who hasn't got a goal and is stuck on the last (now run out) goal or on a favorite (too deep) goal. When the TA goes to 5.0 or thereabouts in listing goals, and you can't get it to move and you haven't got a firing (RRing) goal, use the above method. It applies to R2 and R3M pcs alike at any stage of case or in any GPM.

The wording can also be (for pcs in first, second or third GPM) "What goal might have failed before (last goal) was postulated." Various wordings can be used, the intention being to get pc's attention off a GPM and onto another GPM.

As auditors can easily slide on by a GPM into the next and miss the rocket firing blowdown, or don't heed it, this must be added to Step 13 and never omitted. If omitted you can turn off the pc's ability to RR no matter how many (up to 5 or 6 anyway) GPMs have been run.

Add after "Just take pc's opinion for use in making tests."

NOW READ THE PC'S GOAL THREE TIMES, CAREFULLY NOTICING WHETHER IT RRs OR R/Ses ONCE OUT OF THREE OR NOT OR IF IT TICKS OR FALLS. If the pc's old goal only ticks or falls and the RR or R/S has vanished, then you have passed THE ROCKET FIRING BLOWDOWN. When the goal closes to RR or R/ S you have only 5 or 6 or at the most 8 RIs to go before free needle occurs on that goal.

Keep finding RIs so long as you can make the goal tick or fall with Tiger Drill. The moment the goal ceases to react with a tick or fall do this:

1. Find a new goal by ordinary listing or any means;
2. Give the old goal an 18 button Prepcheck.

Do not Tiger Drill the old goal to get it to R/S or RR as it will briefly and then fold up.

The new goal, if it R/Ses, must be tiger drilled or prepchecked until it RRs.

This happens right after a rocket firing blowdown (or blow UP in low TA cases) to Clear read but auditors miss it and often a brief blowdown to Clear read occurs with the old goal still in action. The only test then is whether the old goal RRs or R/Ses.

And then in your Step 14 pick up the last RRing item on the spiral staircase, get it to fire and oppose it. Don't do a goal oppose with the new goal. If no RRing item now exists on the line plot, then use the new goal for a goal oppose list as in Step 2 and proceed on down the steps of 3M.

If you always read the goal to the pc in Step 13 and never go on opposing if the goal does not RR or R/S, you will never turn off a pc's ability to RR or R/S and the GPMs will stay straight. To keep on opposing and finding items after the old goal has ceased to rocket read or R/S is to court real disaster.

This is the commonest auditor error in R3M, to shoot on past the old GPM and go racing into the next with no goal. Suddenly, disaster, RR and R/S off, pc screaming. No atmosphere in which to find a new goal.

R3M STEP 14

Delete second paragraph in step "Occasionally, etc."

Delete fourth paragraph. Substitute: The number of RIs in a GPM vary greatly. The first GPM encountered may be newly formed and have only two or three RIs in it. A GPM is as long as the goal of it will continue to RR or R/S while opposing items. When its goal no longer R/Ses or RRs when read to pc, the GPM limit has been reached.

A new goal for a GPM must be made to RR before being used. Listing will improve its read. The RR then becomes an R/S, then an RR again but latent or prior and as it finally discharges from the bank in a rocket firing blowdown and only then ticks, falls or DRs.

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(Editors Note: This HCOB has been corrected per HCOB 13 MAR 63, ADDITIONAL CORRECTION TO 3M STEPS 13, 14 which only contained the corrections done here)

[FZ Ed Note: the above editor's note is in the new tech vol, we do not have a copy of the 13 Mar additional correction to identify what was changed]

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037 HCOB 10 MAR 63 VANISHED R/S OR RR

(TV5 p. 249-50, NTV VII p. 54-6)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 10 MARCH 1963

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URGENT
ROUTINE 2-10 2-12 2-12A
(Also applies to Routine 3-M)

VANISHED RS OR RR

A preclear whose Items while listing or whose Items when found Rockslam, can be said to be "capable of Rocket Reading or Rockslamming".

IF no RRs or RSeS are seen on a preclear's list or any list while listing and also if no Items RS when called back, the preclear can be said to be "incapable of Rocket Reading or Rockslamming".

Some preclears are incapable of producing an RS or RR except on the first GPM goal when found. No matter how much Item listing is done, no matter from what source, no RR or

RS is seen while listing and none is found when the list is complete.

No technique to turn on a pc's RS or RR will ever be found except one: Find the pc's goal for the 1st GPM.

WHAT MAKES RRs & RSeS VANISH

The thing which turns off a pc's RR or RS is TOO MANY RELIABLE ITEMS FOUND WITHOUT FINDING THE PC'S GOAL.

This can be done by life or by Auditing. As it can be done by life, some raw meat pcs will not RR or RS. It can be surmised that they have been set about in life by too many Reliable Items in full view. For instance a pc has an RI, FATHER, an RI, POLITICIAN, an RI, CITY. His father is politician who insists on living in a city. These and others in his bank, although undisclosed, are yet restimulated, and this pc will not be seen to RS or RR on listing, and no RS or RR is likely to be seen even if an actual RI is found.

There is no use here for a more forceful way to get RIs.

The rules are very plain, unvaried and uncompromising:

RULE: WHEN A PC'S RS OR RR IS OFF, STOP TRYING TO FIND MORE RIs.

No matter if you could find them, the RR or RS would just go more thoroughly off if you did.

RULE: FINDING MORE RIs WILL NOT TURN AN RR OR RS BACK ON.

There is a danger signal in this. The pc's RR or RS starts getting smaller, Item by Item, RI by RI; get off fast. Let the last RI be the last one looked for. If just one more is found, bang, no RR or RS on this pc no matter what is "found" in the way of RIs.

RULE: COMPLETING R2 OR R3 PACKAGE WILL NOT TURN ON THE RR OR RS.

However don't let the pc ARC Break on an incomplete list by starting one.

It may be possible to find one more RI that gives a feeble slam, but then you've had it.

However the picture is not all black. Pcs who were "incapable of RR or RS" have been subjected to 26 lists after with no RR or RS seen and still have recovered.

RESTORING THE RR & RS

The Rockslam and Rocket Read are brothers. A pc will Rockslam and yet not Rocket Read because the Rocket Read is the frailer brother. A pc going down hill toward no RR or RS first loses his RR. It now shows only as an RS. Then the

RS vanishes too.

You can't Prepcheck an RS into an RR on some pcs if the pc is on the way down toward no RR or RS. Ordinarily, however, a lot of RSeS can be Prepchecked into RRing if there is an RR there to fire.

An RR as it expires may become an RS.

The ability to RR, then, goes out first.

There is only one thing that restores the pc's ability to RR or RS.

RULE: THE ONLY THING THAT WILL RESTORE THE ABILITY OF A PC TO RR OR RS IS TO FIND THE PC'S FIRST (or next) GPM GOAL.

Naturally it is far easier to find a Rocket Read on a goal before the pc loses his ability to Rocket Read. It is far from impossible however to find a goal on a pc that is "incapable of RRing or RSing" and far from impossible to get it to RR by Prepcheck as the pc will always RR again on the right goal.

Just listing goals eases the condition of "no RR or RS". And once an RR or RS that has been shut off is found again on the goal, the pc's RR or RS is "on again" on everything.

On some pcs, the goal is so charged that you will find an immediate Rocket Firing Blow Down of the TA. You get long Rocket Reads one after another as the pc realizes it is the goal. This is particularly true on some pcs who have had a lot of RIs found. In such a case you no more find the goal and Prepcheck it than you have to find another for the next GPM.

ALL ITEMS COUNT

ANY ITEM found by 3DXX, 3GA, 3GAXX, or even earlier "for running processes on" are ALL part of the GPM and must be put on the pc's Line Plot. It doesn't matter how they were found or by whom, or if they were checked out or not. They belong on the Line Plot and can be used to find goals.

RULE: PUT ANY ITEM EVER FOUND ON THE PC BY ANY PROCESS ON THE LINE PLOT. EVERY ONE WILL ADD UP TO A GOAL.

Therefore even "bad Items", Items that were found from representing RSing Items, backwards oppose Items, all belong on the Line Plot. It is understood here that there was some kind of an assessment. Whatever was found by any kind of an assessment since 1954 belongs on the Line Plot and can be used to help find goals.

FOUR RIs

In R2-10, 2-12 and 2-12A you are allowed only four RIs before the pc's goal must be found.

If the RS or RR is seen to get smaller from one Item to the next, abandon 2-12 and begin 3-M goal finding at once.

When you find the pc's goal, and when you are adding up and Prepchecking the first GPM, you will discover that everything found on the pc for the last nine years was part of his first or another GPM. So, old auditing paid off!

In view of this, on old pcs, it's safest to go for the goal as your first auditing action. You can use any Item ever found to help get that goal.

On raw meat pcs get a couple RIs if you can by R2-12 and use that to help find the goal. With luck one will even RR. But find the goal before opposing it.

SUMMARY

This discovery of what monitors the RS and RR of a pc is a very important one. I've worked ceaselessly on this since the first of the year and finally isolated it.

Even a 3rd goal clear isn't immune to losing his RS and RR if you keep finding scores of Items with no goal or a wrong goal.

So treat the RS and RR with respect when found, and find the pc's goal when he won't RS or RR and you've got it made. You don't need a better meter. Only the pc's goal.

This rules out unlimited R2-10, 2-12 and 2-12A on a pc. But these give you the two or four RIs necessary for easy goal finding so R2 is of value after all!

And I've a Prepcheck coming up that helps loosen up the pc's goal, so we're still all right.

L. RON HUBBARD

LRH:dr.bh
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039 HCOB 13 MAR 63 THE END OF A GPM

(NTV VII p. 57-61, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 13 MARCH 1963
Issue II

Central Orgs

Missions

THE END OF A GPM

A Goals Problem Mass has an exact anatomy. It does not vary pc to pc except in significance. The mechanics are all the same.

A full dissertation on the GPM exists on tapes. This is not a repeat of that data, although it corrects some of it.

I wish to give you exactly what you need to know to pilot through a GPM with a pc.

There are many GPMs. Four of them take one back about 20 trillion at a rough estimate. Some cover 2 1/2 trillion. Some as much, at a guess, as 15 trillion. The last one formed may be only partially formed and cover as little as 60,000 years.

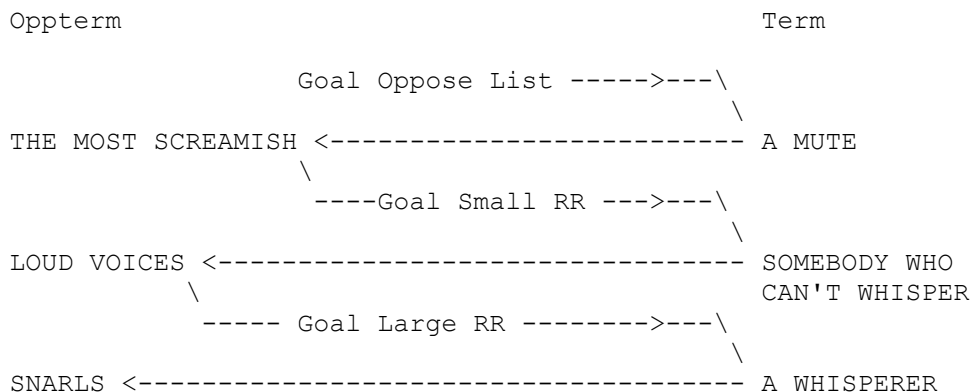
The first one encountered then, by the auditor, may be the least standard but only at its top. The bottom RIs of the first GPM will be standard. This is the old story of the hardest part of the case is the beginning.

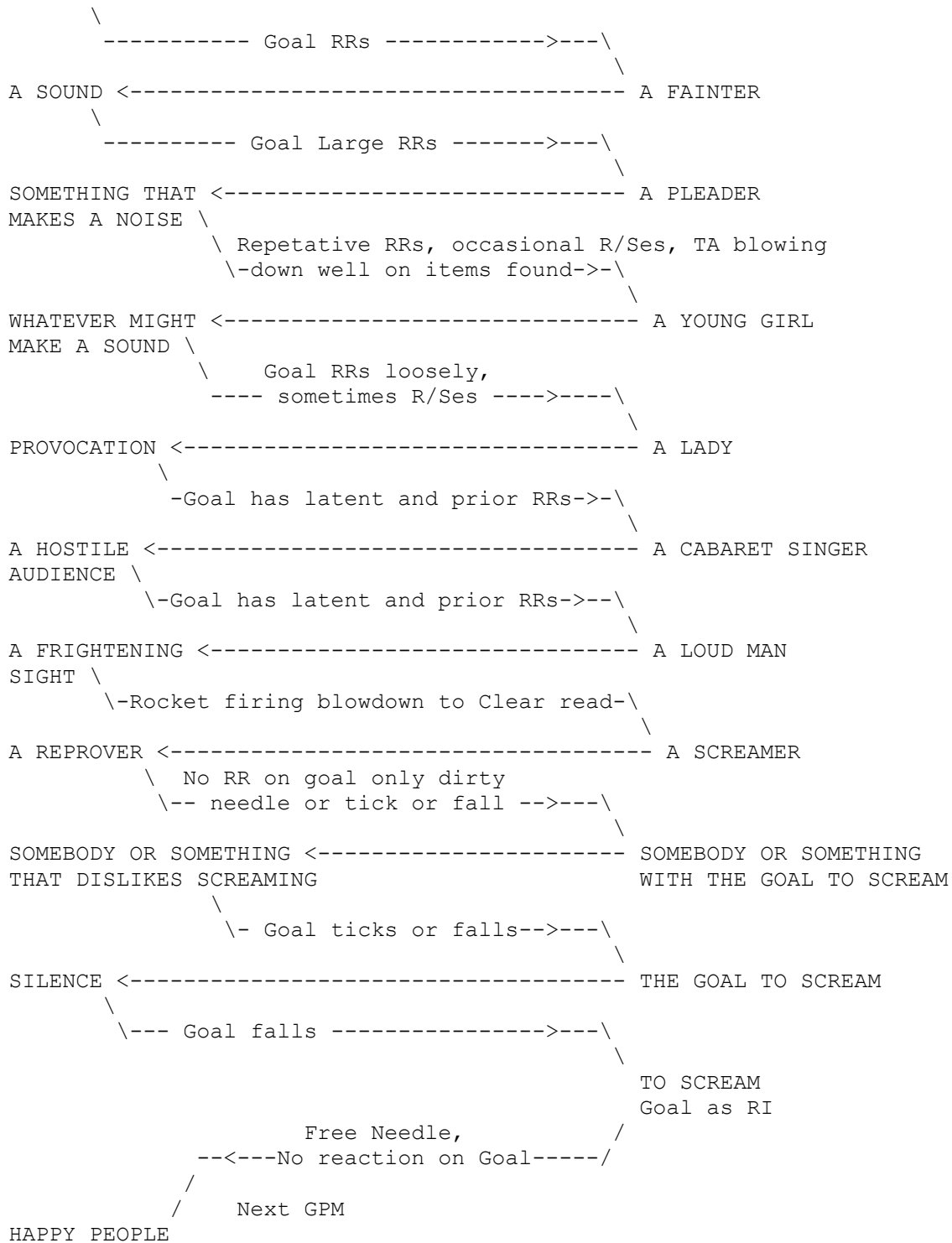
This is a standard GPM. The first GPM encountered is just the same but may be missing its top RIs (those closest to PT).

(See diagram on next page.)

[Ed. - in the following diagram, the RIs (both oppterm and terminals) are written in capital letters. The diagram has arrows indicating how the items were listed, from one to the next. The horizontal lines point from the terminal to the oppterm. The diagonal lines point from the oppterm down to the next terminal and are shown with "\"s because we can't draw a true diagonal line in text mode. These diagonal lines have comments written on them about the meter reads]

Goal: To Scream





The above plot, with dates added, is the way your GPM line plot should look. There may be more items, and in the first GPM you contact there may be less from the top down, but this synthetic plot will assist you in knowing what to do with your preclear.

Note that the first oppterm in a complete GPM is the most likely to be a successful form of goal RI, and the first terminal at the top the least successful RI terminal of the goal.

This will keep you from making errors in selecting out the first RI you contact.

RULE: THE FIRST TERMINAL CONTACTED WILL BE FOUND TO BE THE MOST DEGRADED FORM OF THE GOAL OF THAT GPM AND THE FIRST OPPTERM AN EXALTED FORM OF THE GOAL.

Of course, in a first GPM that is not fully complete, the above rule may not hold true but this is an exception. A first oppterm found is usually a better expression of the goal even in the first GPM than the first terminal. In all subsequent GPMs (second, third, fourth) there are no exceptions to the above rule.

It is very upsetting to the pc and the bank to oppose the first thing you find in a GPM wrong-way-to. Or to oppose any RI wrong-way-to for that matter. But even this doesn't change the rules.

Note that the RI HAPPY PEOPLE in the next GPM does not fit the goal TO SCREAM.

The real time to get the next goal after TO SCREAM is when you have found HAPPY PEOPLE. If you go more than 4 RIs into the next GPM (after you saw TO SCREAM cease all reads) after the goal TO SCREAM, you are putting the pc in real danger as THE R/S AND RR MAY SHUT OFF on the pc, thus making it very hard to find the next goal.

However, if you try to find the next goal after TO SCREAM with the pc no further along than the RI A REPROVER in the above plot, you won't find the next goal. The TA will go up to 5 and the pc will muddle about giving you goals (which won't RR) out of the remaining (unfound) items of the goal TO SCREAM.

If you find RIs into the next GPM after RI HAPPY PEOPLE without first finding its goal, not only will the pc's ability to RR and R/S eventually vanish (about 12 RIs later than RI HAPPY PEOPLE) but a goal oppose list done on TO SCREAM may give you the goal of the GPM two down from that of TO SCREAM and you will have skipped a whole GPM (the one with HAPPY PEOPLE at the top). Now, you've missed the goal of a whole GPM (although you have half its items), and my, won't that poor pc ARC break.

RULE: THE FURTHER THE PC GOES INTO A GPM WITHOUT THE GOAL, THE HARDER IT IS TO GET THE GOAL AND THE MORE LIKELY IT IS THAT YOU'LL GET THE NEXT GPM'S GOAL AND MISS THE GOAL OF THE GPM YOU HAVE ITEMS FOR.

TROUBLE

What you can say with certainty is the more you depart from SOP 3M, the more trouble you'll have.

Don't invite trouble by thinking and worrying too much. WORRY is the occupational hazard of the auditor doing 3M. The Worry Rule:

RULE: SO LONG AS THE PC IS HAPPILY GOING ALONG AND YOU'RE FINDING GOALS AND RIs ON SCHEDULE, KEEP CALM. START WORRYING AND CORRECTING WHEN THE PC IS ARC BREAKY AND LOOKS BAD.

Example: Auditor finds the RR on the list (on reading back to the pc) 5 items above the last RR marked on the list. There is no RR on the list after the RRing item found. Pc is happy with item found. It RRed. It was the last RR found on nulling. How the auditor saw an RR 5 items later is caused by the pc continuing to think about the one 5 above while he lists. The pc is actually representing the item the auditor finds. Hence it looks like a list item 5 down fired. There was no fire on the list item in nulling. What should the auditor do? Well, the pc is cheerful about the RRing item that was found. There is no RR on nulling after it. No other item on the list now fires. So it's the pc's item, a bona fide RI.

The above is excess worry. It will all come out all right as it follows the senior rules.

But there is another extreme. Too little worry:

Example: The auditor finds HAPPY PEOPLE in sequence on the above plot. The pc (out of pride) says that's a terminal. The auditor carelessly lists it without any careful test. The pc starts looking black. The auditor keeps on going. The pc gets "flu." The auditor plunges on without correcting the item, finds 4 more without a goal found, runs out of RR RIs (blank lists), does a goal oppose on TO SCREAM, lands in the GPM after next (beyond the one of HAPPY PEOPLE), runs out of all RRs and R/Ses on the pc, can't hold the pc in-session, pulls missed withholds and prepchecks. Pc and auditor together dive off highest bridge on "realizing 3M doesn't work and case is hopeless." (Joke.)

The auditor didn't start worrying when the pc started looking and feeling bad, kept adding more errors to an unhealed ARC Break and BANG! R2-45.

RULE: THE MORE YOU DO AFTER AN ARC BREAK OR PC UPSET WITHOUT CORRECTING THE EXACT REASON FOR THE UPSET, THE HARDER THE UPSET IS TO CORRECT.

Routine 3M has a terrific wallop. Its ARC breaks are fantastic. When it starts to go wrong, stop and set it right.

But if it isn't going wrong, don't try to set it right. Keep going.

After you have done a few GPMs your heart will settle back into your chest and you'll lose that hunted look. So for

the auditor, the start of auditing 3M is the worst, as in the pc the start of the case is the worst.

Fortunately, GPMs are carbon copies, with terrific precision of construction. Do one and you'll have done the actions you'll do on all.

So learn the rules right. And make Clears.

WARNING

Auditors who are not well trained make errors and then in failing, try to correct by inventing new rules and procedures.

We have already had a "3M" where the RIs did not have to fire to be used. We have had several other brands.

Remember this: a Clear is a Clear. The attainment of Clear lies on the other side of a GPM. Man has been unable to crack the riddle of the bank until now. We have the rules.

3M makes Clears. There are only about 20 errors you can make. There is only 1 path through the GPM. It has been found. The myth of one-shot Clear has been exploded. There is no easier way to Clear.

So learn the rules well; don't think you've found exceptions to the rules. You haven't. Banks "got built" that way. Thetans are freed this way.

Study 3M like you've never studied anything before. You can learn it. You can make Clears. You can be Clear.

Who said it was easy?

Man, it's impossible! And has been for trillennia!

And we can do it. The first of all the ages to understand and free the human spirit.

So, get busy.

L. RON HUBBARD
Founder

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040 HCOB 14 MAR 63 ROUTINE 2-ROUTINE 3, ARC BREAKS, HANDLING OF

(TV5 p. 251-4, NTV VII p. 62-7)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 14 MARCH 1963

Central Orgs
Franchise

URGENT
ROUTINE 2 - ROUTINE 3

ARC BREAKS, HANDLING OF

(HCO Secs: Check this out thoroughly on all students and staff. D of T: Use this drill early in Practical, add to all Check Sheets.)

Some day you will be awfully glad you read and learned this HCO Bulletin.

The only things that can ruin the future of R2 and R3 are:

1. ARC Breaks because of bad R2 and R3; and
2. The Sad Effect.

THE ARC BREAK

There is nothing more nerve-racking to an auditor than an R2 or R3 ARC Break. They are not like other ARC Breaks from a common missed withhold. They are nerve-shattering and far reaching in consequence.

If you can't handle an R2 or R3 ARC Break you have no business using the techniques as you'll wrap more than one pc around a telephone pole. The only real damage R2 and R3 can do to a case is when one fails to handle an R2 or R3 ARC Break. Good R2 or R3 repairs bad R2 or R3, but one sometimes has to be awfully clever to repair a case once the auditor has let an ARC Break go by.

Indeed, so important is the ARC Break in R2 and R3 that it is actually used as one means of testing the correctness of the R2 or R3.

CAUSE OF ARC BREAKS

The untried auditor is always sure the R2 or R3 ARC Break happens because of auditing blunders (Mid Ruds, etc), failure to pull ordinary missed withholds or auditor auditing goofs. This is not true.

The truth is that R2 and R3 ARC Breaks are caused by a mistake in Goals, Items or GPMs, and that's the whole cause.

The pc, however, unable to grasp this, turns his reasoning

upon the auditor and blames the auditing. Therefore, this rule must be thoroughly learned and experienced by the auditor before he or she is "safe" in auditing R2 and R3.

ARC BREAK RULE

IN R2 AND R3 WHEN THE PC CRITICIZES OR ATTACKS THE AUDITOR OR GOES INTO GRIEF OR APATHY, AN R2 OR R3 ERROR HAS JUST OCCURRED. THE AUDITOR MUST IGNORE THE PC'S STATEMENTS AS TO THE CAUSE OF THE ARC BREAK AND QUICKLY REMEDY THE R2 OR R3 AND DO NOTHING ELSE.

There are no exceptions to this rule in R2 and R3. The auditor, having goofed in some other way, is liable to see reason in what the pc is saying, do something like missed withholds or Mid Ruds and drive the ARC Break into heights that can make the pc much more upset.

MID RUD RULE

IN AN R2 OR R3 ARC BREAK, MISSED WITHHOLDS AND MID RUDS ARE USED, IF AT ALL, ONLY AFTER THE ARC BREAK HAS BEEN HEALED BY CORRECTING THE R2 AND R3.

If an auditor tries to get in his Mid Ruds or pull missed withholds in the face of an ARC Break in an R2 or R3 session the pc is likely to be driven down to the Sad Effect which is harder to salvage.

THE SAD EFFECT

We could call this Tearaculi Apathia Magnus and everyone would be in great awe of it. But I see no reason to follow the Latinated nonsense of yesterday's failed sciences. Call it something simple and the auditor will feel he can do something about it and even the pc will cheer up a bit. So it's "the Sad Effect".

This is a state of great sadness, apathy, misery and desire for suicide and death.

I have been on the trail of the causes of this condition for about 20 years. Like nearly everything else in Scientology this is a new high point in achievement. We have the highest state, OT, and we have the lowest states of being recognized and know the roads to them.

RULE

NEGLECT OR OVERWHELM AN R2 OR R3 ARC BREAK (PC ANGER OR ANTAGONISM) AND YOU WILL CAUSE THE PC TO DROP INTO THE SAD EFFECT.

RULE

THE SAD EFFECT IS CAUSED BY NEGLECTING OR OVERWHELMING AN R2 OR R3 ARC BREAK AND THE STATE WILL CONTINUE UNTIL REMEDIED BY CORRECTING THE R2 OR R3.

RULE

ALL PCS WHO ARE SAD, HOPELESS, ETC HAVE HAD THEIR R2 OR R3 MISHANDLED BY LIFE OR AUDITING.

ARC BREAK CAUSE RULE

ALL R2 OR R3 ARC BREAKS STEM FROM WRONG ITEMS OR GOALS, INCOMPLETE LISTS, WRONG WAY TO OPPOSE OR NO AUDITING.

ALL THESE ARE IN ESSENCE MISSED WITHHOLDS OF THE GREATEST POSSIBLE MAGNITUDE AND THEREFORE CAUSE ARC BREAKS OF THE GREATEST POSSIBLE MAGNITUDE.

Bad auditing only serves to key in an existing R2 or R3 Error.

In actual fact, a missed withhold can amount to a whole section of the GPM (goal error or leaving the GPM section before it is clean), a wrong goal, a wrong Item, a wrong way to Item or, of lesser degree, not finding an Item.

RULE

THE COMMON DENOMINATOR OF ALL R2 R3 ARC BREAKS CONSISTS OF A MISSED OR WRONGLY DESIGNATED GPM, GOAL OR RELIABLE ITEM. THERE ARE NO OTHER SOURCES OF R2 OR R3 ARC BREAK.

Bad sessioning, poor auditing, ordinary life missed withholds are only contributive to R2 and R3 ARC Breaks and are incapable of doing more than keying in and intensifying the magnitude of the ARC Break which has already been caused by errors in R2 and R3.

THE FIFTEEN PRINCIPAL CAUSES

The fifteen principal causes of ARC Break in R2 and R3 are:

1. Failure to complete a list;
2. By-passing an Item;
3. Giving the pc a wrong Item;
- 3a. Opposing an Item wrong way to;
4. Giving the pc an Item with altered wording;
5. Giving the pc no Item;
6. Failure to complete a goals list;

7. By-passing the pc's goal;
8. Giving the pc a wrong goal;
9. Giving the pc a goal with altered wording;
10. Giving the pc no goal;
11. Failure to complete a GPM before going to the next;
12. By-passing a GPM;
13. Getting the pc into the wrong GPM;
14. Going too far into a GPM without finding a goal;
15. No auditing.

The fifteen apply to both R2 and R3, all of them.

They can be made up into an assessment list (shortly to be issued), which list, assessed by elimination, will give you the exact cause of the ARC Break (which I think is pretty clever of me) and permit you to heal it rapidly. While you will feel on occasion that the assessment result is no more easily interpreted than fortune telling, you will find that it is always right. It spots the missed R2-R3 missed withhold. If it comes up "By-Passed Item" you'll have a scramble trying to find it, but you at least know why the pc ARC Broke and the pc will permit you to look (even while screaming at you).

THE CYCLE OF THE ARC BREAK

STAGE ONE:

The ARC Break starts always in the same way. The pc finds something wrong with the auditor, the subject, or tools of auditing or the auditing room. He does this in varying intensity, ARC Break to ARC Break.

STAGE TWO:

This is followed by misemotion, also directed at the auditor, subject, tools or room.

STAGE THREE:

If the auditor continues on with auditing the pc will drop into grief, sadness or apathy.

This is an inevitable cycle and may be followed by the pc with greater or lesser intensity of emotion, or loudness or lack of response.

A skilled auditor will recognize and stop it at Stage One above. It is sometimes not possible to stop the cycle

because it enters the stages and completes them too swiftly, but it must be cared for, and no further R2 or R3 may be done until the R2 or R3 is corrected.

THE AUDITOR'S VIEW

The auditor must realize that the ARC Break is caused by an error which has just occurred - within seconds or minutes, and must not go back a half a dozen sessions unless the pc has been pretty upset all along. Something has just happened, usually, that is wrong R2 or R3.

The auditor must stop all forward action and must not do anything except correct what has already happened. Do not continue on, do not get in Mid Ruds, do not pull missed withholds or do anything else but correct the R2 and R3. Do not do new lists or new approaches or new actions until the old action is straightened up.

To continue is to produce the Sad Effect. If the pc is already in the Sad Effect at session start, treat it as an ARC Break with the Drill given.

The pc does not realize that anything has been missed. He or she thinks it's the auditor, the subject or the tools and will target only these. The fact of the ARC Break must be noted and the substance of the criticism must be ignored by the auditor.

If the pc knew what had been missed there would be no ARC Break. The missed withhold of the Item or whatever is not only missed by the auditor but by the pc. The pc won't ever spot it, left on his own. It's up to the auditor.

The auditor only must make up his or her mind as to what's wrong. The directions of the pc (even a skilled Scientologist as a pc) are nearly always wrong. The auditor is there to listen and compute. As it's the pc's bank, the pc can't compute on his or her own case. Taking the pc's directions will always involve and prolong the ARC Break. What really caused it will be occluded to the pc. Don't always do something different than what the pc says. By averages the pc might have accidentally hit on it. Just do what is necessary to straighten out the R2 and R3. Just don't depend on the pc to tell you. Know your R2 and R3. You, the auditor, are the only one present who can think clearly. That's what you're for.

THE D OF P'S VIEW

The D of P has a different view of an ARC Break. It is by sessions according to auditors' reports.

To get a case going again that has gone into Stage Three, examine yesterday's reports. Look for a change in pc's goals and gains and correct the session before the one in which they changed.

When, an auditing supervisor becomes an auditor he or she carries this habit forward into auditing and presented with an ARC Breaking pc in session, tends to look to yesterday. But in a session, the ARC Breaking action usually occurs only seconds or minutes before the ARC Break. Look there when auditing.

THE DRILL

This drill is to be used in all Practical Sections before the student is turned loose on R2 or R3.

Designation: R2 and R3 Drill One.

Purpose: To prevent errors in R2 and R3 and to prevent upsets in the pc's case.

Theory: The effort of a pc at the start of an ARC Break is to stop the auditor. The pc's effort is aimed at the auditor's skill, person, the subject, auditing tools or the room. The comments are critical, whether jocular or misemotional. When this effort fails to stop the auditor, and the auditor presses on with auditing, the pc is overwhelmed and goes rapidly down tone scale. In a severe R2 or R3 ARC Break the pc will stay down scale for minutes, hours, days, weeks or months until the ARC Break is repaired by correcting the R2 or R3 error made immediately before the ARC Break. The correct action is to prevent all possibility of the auditor becoming too enturbulated to think, prevent all engagement in refutation of the pc's accusations, give the auditor time and calm to correct the R2 or R3, test the correction by seeing if it stops the ARC Break, and only then re-commence the session. The key is that even the most startled auditor, seeing an ARC Break begin, can associate it with the word "Break".

The drill is always used in actual sessions even when the auditor thinks he knows the reason for it.

DRILL:

Auditor: List the Items in this room.

Coach: Privately makes up his mind which of the ARC Break points is wrong. Does auditing command briefly and then unexpectedly criticizes (with greater or lesser violence) auditor, room, tools, subject or self or drops into simulated tears or apathy.

Auditor: Thank you. We will now take a short break. (Gathers papers and leaves room. Shuffles papers and returns into room.)

Auditor: I would like to do a short assessment on you.

(Auditor does actual E-Meter assessment from a standard HCO

Bulletin question list which will be provided from time to time, based on the Principal Causes of R2-R3 ARC Breaks. Finds the one the coach was hiding by actual meter reaction.)

Auditor: I find we have (gives cause found) and we will now locate it. is that all right with you?

Coach: Okay.

Auditor: The session is resumed.

Coach: That's it.

In actual practice the auditor would have examined the papers of the pc to come to some conclusion about the case in private and seen what was wrong or seen the D of P or somebody else for help. And then would have confirmed it by assessment.

History: Developed at Saint Hill by L. Ron Hubbard in March AD 13, to prevent severe upsets in R2 and R3.

L. RON HUBBARD

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041 HCOPL 15 MAR 63 CHECKSHEET RATING SYSTEM

(OEC V4 p 164)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 15 MARCH AD13

Sthil
Students
Info Central Orgs
Academies

CHECK SHEET RATING SYSTEM

A system of rating of material will hereafter be employed in all Theory and Practical Examinations in all Scientology training activities.

Bulletins, tapes and Drills will be assigned each one a rating as follows:

1. STAR RATING. Passing Grade 100% on extensive verbal examination and/or inspection.

2. 75 RATING. Passing Grade 75% on simple written examination of which True and False questions can comprise 75% or more of the questions asked.

3. ZERO RATING. Passed by proof of having read or listened to the material (such as notes or a general verbal statement of the subject which assures the Theory Examiner that the material has been covered).

STAR RATING MATERIAL

THEORY: Bulletins and tapes of material vitally necessary in making the currently used processes work, Auditor's Code, Axioms, etc.

PRACTICAL: TR0, 1, 2, 3, 4, Anti Q and A, Meter Reading, Session Script, etc.

75 RATING MATERIAL

THEORY: Basic Theory Bulletins and Tapes.

PRACTICAL: None.

ZERO RATING MATERIAL

THEORY: Texts of Scientology, background material, older processes not now in use, etc.

PRACTICAL: All remaining drills (passed by student on the evidence of another student).

It is hoped that this system will speed training and ease its burden on students and instructors.

L. RON HUBBARD

LRH:dr.rd
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042 HCOB 17 MAR 63 R2-R3 CORRECTIONS TO 13 MAR 63

(NTV VII p. 68-9, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 17 MARCH AD 13

Central Orgs
Missions

URGENT

R2-R3
CORRECTIONS
TYPOGRAPHICALS AND ADDED NOTES

HCOB 13 Mar. 63 II, THE END OF A GPM

In the line plot, correct just below "The Most Screamish," "Goal Small R/S." to "Goal Small RR." Correct below "Loud Voices" "Goal Large R/S" to "Goal Large RR." A goal always rocket reads in the early part of a line plot. It does not R/S until somewhere around "Whatever might make a sound." Before starting into the GPM a goal must RR. Do not take an R/Sing goal as the goal. On prepchecking it, a goal that originally is found by R/S will begin RR. In some cases the GPM item first contacted from a goal oppose list may not RR but R/S.

Delete the arrow from "The Goal to Scream" to "Happy People." Extend arrow from "To Scream" to "Happy People."

Also the goal oppose list may have given "The Most Screamish" instead of "A Mute." This is quite ordinary. If so, then the horizontal arrows throughout the plot would be pointing to the right in each case and the arrow from the "Goal Oppose List" would point to "The Most Screamish" instead of "A Mute." And the diagonal arrows would go from the terms down to the left to the next opterm. Which way these arrows face is of small importance so long as the line plot shows which RI came, on listing, from which RI.

If you did not get an RI from an RI you listed or got one wrong way to, put all items found on the line plot anyway.

The span of a GPM mentioned in the 4th paragraph page 1 of HCOB 13 Mar. 63 II, THE END OF A GPM, is only approximate and has no actual technical value.

Page 3, 3rd paragraph from bottom: change figure 12 to "about 20."

HCOB 15 Feb. 63, LISTING RULES. Last paragraph, first line (following numeral 8) last word: Change to "rocket reading" not "rock slamming" as given. R3 deals in rocket reads.

Add to HCOB 15 Feb. 63, LISTING RULES:

General Note

A pc who is reading small on a meter should be listed at higher sensitivity than 4.

The sensitivity rule is: IN LISTING, SET THE SENSITIVITY LOW ENOUGH TO MAKE CONSTANT METER ADJUSTMENT UNNECESSARY AND HIGH ENOUGH TO BE ABLE TO SEE THE PC'S READS.

Some auditors strew their reports with question marks instead of R/Ses and RRs after items because they have their sensitivity too low.

Mask your listing paper from the pc with any barrier. If a pc sees what R/Ses or RRs he or she may start to represent it and wreck the list.

Seat the pc back far enough from the auditing table so you can see the cans in his or her lap and tell whether or not the pc is fidgeting with them.

L. RON HUBBARD
Founder

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043 HCOB 18 MAR 63 R2-R3, IMPORTANT DATA, DON'T FORCE THE PC
(TV5 p. 255-9, NTV VII p. 70-75)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 18 MARCH 1963

Central Orgs
Franchise

R2-R3
IMPORTANT DATA

DON'T FORCE THE PC

Never force a pc to list when doing R2-12 or 3-M, especially 3-M.

If the pc has difficulty listing, three things may be wrong:

1. The Item being listed is wrong way to;
2. It may be a Wrong Item (even from another GPM);
3. It may be an Item from some other GPM.

A pc actually can't help but list easily if it's the right Item that the list is coming from.

In the usual case, listing from a right Item requires only the most occasional giving of the auditing question by the auditor. Once at the start of the list, once after each interruption to check something. Between, the pc just gives Items in a steady flow. Occasionally the pc asks for the question.

If the auditor has to give a question for each item he

gets, Man there's one of the above 3 wrong.

WRONG WAY TO

Mass moves in on a wrong way to list question. It's being given, "Who or what would loud voices oppose" and it should be "Who or what would oppose loud voices".

If it's wrong: (1) the mass moves in; (2) the pc starts to discolor; (3) the pc has to continuously repeat the question to himself; (4) the pc can't wrap his mind around the question; (5) the pc discolors or darkens; (6) the tone arm goes unreasonably high (above 5 in some cases); (7) the pc may ARC Break.

If in the presence of such symptoms the auditor forces the pc to go on listing, real trouble can then develop, as the mass caves in on the body.

BODY VS THETAN

To understand this trouble we have to review what we have known for years about bodies and thetans. The thetan is not the body.

The bank belongs to the thetan, not to the body.

You are running a thetan and his bank while helped and hindered by the body.

The body helps the auditor because it provides a communication relay to a thetan who cannot yet speak, hear or act without a body. The E-Meter cans are held by the body's hands, the body's voice box magnifies the thetan's speech and body lips, larynx, etc, add diction. The ears magnify the auditor's voice. The body relays various senses and somatics to the thetan. The body discolors when mass from the bank is brought in on it.

Further, because he is in a body you can tell if the pc is sitting in the pc's chair (joke).

The body hinders the auditor by being fragile.

Life, long before auditing, has been keying the thetan's masses in on this body. In auditing, masses are released off the body and out of the thetan's bank.

The body, accustomed after all to masses keying in on it in life, can still survive a lot of bad auditing. But why?

As you go earlier and earlier in the bank the "power" of the thetan's mock-ups increases. Earlier on the track the thetan was more powerful and made more formidable mock-ups.

Thus the earlier the GPM you are addressing (certainly beyond the 3rd), the more care you have to use not to pull

masses in on the body, which is to say the more accurate you have to be.

Now, as the thetan, by clearing GPMs, becomes more and more able to handle and recognize goals and Items, the auditor tends to more and more abandon the safety points of R3-M. These are, testing the goal, making the oppterm-terminal test for each RI, watching the tendency of the needle to tighten, watching for pc's darkening. Abandoning these, the auditor tends to race on, finding more GPMs, goals and RIs, cleaning up nothing behind him. This is wrong.

Test the goal after every RI you find; test every RI you find for terminal or oppterm; really stay alert for the tightening needle and high TA that shows an error; watch carefully for pc darkening. The more advanced the GPM, the more careful you have to be of the body.

Don't go plunging on after an ARC Break. Find why by the ARC Break assessment and straighten it up.

When you complete a GPM, go about 2 Items deep into the next one, find its goal and then go back and put in the BMRs on every Item in the former line plot and give the gone goal an 18 button prepcheck. Only then, proceed on into the next GPM whose goal has been found.

Items get easier to find as you advance into new GPMs, lists get shorter, but the RIs are harder and harder on the body when done wrong.

So be sure and then proceed.

And if the pc won't list for any reason (even his own balkiness) find out what's wrong before the current action and be sure that was it before proceeding. It's easier to lose session time in looking for former errors than in trying to revive a pc or heal a screaming ARC Break.

Even the most accurate auditing gives the pc heavy somatics. That's ok. Just don't force the pc beyond where he can easily go. The real howling ARC Breaks only come after you have forced the pc onward after something has gone wrong.

If you have howling ARC Breaks with a pc you have forced the pc into a channel where the pc cannot easily go.

WRONG ITEM

Listing a completely wrong Item (which did not fire or which did) can happen in a number of ways:

If you list an RI wrong way to you will get a high TA and fewer RRs on the list. Further, you may just run out of RRs on the next list or one or two lists down.

And, a real catastrophe, you can find, on a wrong way

oppose, an Item out of an adjacent GPM for which you have no found goal. The Item you find won't fit the goal of the GPM you are supposed to be running. Best thing to do is abandon it (but put on the plot) and go back and find which RI behind you was wrong way oppose (it will tick or fire), put in the BMRs on it and list it the other way to.

On later GPMs the pc will easily overlist and list beyond the one you are trying for and get the next in line. The way to tell is test the listing question for clean every five Items the pc gives. The moment it's clean, stop listing.

For instance, in the 4th GPM, you are listing "Somebody Who Can't Whisper" (Line plot HCO Bulletin of March 13) and you overlist. You will get "Loud Voices" on the list but you will find "A Whisperer" as the last RRing Item which will read. Then, if you omit the term-oppterm test and assume "A Whisperer" is an oppterm, you will do a wrong way oppose and may get into another GPM entirely.

However, especially after BMR on it, "A Whisperer", wrong way opposed, will now fire again with an RR.

But the pc still ARC Breaks. Why? You overshot on the "Somebody Who Can't Whisper" oppose list and you have a by-passed RI, "Loud Voices".

BMR the RRs earlier on the "Somebody Who Can't Whisper" oppose list and you'll find "Loud Voices" probably fires now. Or do it by pc's recognition (but the Item recognized has to fire with an RR). Or when you do "A Whisperer" right way oppose, you'll also get "Loud Voices".

Auditing on 3-M is like threading through a mine field with the pc ready to explode if you stray.

Experience will let you relax.

TRAVELING RR

In Listing the RR travels down the list. It comes from the goal charge. Therefore it can travel. You can sometimes bring it back up a list with enough BMR to an earlier RR seen on listing.

The most weird thing in 3-M is the Goal as an RI behavior (on Mar 13 HCO Bulletin, "To Scream" as an RI, bottom of plot, page 2).

As you list it, as an RI in its proper sequence on the plot, not as a goal oppose, it behaves as an RI oppose list, not as a source list.

On it the pc will put, usually, the goal of the next GPM. On it will usually be found, as the last RR Item on the list, "Happy People". But the goal of the next GPM on that list will not RR when said to pc! Not until you take all the goals off the RI oppose list and nul them as a goals

list. Then the goal of the next GPM will fire and prove out.

In short, only the last RR seen on nulling on an RI oppose list, will fire with an RR.

This does not mean the remaining Items seen to RR while listing are not RIs in their own right. It only means that on any list, the RR travels to the last RRing Item seen on listing when the list is complete.

Items which RRed on listing will not fire as part of the list but, taken off the list and known by the pc to be off the list and called as themselves will RR.

When you get a pc into the 5th GPM this becomes very invariable and gets vastly in your road, as you can by-pass the next RI you should get and find the one after that, or you can lose the next GPM's goal as it doesn't RR on the RI oppose list from the last goal while still on that list.

It's okay if you know it can happen. It will help you cure an ailing line plot or goals list in a hurry.

RRs travel on 3-M lists down to the last RR. And if it has travelled, the earlier RRs (Items or Goals on an RI List) seen on listing will not RR until they have been taken off that list and are called in their own right.

WRONG WORDING

Always be sure you have the right wording for an Item or a goal.

A slightly wrong wording for a goal will cause it to RS and fizzle out.

Get the pc to change the wording on it and it may RR on and on.

If a pc ARC Breaks on a goals list, you had and passed the goal or you had the goal with a slightly wrong wording. The pc still ARC Breaks on a wrong wording as it's a missed withhold.

Pcs usually put down varied wordings on goals lists. Encourage it, even though it's representing an RRing Item. If a goal fires, Rses, fizzles, vanishes, get other wordings for it. And it may RR beautifully.

Example: To Succeed. On checking, RRed six times, blew TA down, RSed madly. RSed, dwindled and then ticked. Auditor went on. Pc ARC broke. Auditor went back over list, got wording for To Succeed as "To be successful". Goal RRed beautifully. No ARC Break. Onward bound into next GPM.

Items with the article "A" or "The" omitted or added, or plural for singular, will not fire well or at all.

Example: Item listed "A Sensation". Checked out as "Sensation". No fire. Pc recalls it should be "A

Sensation". Item fires and is an RI.

Accuracy of listing exactly what the pc said is important. He usually said it right the first time. Say it back and check it out the same way.

Sometimes a pc wants to change a word in an item being called. Always let him but check both versions, the one listed and the one changed. The one listed is usually right if recorded right by the auditor.

ITEM FROM ANOTHER GPM

A STRAY RI is an RI from a GPM of another goal than the one being worked.

You can get a goal or Item from another GPM by backwards oppose or overlisting.

In finding the goal of another GPM than the one you want to enter, this is easy. It fires very badly, ticks and fools around.

An RI from another GPM on the other hand fires well. When you do the "How does the goal relate to _____" step and the pc can't relate it, or mass appears when he tries, watch it. You probably have a backwards oppose behind you or have by-passed an RI by overlisting or underlisting, or, more probably, both.

What to do? Put the stray RI on the plot marked as a "Stray" and locate the wrong way oppose or by-pass on your Line Plot and correct.

It will do no harm to 4 way package the STRAY RI. But it probably won't do any good either. Two GPMs later you suddenly find it as a new RI.

The pc will probably ARC Break at this time. But the reason for the ARC Break lies in an earlier wrong way oppose or a by-passed RI or RIs.

Use the STRAY RI as a signal that a wrong way oppose exists behind you or an RI has been by-passed.

The proper order of actions, if the above happens, is to

1. Locate the By-Passed Item;
2. Use it to continue your RI oppose (spiral staircase);
3. Ignore the wrong way oppose Item (don't instantly right way oppose it) and any stray RI, letting them come up in their proper sequence, no matter how much later that is.

MINIMIZE GOAL OPPOSE LISTS

Only do a goal oppose list at the start of the first GPM and that's it. You don't need any more if you go right. You'll go into GPMs in proper sequence on the spiral staircase with no further goal oppose lists for any goal.

You will find, however, that the goal as an RI (see "To Scream" as an RI, page 2, HCO Bulletin March 13, 1963) operates as an RI oppose list and will be done in its proper time and place. This is not a source list and behaves as an RI oppose list.

Take the goals off it to another list and nul them for the next GPM.

Only one Goal Oppose List is needed for a case.

After that, always use the last RI that still fires with an RR as your source for RI oppose lists.

CLEAR TEST

You don't need to do a Clear Test. It might mess up the bank.

A natural free needle without prepcheck begins to appear around the fifth GPM.

Check out a first goal clear by his or her Line Plot. If it compares in all respects to that of HCO Bulletin March 13, and the goal is clean saying it to the pc, call it a first goal clear.

A bracelet clear would be, actually, a theta clear, and would emerge after the 5th to 8th GPM had been cleaned up.

By present calculation a free needle, totally stable theta clear emerges after the 8th GPM has been run.

No calculation on Operating Thetan exists at this moment, but at a guess, it's well beyond the 8th GPM.

Up to the 6th GPM a clear test is liable to foul up the case a little. So save it for later and really send up rockets in celebration.

Thetans have done a lot of living.

Routine 3-M is complex and, unless the auditor is well trained, has pitfalls.

But we have years to learn it.

Clearing is the real thing.

It's worth it.

L. RON HUBBARD

LRH:dr.rd

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044 HCOPL 23 MAR 63 CLASSIFICATION OF AUDITORS, CLASS II AND GOALS

(OEC Vol 4 p. 340, NTV VII p. 76-77)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 23 MARCH 1963
Issue III

CenOCon
Missions

CLASSIFICATION OF AUDITORS CLASS II AND GOALS

(Modifies all HCO Policy Letters on classes of auditors)

Goals finding is declared herewith to be a Class II activity.

Using Class II goal-finding skills as released, any Class II Auditor may employ them to find goals.

Running the goal found on Routine 3 processes is not authorized for Class II Auditors

This authorization is based on the following technical discoveries:

1. It is highly beneficial to a case to have goals-finding processes run on it, regardless of whether a goal is found or not;
2. The only danger in finding a wrong goal lies in running it;
3. The public at large can understand and respond to the finding of a basic purpose;
4. I have made a breakthrough in expediting the finding of goals.
5. The longest period in clearing is now goal finding.

Any goal found may be prepchecked by a Class II Auditor using standard Prepchecking. No goal found may be run on Routine 3 processes by a Class II Auditor. Any goal found must be checked out by a Class IV Auditor.

A correct goal may be run on Routine 3 processes by a Class III Auditor under the supervision of a Class IV Auditor.

CLASS II AWARD

Class II may be awarded by reason of attendance and satisfactory completion of an Academy course specifically designated for Class II, or satisfactory work in an HGC.

CLASS III AWARD

A Class III may be awarded to auditors satisfactorily completing an advanced Academy course and satisfactory work under staff contract in an HGC.

SAINT HILL AWARDS

Class III and IV awards are given to Saint Hill graduates who satisfactorily complete their training for these classes.

L. RON HUBBARD
Founder

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045 HCOB 23 MAR 63 CLEAR AND OT

(TV5 p. 260-1, NTV VII p. 78-9)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 23 MARCH AD13

Franchise

CLEAR & OT

DON'T TRY TO MAKE AN OT BEFORE YOU MAKE A CLEAR.

One of the enduring observations which has arisen in clearing and which will always remain true is summed up in this line:

DON'T TRY TO MAKE AN OT BEFORE YOU MAKE A CLEAR.

Stressing this conclusion is vitally important and will always be important. Why?

In their understandable enthusiasm to do "the most for the pc" and obtain the "highest gain" auditors tend to get as many RIs and goals as possible. The "face" acquired in making a "third goal clear" also operates.

On the part of the pc there is always some pc pressure to "get on with it", find more RIs, find more goals. There is also "face". "I'm a 3rd goal clear."

The auditor, in his own enthusiasm for more GPMs, heeds the pc's protest against case repair and prepchecks and commits the following crime:

WITHOUT MAKING A FIRST GOAL, ATTEMPTS TO MAKE AN OT.

He does this in gradients. Without making an actual first goal clear, the auditor, with the pc's full insistence, makes a "Third Goal Clear".

This law takes over in the face of such "press on" tactics:

RULE: YOU CANNOT HAVE AN ANY GOAL CLEAR WITHOUT CLEARING THE GOAL AND ALL ITS GPM.

To do this it is necessary to observe this rule:

RULE: A GOAL IS NOT CLEAR UNTIL ALL ROCKET READING ITEMS IN THAT GOAL HAVE BEEN FOUND, PROPERLY ALIGNED AND DISCHARGED, AND THE GOAL HAS BEEN FULLY PREPCHECKED.

The next Goal is available and easily found, RIs in the next GPM are readily found, there seems to be no reason to waste auditing time by cleaning up the last GPM. This is true of any next GPM.

However, just going on and on carries its penalties.

IF WE PERSIST IN FAILING TO FULLY CLEAR EACH GPM, WE CAN EXPECT A GENERAL BOG DOWN IN ALL OF SCIENTOLOGY.

Why? Because we will all become subject to the very real penalties of failing to clear GPMs before going on.

It is alright to find 2 RIs into the next GPM and to find its goal. That is as it should be. But it is not alright not to go back and fully polish up the GPM just left. This is true for all GPMs.

You haven't got a first goal clear if you haven't cleared the first GPM and Goal.

So don't announce first goal clears if you haven't cleared fully the first goal. Having the 2nd, 3rd, 4th, 5th, etc, goals and some RIs in each still doesn't make a first goal clear.

The following liabilities occur when the GPM just left is not fully cleaned up:

1. The pc drags mass from the last GPM into the next GPM;
2. Accuracy of RI finding in the next GPM is diminished;
3. The pc, being more subject to errors in auditing, is

far more likely to heavily ARC Break;

4. Body mass (weight) does not diminish;

5. Pc's reality on the next GPM RIs is diminished;

6. A feeling of lassitude (a shadow of the Sad Effect) comes over the pc and

he or she does his own work in life with less enthusiasm;

7. The pc's health and actions are better but one does not see what one

expects from clearing. Therefore clearing is downgraded by the auditor and pc and others;

8. The actual soaring gains of clearing are not observed, since the GPM and its goal are not actually cleared but only de-intensified.

Clear tests, which will be issued from time to time, should be scrupulously passed before going on to the actual running of the next bank.

If these simple precautions are observed, clearing is formidable to behold. If they are not observed, then clearing won't be observed - because it hasn't been done.

Don't try to make an Operating Thetan before you make a clear. The results will be far, far below that of just first goal clear.

A lot of time and agony went into discovering these things. I hope you will benefit by them.

L. RON HUBBARD

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046 HCOB 29 MAR 63 SUMMARY OF SEC CHECKING (BTB?) (BY REG SHARP)

(Not in either set of tech vols. Probably considered to be a BTB as it is by Reg Sharpe. In the late 70's this still appeared on course checksheets as an HCOB even though it was not in the tech volumes. This copy is from a class II pack.)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 29 MARCH 1963

Central Orgs

Franchise

SUMMARY OF SECURITY CHECKING

(As Security Checking is the one form of auditing that does not interfere with R2 or R3, I asked Reg Sharpe to do a run-down on what we know about it. RON HUBBARD.)

Security Checking has an important part to play in modern auditing. We have the datum that as a PC comes up in responsibility so does his recognition of overts. This factor can seriously hamper a PC's progress. Security Checking is a case cleaning activity and it should be thoroughly and competently applied. It is not something to be done just for form's sake. It is done to speed up the advance of the case. A PC who has overts ready to be pulled just cannot make the rapid progress which modern clearing techniques make possible. So don't underestimate the value of Sec Checking. Learn to do it. Learn to do it well and when you do it, go in and do an expert and thorough job.

Security Checking is a specialized type of auditing, and it takes a lot of skill and at times some courage to do it well. Auditors must not be kind nor yet unkind. This does not mean that you steer a luke warm middle course between kindness and unkindness. Neither of these two impostors have anything to do with it. You Just go in and audit, you go in to find-and that means dig for OVERTS. If you go in with PC's needle clean and your questioning can get that needle to react, then you are winning.

The success of an auditor can be measured by the extent to which he can get reactions on the needle and then cleaning those reactions getting more reactions and cleaning those and so on. It's a probing operation like probing for sore places on a body, locating them and then healing them. The skilled auditor, however, gets to the root of the trouble and clears up a whole batch of overts at once.

Security Checking is done in Model Session. The beginning rudiments are put in and by the time you start the body of the session, in this case the security check, the PC should have a nice clean needle. The next thing is to tell the PC that you are going to help him to clean up, and really clean up, the questions on the Form that you are using. REMEMBER IT IS THE QUESTION YOU ARE GOING TO CLEAN - NOT THE NEEDLE. You've already got a clean needle and you could probably keep it clean by Bad TR 1, failure to dig, or just sheer bad auditing. No, it's the question you are cleaning, and in the process you are going to get a dirty or reacting needle. So really get it over to your PC that you are going to CLEAN THE QUESTION.

The next action is to announce the first question that you are going to clean. The important thing at this stage is to groove in the question. There are a variety of ways to do this, e.g., ask what the question means. What period or

time the question covers. What activities would be included. Where the PC has been that might be something to do with the question. If any other people are likely to be involved. In other words you are steering the PC's attention to various parts of his bank and getting him to have a preliminary look. When this has been done, using very good TR 1, you give him the question-OFF THE METER. You can forget your anti Q and A drill. You take your PC's answer and bird dog him about it. If he gives you a general answer you ask him for a specific time (or a specific example) DON'T ACCEPT MOTIVATORS. If he gives you a motivator you say "OK, but what did you do there?" and you want something before the motivator. Example:- PC: "I got mad at him because he kicked my foot." Aud: "What had you done before he kicked your foot?" In this case the PC is giving an overt "I got mad at him" but in fact he is cunningly selling the motivator "He kicked me in the foot". So the rule here is "go earlier than the motivator". Similarly you don't accept criticisms, unkind thoughts, explanations. You want what the PC has done and you want the Time Place Form and Event.

When you have succeeded in this you don't leave it there. You ask for an earlier time he had done something like it and you keep going earlier. What you are after is the earliest time he stole, hit somebody, got angry with a PC or whatever is his "crime". Get the earliest one and you will find that the others will blow off like thistledown.

Keep a sly eye on your meter and you can tell when you are in a hot area. Use it to help you to know where to dig, but don't use it to steer the PC at this stage. This encourages laziness on the part of the PC. YOU want him in there foraging about and digging up his bank in the process.

Only when your PC is thoroughly and healthily exhausted do you check the question on the meter. If you have done an excellent job the question will be clean.

However if you get a read you steer your PC by saying "There", "There" whenever you see a repetition of the original read. When he finds it you repeat the procedure outline above.

YOU don't go back to the meter until you have really got all there is to be got. When you have got a clean needle you put in your mid ruds on the session, and if these are clean and only if they are clean you go on to the next question. If the ruds do bring out something then you go back to the question and start over again. And so you go on cleaning question after question.

The success of a Sec Check Session is not judged by the number of questions cleaned but by the amount of looking you succeeded in making your PC do.

If you do this properly, that is the whole outline, you will have a well satisfied PC. If he ARC breaks then you have missed something, so pull your missed withholds. A

Rising TA is a clue to something missed. If a PC isn't happy-very happy-at the end of a question then you have missed something. PC's will tell you a hundred and one things that are wrong with your auditing, the D of P's instruction, the form of the question, etc., but they all add up to the same thing-something has been missed.

Finally do end Ruds and these should run quickly and smoothly. Run a bit of havingness if necessary. Sharpen your pencil for the goals and gains and you'll leave the session happy and satisfied because that's how your PC feels.

One word of warning. If you leave a question unflat, mark it on your auditor's report and TELL YOUR PC it isn't flat.

Good digging.

Issued by: Reg Sharpe
SHSBC Course Secretary
for L. RON HUBBARD

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047 HCOPL 29 MAR 63 CLEAR REQUIREMENT

(OEC V4 p 429)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 29 MARCH 1963

Sthil Students

CLEAR REQUIREMENT

Regarding getting clear, as a student on the Saint Hill Special Briefing Course, the following should be noted:

There is no obligation on the part of the course to clear a student before termination. While everything will be done to assist clearing the student and while it is my desire to clear the student, this is a favor extended, not a student's right.

Some students will not industriously apply themselves in their course periods and cannot therefore be graduated up through units fast enough to get them clear before termination.

The better students are matched in so far as possible in auditing teams. This leaves the unwilling student auditor teamed with auditors of less skill. This reduces chances of getting clear on those who do not apply themselves or will not audit well.

The Course is not an HGC and those who attend it only in the hope of receiving auditing are therefore disappointed as they will receive only as much auditing as they give and only of the quality they seem to deserve. The rule of "Help to be helped" is adhered to in so far as possible.

While almost all students are people we are proud of, some few waste their case by running up overts against the course and causing administrative upsets.

There are then three general categories of upset:

1. The student who won't study;
2. The student who won't audit; and
3. The student who causes heavy administrative upsets by spreading rumors, writing untrue tales home, constantly nagging instructors, etc.

Among these we do not include students ARC Broken in session, as this is a fairly routine occurrence and passes away. But included are students who claim they are so ARC Broken in session they cannot study or work. We know this doesn't hold true as others can study and work and audit after session ARC Breaks.

Therefore, the course instructors reserve the right, when authorized by the Course Supervisor, to suspend or cancel the "clearing requirement" of any student consistently falling into categories (1), (2) or (3) above, regardless of explanations given by the student.

This may or may not affect classification. It certainly does affect the amount of time and effort spent by instructors on getting a student clear.

"Suspension or cancellation of the clearing requirement" means that the course resigns any further responsibility for getting the student clear and is at liberty to terminate the student at the end of the course period with or without classification.

A student who spends three weeks with minimal study effort, a student who consistently fails to follow directions in auditing his pc or who does not produce results, and the student who consistently runs up overts against the course, is liable to suspension or cancellation of the clearing requirement.

In short, if a student by studying and auditing won't help us get other students clear, or if a student seeks to damage our course and its efforts to clear others, through graduating students, we cannot honestly endeavor to clear that student.

L. RON HUBBARD

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048 HCOB 30 MAR 63 ROUTINE 3M SIMPLIFIED

(NTV VII p. 80-88, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 30 MARCH 1963

Missions
CenOCon

URGENT URGENT URGENT

AFFECTS EVERY CASE BEING CLEARED

ROUTINE 3M SIMPLIFIED

(CANCELS EARLIER R3M STEPS)

(R3M2 = R3M Issue II)

AN INTERIM RAPID SUMMARY OF CLEARING

Suspend any 3M you are doing (except goal finding) and proceed with the following steps only. Leave all reliable items and goals already found by the original version of 3M on the line plot. Don't invalidate the pc's goals and items. Patch in any items you already have with what you will find in doing these steps.

Doing the following steps will REPAIR and forward or START any 3M case on which one or more goals have been found. In repair, address the first GPM you contacted.

1. CHECK OUT GOAL: Make sure it fires once in any three consecutive times read. (Or make sure a Class IV has seen it RR at sometime.)

2. OBTAIN CONDITIONAL TOP OPPTERM: (See line plot HCOB 13 Mar. 63.) DO NOT DO A GOAL-OPPOSE LIST TO START. (Abandon any goal-oppose list you have done.) This is done by listing only this question with this wording: "WHO OR WHAT WOULD BE MOST LIKELY TO ACHIEVE THIS GOAL?" (Pc knows what goal it is. Don't name it in the question.)

Do a relatively short list. List only until the question above no longer reads on the meter. Check the question for read about every five items. When it no longer ticks (make

sure it isn't ticking from Protest or Decided) add five more items. Test read it. If it still doesn't tick, end list. If it does, continue list.

Null this list by elimination, starting at the top of the list, calling each item three times and marking in or out, until only 1 or 2 are in.

Put in left-hand buttons on remaining items. One should now rocket read. That is your top oppterm RI. This source list is a source list. The reliable item may appear anywhere on it. (Consider all lists of 3M as source lists now. In R2-12 RI oppose lists still exist.)

This "most likely" list will probably be less than a hundred items long. It may be only 10 items long. If it's longer, the question is being protested which makes the question read.

This gives you the top of the GPM, hitherto hard to get and usually missing in case repairs. (I had to get clever on this one. Everybody was missing the top of GPMs until case was repaired.)

(Note: The exact listing rules for this "most likely" list will be published in a subsequent HCOB. Take whatever you get that is an unmistakable top oppterm [see line plot HCOB 13 Mar. 63 II, THE END OF A GPM where it is "The Most Screamish"]. Use it and go on with the following steps. After you find 3 or 4 RIs downwards, go back and see if the RI you found for top oppterm ticks when read to pc on meter. If it does now, don't throw away the RIs you've just gotten. Just extend the "most likely" list and null what you extended. Take the RI you now find for top oppterm and use it as per steps below. You will find you are going up now higher in the GPM. Complete it upwards until you reach the real top of the oppterm column. Then resume with the former last RI lower in the GPM where you left off going down and continue to the bottom of the GPM exactly as in these steps below. The toughest part of the GPM to get is the top end, and as it's the one most dramatized by the pc, it is the most important in his estimation. If you don't get it all at the top, the pc will drag that mass down through the lower GPMs and things will be less real on the lower RIs and harder to find. The only time you will have difficulty is when a "few RI GPM" extends into present time up from the "first GPM" you contact. That means a goal above the "pc's first goal." You can also have trouble when this "most likely" listing system is used if the pc's first GPM is only half lived through and has its top missing [never formed]. This will become apparent as the pc lists and tests will show you have a terminal. You can in such a case cope by using what you find but realizing you have a terminal on the "most likely list." This is rare so don't invite it. The status of a pc's "first GPM" can be established by meter questions, "Do you have a goal closer to present time?" or "above this?" If the pc's first GPM [meaning the first one contacted by the auditor, always, not the earliest one on the track] is "truncated," missing

at the top, the remaining GPMs in the bank will still be of standard size and content. Even if you have trouble finding the top of a "truncated" GPM, still don't do a goal-oppose list. If "most likely" doesn't work on a truncated GPM, try a least likely version.)

3. COMPARE AND TEST RI: Note if getting RI blew down TA. Ask pc if this is the item, if it turns on more mass.

Ask how it relates to the goal.

Check goal for read.

Read next question to pc as a terminal, then as an oppterm. Determine which one gives least mass and use that way of oppose.

However, if this RI found in step (2) is anything but an oppterm you have bypassed an item or over- or underlisted or it's not pc's goal. Also, the "first GPM" can have been only partially formed and the top oppterm does not easily express the goal, in which case you'll get a terminal. If so, you'll know by test.

4. OBTAIN CONDITIONAL TOP TERMINAL: Using question "Who or what would oppose (top oppterm just found)?" list.

Check the question about every five items given. Immediately that it no longer ticks, add five more. Test RI and question again for tick. If it still doesn't tick, null it. If it does, get five more, etc.

Null either by calling each item 3 times in sequence until only one is left and put in left hand buttons on it (Suppress, Careful of, Failed to Reveal), or by calling only the RRs seen on listing each one one time and put in left-hand buttons on it.

As all lists in R3M are now all to be considered source lists, the former method is safer but harder on the pc.

These are very short lists. All RI oppose lists are. They may be as small as 10 items, certainly seldom more than 20. Length is determined by the needle tick of the question (read to pc) vanishing.

If you overlist you will miss an RI, err with a bypassed item, do the next one wrong way oppose and send the pc into another GPM!

The whole error in listing is bypassing items by over- or underlisting.

That the listing question ticks means the reliable item is not yet on the list or there are more items needed to discharge the tick. That the listing question ceases to tick means the reliable item is either on the list or will

be in the next three or four given by the pc.

5. COMPARE AND TEST RI:

Ask the pc if item turned on more mass.

Ask pc if it's the item.

Ask pc if RI found opposes the one it was listed from.

Ask pc how it relates to goal.

Test RI for term or oppterm by asking next listing question one way and then the other. " Who or what would oppose ? "
" Who or what would ____oppose?" The one that turns on the least mass is it.

This is, however, a terminal and if it isn't, the list you did to find it was a little too long or a little too short. Find an earlier RI on it or extend it for another RI.

6. OBTAIN NEXT OPPTERM:

List "Who or what would (RI just found) oppose?"

Null list by elimination or by RRs as above.

Find RI.

Always read the RI you are listing from and then the question you are listing on.

Doing this jogs the question to read again when it might not. If the read won't go off the RI you are listing from, it is surely arrived at after an RI has been bypassed. Redo the list it came off from.

7. COMPARE AND TEST RI:

Ask pc if RI turned on more mass.

Ask pc if it's pc's item.

Ask pc if RI is opposed by terminal it was listed from.

Ask pc how RI relates to goal.

Test goal.

Test RI for term or oppterm.

8. OBTAIN NEXT TERMINAL:

List "Who or what would oppose____(RI just found)?"

Complete by testing question for reads.

Null by elimination or by RRs seen on listing.

Obtain RI.

Test RI you're listing from for a tick.

9. COMPARE AND TEST RI:

Ask pc if RI turned on more mass.

Ask pc if it's pc's item.

Ask pc if RI opposes the one it was listed from.

Ask pc how it relates to the goal.

Read goal.

Test RI for term or oppterm. It should be a terminal.

10. CONTINUE STEPS 6, 7, 8, 9 ABOVE IN SEQUENCE.

11. Toward bottom of the GPM, 20 or 30 (number is a guess) RIs from top, you will find (and this is not a guess) a terminal "Somebody or something with the goal (pc's goal)" or "Somebody with the goal (pc's goal)." There will be an oppterm, then "The goal (pc's goal)." Then an oppterm. Then just the pc's goal "To whatever." This last RI is called "the goal as an RI." There we stop all actions as above.

The pc can know that these pat bottom GPM RIs exist. He can even be shown a model line plot. In a misguided enthusiasm the pc can put all of them on the list at once.

Only the right one in sequence will RR, and if he's been premature in putting them down they won't fire, so don't worry about it. Just be sure you get those RIs. (See HCOB 13 Mar. 63 for the pattern.)

12. LIST FINAL LIST:

When you definitely arrive honestly at "the goal as an RI" ("To Scream," "To Whatever,") just the goal all by itself, you will find that although the goal has ceased to RR, this "goal as an RI" still has an RR on it.

Now, the list we do from this is the final list of that GPM. And it works like the old goal oppose list. And it is the only place we now do a goal oppose list. It's a long list. The only long list we now do.

The list wording is exactly and only this "Who or what would (pc's goal) oppose?" (Who or what would To Scream oppose?) We ignore any complaints from the pc that he or

she can't answer the question. Even hint there are some goals it might oppose as well as items.

This is listed to fifty beyond the last RR or R/S on the list and until the question no longer ticks.

THIS LIST WILL HAVE ON IT THE NEXT GOAL WHEN COMPLETE. (And so, I found a way to give you the next goal without any fumbling.)

It may be very long. It must have goals on it as well as items. Don't do it until the line plot is complete. Or you'll get an item off it, not a goal.

13. NULL THE FINAL LIST:

Null by elimination. The RRs seen on listing will have no real bearing on the final RI, so don't just read off the RRs. Chances are the final item (the goal) won't RR while listing and won't RR until the list is completely nulled.

Find item.

It should be a goal. The goal of the next GPM.

14. SMOOTH OUT LAST GPM:

As soon as the goal of the next GPM is found, make sure it fires nicely but don't get pc involved in it. Don't start to find RIs in it yet. Or you'll have to go on with next GPM and be trying to make an OT before you make a Clear!

15. INSPECT OLD LINE PLOT:

Each GPM should have its own line plot.

Make sure pc's line plot is complete, particularly at the top.

16. INSPECT RIs:

Read over each RI on old line plot to see if one ticks. INCLUDE THOSE ON THE PLOT THAT OBVIOUSLY BELONG TO SOME OTHER GPM.

If one is found ticking, take the list off which it came (not the list listed from it) and renull it or extend it somewhat and renull. A new heretofore missing RI will turn up.

Oppose it gently (short list) and in short, do steps 6, 7, 8, 9 on it (depending for sequence on whether it's a terminal or an oppterm) until the RR vanishes. Be careful not to leap into a new GPM by overlisting or opposing backwards. (Wrong-way oppose lands you in a different GPM usually.)

If during inspection you find a firing RI on the line plot

rocket reading even though it was opposed, the rule in the above paragraph still applies. It was backwards oppose.

BUT, the fault is that an RI was bypassed on an earlier list. Find the bypass and oppose it.

In this patch up (or patching up a GPM done by earlier versions) you will find a list, even though RRs were seen on listing, suddenly fail to give up an RI. That's usually because the RI is already found. The list has been tied back into the already existing RIs.

PUT EVERYTHING YOU FIND RIGHTLY OR WRONGLY ON THE LINE PLOT. THEY'RE ALL THE PC'S ITEMS.

When the line plot is all smooth and looks like the 13 Mar. 63 HCOB model, go to next step.

However, if the auditor has already found and listed other goals and the pc has 3 or 4 incomplete GPMs, the line plots will have become interdependent and straightening them up depends on running the last goal found as per this HCOB (finding the next goal but no RIs into its GPM) and then going back for a smooth-out of the others.

No danger, only discomfort and more frequent ARC breaks attend the condition where the auditor tried to make an OT before making a Clear. Just do the goal with the biggest read, complete its plot, but don't find RIs in a new goal found from it, and work around as you can in the old mess until each GPM is complete.

17. PREPCHECK OLD GOAL:

Only when you've done all these steps on a GPM do an 18 button Prepccheck on the old goal (no counter-button as it may be the next goal!).

Get in the BMRs on listing and on auditing on GPMs.

18. DO NEXT GPM:

Exactly in accordance with the above steps 1 to 17 inclusive, do the next GPM.

NOTES

Pcs attach far more importance to GPM mess-ups and goal mess-ups than they deserve.

Just handle ARC breaks with HCOB 14 Mar. 63, ARC BREAKS, HANDLING OF, and assessments for the cause of them and correct accordingly-the ARC break assessment is always right.

Bypassed items, even bypassed goals and GPMs won't kill the pc. I know. I've been in every cross-fire that goals and GPMs could produce as a pc and I'm still alive even if

occasionally frayed. So stop worrying and do a good job and do what you consider correct, not what the pc insists upon, and you'll win through with your pc.

I admit it takes a high level of courage to audit Routine 3M. But it's the only safe road out from aberration.

In nulling a single list:

That an item appears earlier on a list is no guarantee it doesn't appear later in the bank than the one you want.

Don't fail to let a pc have his RIs and goals. That they aren't the RIs or goals of the GPM you have to work doesn't make them not his. Develop the H Factor: "It's yours but it's not due quite yet." "This is undoubtedly your goal (on one that stayed in but isn't it) but we have to find the GPM closer to where we're working." "That's your RI all right. But we need the consecutive one to the last we found."

In case repair, use the above rundown. To repair R3M2 (when you run out of RIs suddenly) the rule is to find the item on the line plot that reacts on the meter, renull or extend the list it came from and locate the bypassed item and proceed with that as though you hadn't found anything else.

If you encounter an RI that, given to the pc, turns on more mass, extend or renull the list it came from and get another RI that doesn't. But don't be too harsh with this rule. Some RIs do turn on a bit more mass, particularly when the top of a GPM has not been found.

If you find an RI that doesn't belong in this GPM, put it on the line plot. Realize it came from a wrong-way oppose. See if the list the RI you just opposed came from doesn't have a bypassed item on it. If so, don't bother to right-way oppose the RI you wrong-way opposed. Use the earlier RI and go on.

The reason you can't find an RI on a list even though you saw RRs on listing is because the RI for that list has already been found, or your list is just a trifle short.

If you suddenly find no RRs seen on listing a list, an earlier item was wrong, bypassed or wrong-way opposed. Locate and go on.

If RR on items is getting smaller, beware of having a wrong goal, or having gone into a GPM you have no goal for. Don't find more RIs until you find what's wrong.

Only finding RIs for which you have no goal will shut off the RR and R/S. Finding the goal for them will turn the RR and R/S back on.

If you have to put a question mark after the list RRs and R/Ses, you are nulling with too low a sensitivity setting. Put up the sensitivity until you can see what's happening. Or get one of the new listing meters.

If a pc cognites on an item as you list and it RRs (it must RR to be an RI), say "Very good." Test the question for a read. If the question is clean, read the item to the pc to make sure it RRs. If the question still reads say, "I'm sure you're right. However, give me a few more so I can get the tick off this question." Do so, test the question and read the pc the RI. If it doesn't read, put left-hand buttons in on it. If it still doesn't read, find the one that does. Pc won't ARC break unless you give him an item that doesn't RR.

There are no bonus packages in R3M. If two items RR or R/S on the list, the list is incomplete. Complete it until question doesn't tick.

We will no longer consider there are two kinds of lists. Due to the traveling nature of the RR on the list, the last RR always reads, but it may be after the RI we need. To avoid bypassed items consider every list a source list, the RI can appear anywhere on it. Considering them all source lists ensures your finding the RI that should RR and in sequence.

The main danger in R3M is not wrong-way oppose. You can tell that fairly easily.

The danger lies in bypassing RIs. The way these get bypassed is to overlist or underlist.

If the RR seen on consecutive RIs found is getting smaller as you find more, you have the wrong goal for the GPM you're in. Either get into the right GPM or, less preferably, find the goal of the one you're working. You can only get into the wrong GPM by having a wrong goal in the first place or by bypassing RIs, resulting in opposing

an RI wrong way to and getting thrown into another GPM, or by moving down into the next GPM after the old goal has ceased to tick.

A goal RR improves as you find successive RIs, right up to the moment it begins to occasionally R /S and RR, as marked on the line plot of HCOB 13 Mar. 63.

If a goal doesn't read better on the meter after you find the top oppterm and terminal, there's something wrong with that goal. If the goal was wrong and the RIs you found did RR, use the oppterm to list goals from and the terminal to list goals against. "What might be the goal of (oppterm)?" and "What goal would (terminal) be an overt against?"

Watch overshooting into the GPM below the one you should be working in.

You can miss the low RIs ("Somebody with the goal," etc.) and plow on into the GPM below it without its goal. After a dozen or so RIs without having the goal, the pc's ability to R/S and RR will shut off, to be restored only when the goal for them is found.

Tell your pc the best way in the world to commit thetancide is to self-audit or self-list on R3M, or to dope the line plot in advance.

If the pc thinks of goals or items out of session, make the pc write them down and bring the list in.

But discourage it.

I saw the troubles you were having and have been researching swiftly to remedy it with a more positive version of R3M. It's getting simpler. It can't get much easier.

L. RON HUBBARD

Founder

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049 HCOB 2 APR 63 DIAGRAMS ILLUSTRATING TAPE OF 28 MARCH 1963

(NTV VII p. 90-2, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 2 APRIL AD13

Central Orgs

DIAGRAMS ILLUSTRATING

TAPE OF 28 MARCH 1963

The diagrams attached were drawn to illustrate the tape lecture of 28 March 1963, entitled, "The GPM."

L. RON HUBBARD

Founder

[Ed. There are two pages, each with two diagrams, giving a total of 4. They are simple but not easy to reproduce, therefore we will describe them instead.]

The diagrams mainly consist of jagged circles or clouds which might represent mass.

[Diagram 1]

On the left a happy face with a halo above it and surrounded by a jagged circle. On the right is another jagged circle with its contents scratched out, although the contents are unreadable, according to the tape the thetan with a halo is confronting a critic. Below this is:

(a) * Purpose

(b) Purpose [Xed out]

(c) Purpose [surrounded by a jagged circle and crossed out]

[Diagram 2]

5 pairs of jagged circles with an arrow pointed upwards running along side of them.

At the bottom on the right is "To Be Holy".

[Diagram 3]

4 more pairs of jagged circles. The top left one contains the words "Holy People". The top right one contains "Cr" and the symbol for a thetan which probably, according to what is on the tape, means "A Critical Thetan".

[Diagram 4]

5 more pairs of jagged circles. At the bottom is "To Be a Devil" with an arrow pointed to the bottom left jagged circle.

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050 HCOB 6 APR 63 R3M2, WHAT YOU ARE TRYING TO DO IN CLEARING

(NTV VII p. 93-6, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 6 APRIL 1963

Central Orgs
Missions

R3M2

WHAT YOU ARE TRYING TO DO IN CLEARING

The final object of the auditor in clearing is: TO FIND GOALS AND RELIABLE ITEMS UNTIL ALL GOALS AND RELIABLE ITEMS HAVE BEEN FOUND AND EACH GPM IS COMPLETE AND ALL GPMs ARE DISCHARGED.

Now, there are many ways to do this, but finding and discarding the pc's RIs is not one of them. The more you get hold of RIs and say "That's not it" the more miserable your pc will feel and the less clearing you'll get done.

You can actually fumble and grope and get wrong RIs and fall on your head but if you continue to get RIs and put them on the line plot the pc will eventually get them all.

The length of time it takes to make a multi-goal Clear does not depend upon the care with which RRing RIs are found, it depends upon the number of RRing RIs and goals found. Only the comfort of the pc depends upon the care with which RRing RIs are found.

It is a mechanical proposition. There is just so much charge on a case. The case recovers when the charge is released. "Charge" is manifested on the E-Meter in the rocket reads contained in goals and their RIs. Charge vanishes when RIs are found and paired.

If you understand this, much will come plain to you. The idiocy of giving the pc an item that doesn't RR lies in the fact that it doesn't bleed off charge, not that it will soon lead to an ARC break.

The question is only: How many reliable items and goals can be found on this case? Not how much time can be spent repairing the case.

A smooth run to Clear would consist of the auditor finding the exact top of a GPM, running out the exact RIs in it, getting the next goal and prepchecking the goal of the bank just cleared, all by 3M2.

But with auditors and the pcs green (and worried), is this ideal always obtainable? The answer is, I am afraid, No.

The following is far more likely to be the case: A goal is found. A lot of RIs are run out of its GPM. The next goal is found. It is discovered then that half the RIs found in the old bank belonged in this new bank. The new goal is run and many RIs are found. The auditor then finds the 3rd goal and many RIs in it. The auditor now discovers the top of the first bank was missing and goes back to find it. He does so and discovers a goal above the "first goal." He finds it and gets RIs in it. Then to his horror finds there is a bank two above the "first bank" found. He finds that goal and gets RIs in it and discovers the pc's present time. He also finds that everything the pc was groaning about is contained in the bank that was closest to present time. He cleans this up and then goes back down to discover that although the goals of the lower banks no longer read, he had never found half the RIs in any one of them. He remedies this and only then, in succeeding banks, finds he can smoothly carry on, cleaning up each GPM fully as he goes.

There is nothing wrong with this. When we had R2-12 it worked well. Then we got 2-12A and wasted fantastic amounts of time repairing 2-12, and we had few gains to show for it. It's the same with 3M and 3M2.

The pc is far from comfortable with the auditor battering around missing GPMs and goals.

The pc will swear he'd rather be dead. But the message is, he'll get Clear if they keep at it on the basis of finding RIs and goals as they can. And there'll come a day when the pc will really shine.

Do a perfect clearing job if you can. If you can't, just find goals and RIs and just keep going and you'll still achieve the same end. The error is not to find lots of RRing RIs and goals per unit of auditing time. Keep your records well. Just barrel along. Sounds barbarous and you'll have to get used to ARC breaks but the point is, clearing can be done that way.

Clearing can't be done by finding an RI, getting nervous about it, abandoning it, finding another RI, abandoning it, fooling around whole sessions trying to find the top of a GPM when a whole panorama of RIs exist lower down.

Find goals and RIs! Get the GPM as complete as you can but not at the expense of not finding RIs. Yes it sounds barbarous, and it is, but it works. Remember, you'll have ARC breaks. Assess for why, repair it and keep going.

These are the only rules you must not violate:

1. AN RI MUST (A) RR, (B) CAUSE A TA BLOWDOWN AND (C) TURN ON A MINIMUM OF MASS.
2. IF YOU FIND MORE THAN A DOZEN RIs WHICH DON'T MATCH THE GOAL YOU'RE WORKING ON, THE PC'S RR AND R/S WILL SHUT OFF.
3. PRECISE, LEGIBLE RECORDS AND LINE PLOTS MUST BE KEPT.
4. IF THE PC ARC BREAKS DO AN ARC BREAK ASSESSMENT AND REPAIR WHAT YOU FIND. DON'T DO WHAT THE PC SAYS. TAKE THE PC'S DATA BUT ACT ONLY AFTER AN ARC BREAK ASSESSMENT.
5. DON'T PREPCHECK A GOAL UNLESS YOU KNOW YOU HAVE ALL THE RIs IN THAT GPM AND HAVE DONE THE FINAL GOAL OPPOSE LIST TO THE NEXT GPM.
6. A LIST MUST BE LONG ENOUGH TO GIVE ONLY ONE RR ON NULLING AND NO R/S. IT MUST BE SHORT ENOUGH NOT TO BYPASS ITEMS. IT MUST BE LONG ENOUGH TO HAVE THE NEEDLE CLEAN ON NULLING. IT MUST BE SHORT ENOUGH NOT TO GET A DIRTY NEEDLE THROUGH PROTEST AND COLLAPSED MASS.

Now just how you list or find goals or repair is a broader study, all stemming from the above.

When you gain experience you'll be able to come closer to perfect. Meanwhile don't stall around nervously. Find goals and RIs.

Learn to find an RI every 30 minutes of auditing time. And then improve that speed.

There is a certain exact quantity of charge on a case. It's contained in goals and RIs. Every goal you find deducts from that quantity. Every RI you find and oppose deducts from that quantity.

The more accurately you do it, the less time you'll waste on ARC breaks and fumbling.

Accuracy itself is only important because it saves auditing time. But accuracy can become a vice which gives one no goals or RIs found.

I know I have said "Do it right." That's fair enough. But I'm now saying "Do it as right as you can but do it."

At the start of his case the pc hasn't a clue. Therefore he lists longer. His confront is at its poorest. Therefore he fails to list the obvious.

A green auditor on 3M2 does not really believe it is all as pat as made out. Therefore he always thinks the pc is different.

Eventually both auditor and pc get the "hang" of the bank. They learn that the bottom five RIs on "To Catch Catfish"

will be "A Catfish Catcher," "Somebody with the goal To Catch Catfish," "Somebody or something with the goal to Catch Catfish," "The Goal To Catch Catfish" and "To Catch Catfish" (the goal as an RI). Only what each opposes is variable. They learn that the top terminal will be something like "Somebody Who Can't Catch Catfish." And that the three highest oppters from the top down will probably be "Catfish Catchers," "Catching Catfish" and "People Who Catch Catfish." And they know that there may be RIs, term or oppterm, in this goal like, "Catching Catfish," "The Inability to Catch Catfish," "People who won't Catch Catfish," etc.

And they know then that only the low oppters and the middle ground are in serious question.

Give the auditor and pc the next goal and they'll list away as usual but directly at what should be there. And it goes like a whirlwind.

Early on, without this experience, both auditor and pc grope, overlist, fumble about. So the first GPM run has the longest lists and the most errors.

Clearing is not easy on the pc. It's not easy on a new auditor. And there will be times when both rue the day they ever got into the GPM. But if they keep going, finding goals and their RIs, faint streaks of pre-dawn gray will begin to gleam ahead and then, with perseverance, day will break upon a higher plateau than man has ever dreamed of before.

The mystics spoke of the Abyss. They said that in trying to cross it, many fell into the darkness. Without knowing it, they spoke of the Goals Problem Mass.

The Buddhists spoke of Nirvana. Without knowing it, they spoke of vanishing forever into the GPM (Nirvana). They had become completely overwhelmed, lacking meters and a map.

We are Scientologists. We won't fall into the abyss. And we won't join Nirvana. We have meters and a map. We know the rules and the way.

This is the greatest adventure of all time. Clearing. The way is strewn with the skeletons and skulls of those who have tried over the past trillenia. The bottom of the Abyss is glutted with failures. Nirvana is choked with the overwhelmed.

To say it is not a dangerous way would be false.

But it is not dangerous if you keep going, finding goals and RIs, reducing the charge on the case, handling the ARC breaks as they occur. Only the fainthearted will add any bones to the Abyss or apathy to Nirvana.

We are Scientologists. We have won.

L. RON HUBBARD
Founder

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051 HCOB 8 APR 63 ROUTINE 3M2, LISTING AND NULLING
(NTV VII p. 97-100, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 8 APRIL 1963

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URGENT

ROUTINE 3M-2

LISTING AND NULLING

(Corrects HCOB 6 Apr. 63, R3-M2)

The most likely list ("Who or what would be most likely to achieve this goal?") for the first GPM contacted is proving to be longer on most pcs than was expected.

List this list by the rules of the old goal-oppose source list, which is to say 50 items past the last RR or R/S.

You will find that on subsequent goals the list is shorter, but it still must be complete, 50 past last RR or R/S.

A list is as long as it has to be to have a clean needle and only one RR on the list.

On the most likely list at the beginning and the goal-oppose list at the end of the GPM (done after it is complete) the 50 past the last RR and R/S serves best.

The RR can be anywhere on a source list.

When you X out an item in nulling, be sure the item did not react on the needle. To do otherwise is dishonest in the extreme. X means no reaction on needle.

Overlisting causes a dirty needle through Protest and Decide. Underlisting causes a dirty needle and lots of items to react.

There are then, still 2 kinds of lists for each GPM:

1. The source list.

2. The RI oppose list.

There are only two of these "source lists."

a. The "most likely list" at the start of each GPM, done before any RIs are found and

b. "The goal as an RI oppose list" at the bottom of the GPM, done after all the RIs of the GPM are found.

The "most likely list" results (if completed) in a high oppterm of the GPM. From this the remaining RIs are found.

IT IS NOT ABSOLUTELY NECESSARY TO DO A "MOST LIKELY" LIST IF YOU CAN GET THE TOP OF THE GPM BY DOING "RI OPPOSE LISTS" FROM WITHIN THE GPM ITSELF; A COMMON OCCURRENCE IN SECOND AND ONWARD GPMs.

The "goal as an RI oppose" list at the bottom is done only after all the RIs in the GPM are found. It results in finding the goal of the next GPM.

Between these two are the "RI oppose lists."

The two "source lists" are long, 50 items past the last RR or R/S, and the RI will be anyplace on them, usually an item that did not RR when listed but RRs on nulling.

The "RI oppose lists" are relatively short. They tend to be longer in the first and second GPMs than in later ones. But they are never very long. They go perhaps 20, 30 items in the first GPM, fewer in the second, as few as 5 or 10 in the third and remaining GPMs.

The "RI oppose lists" are listed until neither the RI being listed from or the question tick. This is the actual listing rule. Just list and test the RI being listed from and the question frequently (about every 5 items). You can add 5 for good measure or not.

Overlisting an "RI oppose list" tends to bypass RIs. Underlisting tends to bypass RIs.

It is perfectly all right, on an overlisted list to take an earlier RR than the last one seen on listing. Sometimes the pc overlists and "goes around the corner" to the next RI.

This is particularly true in later GPMs. Then you have the actual RI earlier than the last RR. It is more usual, however, to extend the list a bit when this happens, as the pc will put the first RI back on, now after the "next RI." The "next RI" will not now RR and only the pc's actual RI will RR.

Sometimes pcs argue and get ARC broke when their RI "occurs earlier than the last RR." This, however, is an infallible sign of an incomplete list. It needs two or three even, non-reading items to complete it and the pc will put back

his insisted-upon RI which now is the last RRing item on the list.

In all listing, nulling and taking RRing items off any list, a certain amount of judgment is required. It can't all be machinelike. But that judgment doesn't include two RRs or one RR and one R/S firing at the same time on a list, nor does it include giving the pc an item that "read once on Careful Of," nor does it include not trying to get the right RI.

A skillful auditor becomes an adept pilot in listing, nulling, finding the pc's RI and giving it to the pc. And in learning to become one, an auditor makes mistakes. That's okay.

You'll also invent some shortcuts. That's okay, too, as you'll soon find that dropping the safety factors costs you more auditing time than you save and that the innovations introduced come hard against the unalterable rules of listing and nulling. Then you'll be happy to do it right, do it well and pick up a speed that will list a whole later GPM in a single session. All by the rules.

DOPE-OFF AND HARD LISTING

If the pc dopes off while listing, it's a missed withhold. However, the missed withhold can also be that the question or item being listed from is wrong or the item is not on the list.

If a pc doesn't list brightly and easily on any list, the pc has missed withholds or has Protested or Decided out. Or is being listed on a wrong question or from a wrong item.

Always try to pull missed withholds first if a pc dopes off or isn't listing well. Consider the 3M mechanics that might be causing the dope-off second. If you're listing an RI wrong-way-to, however, the trouble is more than boiloff. The pc just can't do it without being whipped. So don't force a pc to list. Find out why he can't.

NULLING LISTS

The two "source lists" are nulled by elimination. Say the item three times, mark it in or out. When the end of the list is reached, go back over the items left in. Go over all items on the list, not just those that RRed. The RI you find will seldom have RRed on listing on a "source list." The item you will find possibly didn't RR when listed.

If a "source list" is complete, it looks like this on nulling:

A CATFISH X

A TIGER RR X

A WATERBUCK / X

A WILLOW WAND X

A GAME WARDEN X

THE WIND / RR

If a "source list" is incomplete, not only will the needle be dirty but it nulls like this: A CATFISH ////////// X

A TIGER RR ////////// X

A WATERBUCK /// X

A WILLOW WAND X

A GAME WARDEN ////////// X

THE WIND //////////////////

You must not have more than one R/S or RR on any list (source or RI oppose). This is invariable.

If you find an RR on a source list, you need only go on until you are sure there is no other RR or R/S on the list before giving the pc THE item.

Nulling the "RI oppose list" is entirely different. The best system is:

1. Tell pc you're going to read last R/S (if any) on list and do so. It must not R/ S or RR. If it does, continue list.
2. Tell pc you're going to read the next-to-the-last rocket reading item on list. Do so. If it RRs, continue list.
3. Tell pc you're going to read the last rocket reading item on list. Do so. If it RRs, say "That rocket reads." If it doesn't RR, read the items above and below. Go up as high as five items and down as many. If still no RR, read earlier RRs on list. If still no RR, null the whole list by elimination. If still no RR, retest reliable item it's listed from. If it reacts, extend list until it doesn't react. Repeat above numbered steps. If you still can't get an instant, easily found RR, examine earlier RRs. If one ticks, the list from which it came must be extended.

On an "RI oppose list" you almost never put ruds in on an item to make it fire. When no RR fires without coaxing, the list is either over- or underlisted. If overlisted, find an earlier item that DRs on nulling and put in the three left-hand buttons on it, Suppress, Careful Of, Fail to Reveal. However, overlisting is rarer than you'd think, and treat it as an underlist until it gets to looking long and pc is getting edgy. If still no RR appears on reading to pc, go back and find an earlier RI that ticks and extend the list it came off from.

RRs on an "RI oppose list" should fire off right now the moment read with no BMRs.

Factually, doing "RI oppose lists" is a piece of cake, a walk in the park. You should get an RI every seven minutes in the fourth or fifth GPM including administration and session actions if you're going well.

In doing "source lists" you should get an RI off one, listing and nulling, in about three hours in the third or fourth GPM.

All the rules of listing the GPM are known. Any variation in how they're set forth in HCO Bulletins comes from observing auditors having trouble, or possible shortcuts.

All rules given about listing in any HCO Bulletin are true. The only question has been how does one accomplish them.

The above version of R3M-2 Listing and Nulling will be found very rapid. Only the RI oppose lists require alertness and some care.

Auditors are making, as a general comment, far, far, far more trouble in running a GPM than is there to be had.

L. RON HUBBARD
Founder

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052 HCOB 8 APR 63 ROUTINE 3M2, CORRECTED LINE PLOTS
(NTV VII p. 101-107, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 8 APRIL 1963

Central Orgs
Missions

URGENT

ROUTINE 3M2

CORRECTED LINE PLOTS

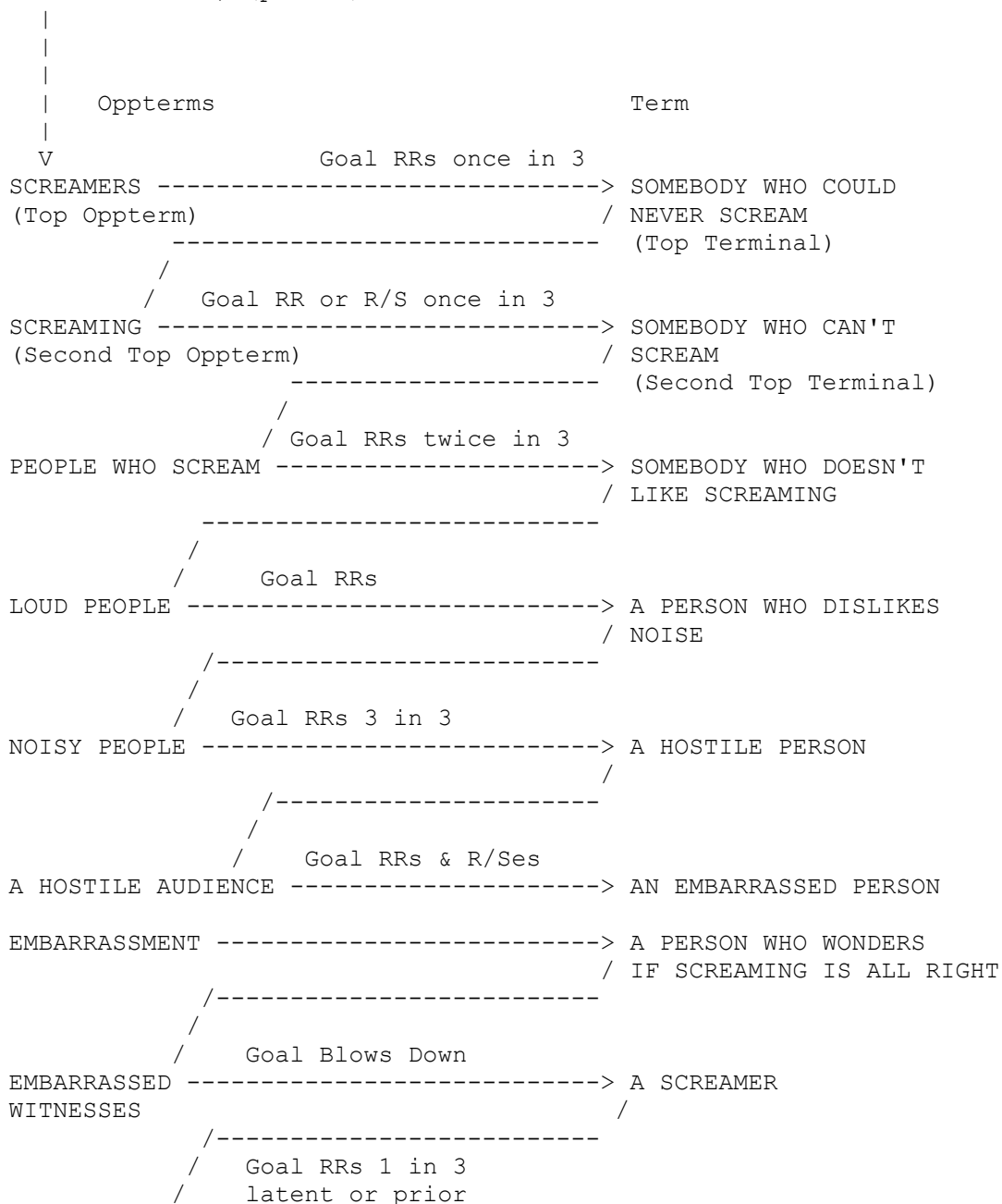
(This corrects the Line Plot in HCOB 13 Mar. 63, THE END OF A GPM. Do not use the 13 March Line Plot. Use these instead for study and Clear checkouts.)

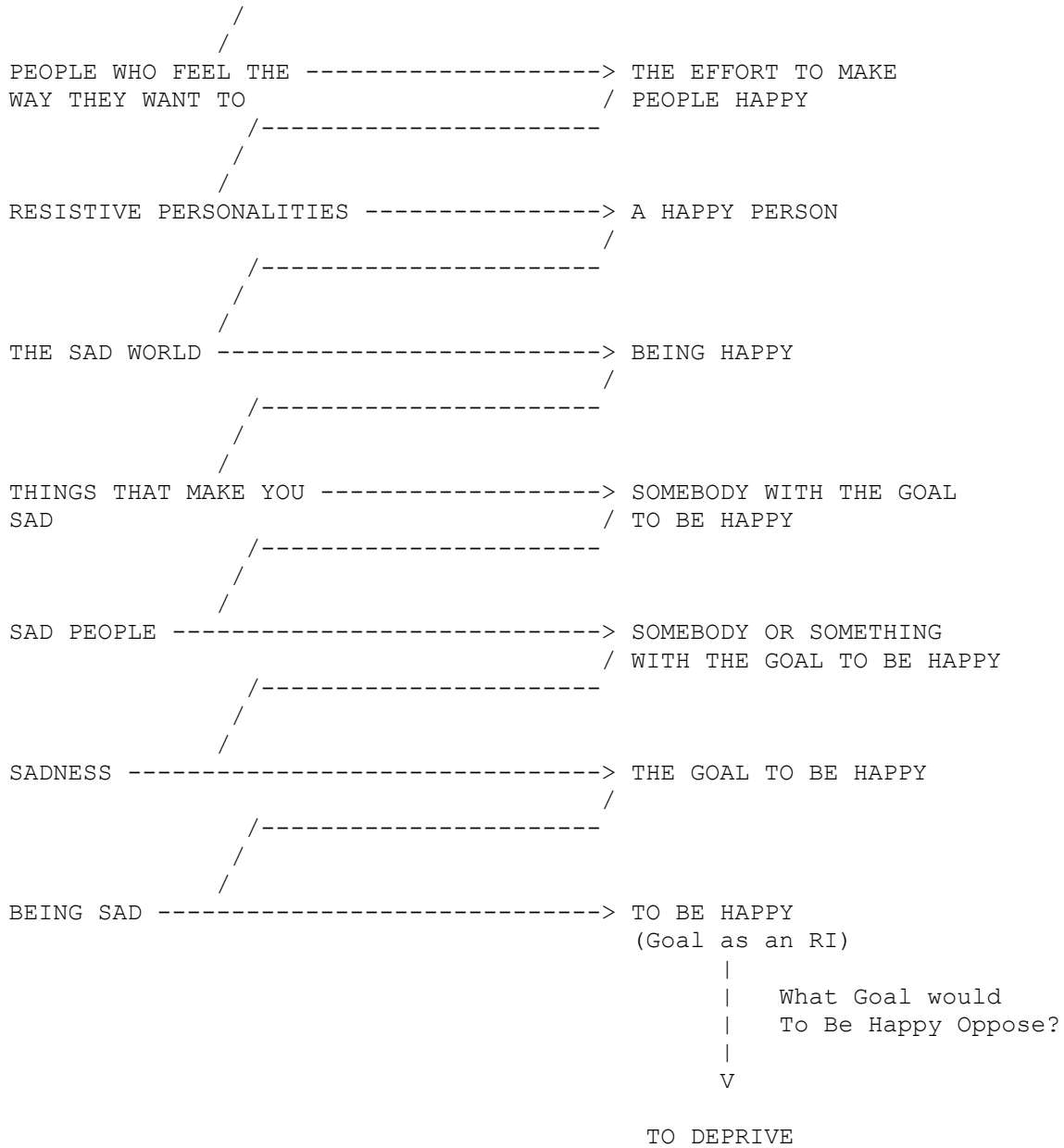
LINE PLOTS

[Ed. - in the following diagram, the RIs (both oppterm and terminals) are written in capital letters. The diagram has arrows indicating how the items were listed, from one to the next. The horizontal lines point from the oppterm to the terminal. The diagonal lines point from the terminal down to the next oppterm and are shown with "/"s because we can't draw a true diagonal line in text mode. The horizontal lines have comments written on them about the meter reads. Note that the direction of the arrows and diagonals is the opposite of that used in the earlier 13 Mar 63 lineplot.]

Goal: To Scream

Give me your goal
in a noun form, (plural).





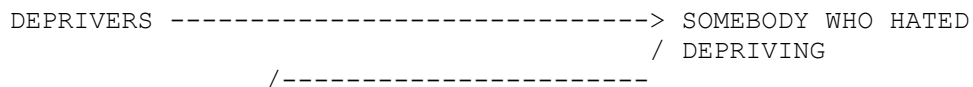
[Next Page]

Goal: To Deprive

Give me your goal
in a noun form, (plural)

Oppterm

Term



DEPRIVING -----> SOMEBODY WHO COULDN'T
/ DEPRIVE

PEOPLE WHO DEPRIVE -----> SOMEBODY WHO DIDN'T WANT
/ TO DEPRIVE

LAWFUL SOCIETY -----> A THEIF

HAVING NOTHING -----> A PERSON WHO CAN'T
/ DO WITHOUT

PATHETIC PEOPLE -----> A RUTHLESS COLLECTOR

SENTIMENTAL ATTACHMENT -----> A DEPRIVER

COLLECTING -----> DEPRIVING

PEOPLE WHO HAVE THINGS -----> SOMEBODY WITH THE GOAL
/ TO DEPRIVE

HAVING THINGS -----> SOMEBODY OR SOMETHING
/ WITH THE GOAL TO DEPRIVE

THE GOAL TO OWN -----> THE GOAL TO DEPRIVE

OWNING EVERYTHING -----> TO DEPRIVE
(Goal as an RI)

|
| What Goal would
| To Deprive Oppose?

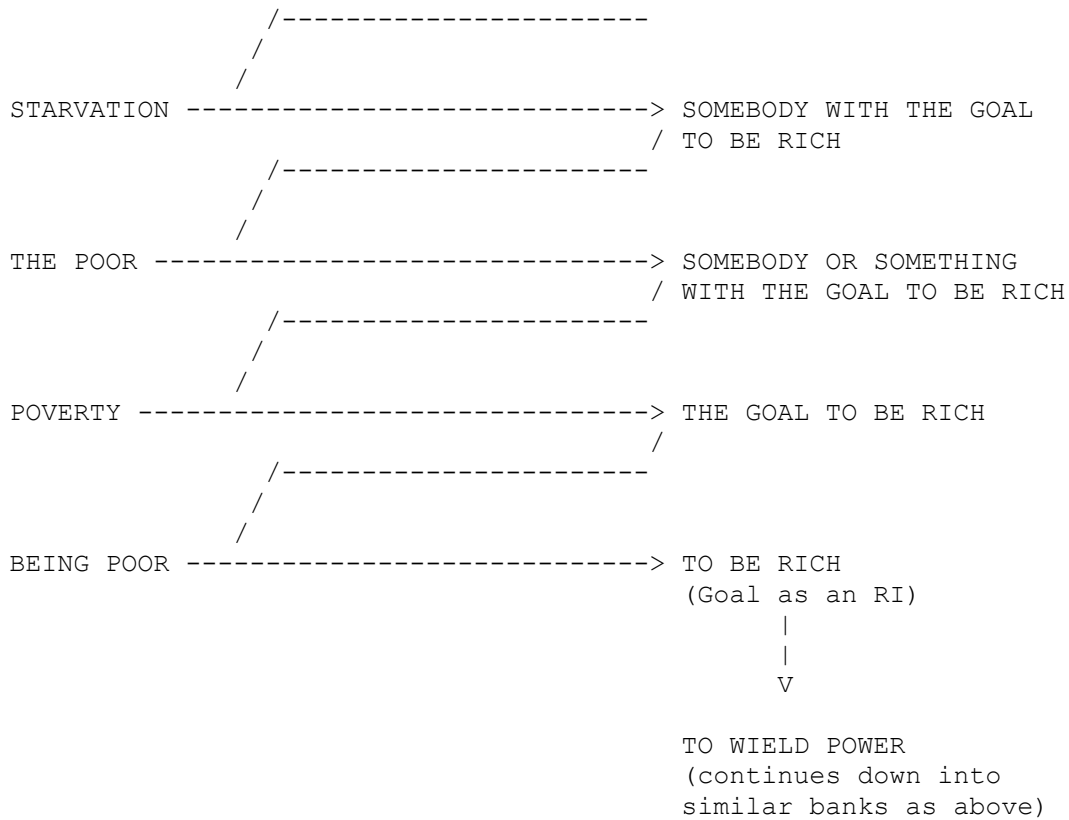
TO BE RICH

[Next Page]

Goal: To Deprive

Give me your goal
in a noun form, (plural)

Oppterm	Term
THE RICH	SOMEBODY WHO HATED TO / BE RICH
BEING RICH	SOMEBODY WHO COULDN'T / BE RICH
PEOPLE WHO ARE RICH	SOMEBODY WHO DIDN'T / WANT TO BE RICH
RICHES	A REVOLUTIONARY
DEFENSES	AN ATTACKER
LACK OF DEFENSE	A PERSON WHO NEEDED / DEFENSES
A GUILTY CONSCIENCE	SELFISH ACTIONS
REVOLUTION	A RICH MAN
STARVING PEOPLE	BEING RICH



These line plots are a synthetic construction which I have done to show:

1. The stable RI forms.
2. The crossover.
3. The relationship of goals to one another.

THE STABLE FORMS

The first three opptersms from the top in each GPM above are stable forms. Any goal has these. Different goal types (be, do, have) have slightly different three top opptersms.

A "To be Condition" goal has a "Condition," "Being Condition" and "People Who are Condition," in that order.

The first six terminalns from the bottom never vary except as to significance of the goal. (The fifth and sixth sometimes change places but all else is constant.) The top three terminalns vary a bit more but are quite similar to the examples given.

There are other similarities between these banks given and other GPMs but they are not as fixed and invariable.

An auditor should be able to look at a goal and know at once and exactly its three top oppterm, its first six terminals and have a good idea of the three top terminals. The remainder of the RIs of the goal will be much more variable.

THE CROSSOVER

The area in the center of a GPM is the crossover. This means the RIs which cause the pc to become an opponent of his own goal.

In at least one term and oppterm, the reason for the shift of attitude is plain.

Pcs most easily find the crossover and are liable to try to give the crossover of some other GPM if you bypass an RI in the one you're working. The usual "How does this RI relate to 'To ____' " test is almost always adequate, however.

The crossover is only important as a guide as to whether or not you are still in the GPM. Otherwise the middle items are not easily detected as belonging to the goal.

THE RELATIONSHIP OF GOALS

Only the first goal on the whole track is postulated without reason. Contrary to what we earlier believed, all other goals are closely related.

A pc's goals, listed out in chronological order, first on the track to the one in PT (first goal contacted), give a story. This makes it easy to locate consecutive goals once you're in the GPMs.

The arrows above give the optimum order with which to find items.

The banks are lived in reverse order to the arrows above.

There are many more RIs to an actual GPM than those given above, particularly later on the track (closer to PT). I have given here just essential RIs which show the ones always there, the crossover and the general picture.

Given these plots, if your pc just can't seem to get the top of a bank, and "most likely lists" are difficult, get him to figure out the top oppterm from these plots or, more crudely, give it to him and let him work with it until you find the RRing top oppterm. Don't waste time in clearing. After the third or fourth bank the pc will be listing by plot anyway.

Behavior of the goal is given for only one plot but is similar in all line plots.

L. RON HUBBARD

Founder

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053 HCOB 13 APR 63 R2G, ORIGINAL R2, 3GA, 2-10, 2-12, 2-12A AND OTHERS

(TV5 p. 262-3, NTV VII p. 108-9)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 13 APRIL AD13

Franchise

ROUTINE 2-G

ORIGINAL ROUTINE 2, 3GA, 2-10, 2-12,
2-12A AND OTHERS SPECIALLY ADAPTED

GOALS FINDING
DESIGNATION OF ROUTINES

Now that Class II Auditors may find goals, a great deal of material about goals finding can be released to them.

Goal finding activities are now designated as follows:

ROUTINE 2-G1

Special Goals Prepcheck administered before a goal is found. This is a refined version of the Problems Intensive, slanted directly at goals.

ROUTINE 2-GPH

Special Goals Prepcheck done by Pre-Hav levels with a new assessment for each button. This is a refined use of the original Routine 2.

ROUTINE 2-G2

Listing and nulling goals lists, using Left-Hand Buttons on last ones in and Big Mid Ruds on the final goal left in. Done in short lists, a couple pages listed and nulled at a time. This is a refined version of the oldest goals finding process.

ROUTINE 2-G3

Using any Items ever found on pc to list goals against, and using the method of R2-G2 to find the goal. This is a

refined version of 3-GA and 3-GAXX and also uses all 2-10, 2-12 RIs ever found.

ROUTINE 2-G4

Listing special lists for RSing or RRing Items without nulling and using the RSing or RRing Items seen on listing to list goals against. This is a new use of 3D, 3GA, 2-10, 2-12.

ROUTINE 2-G5

This is Routine 2-10, 2-12, 2-12A wherein everything known about or gained by those processes is used to find RIs and list goals against all RIs found.

It can be seen from the above that everything known about the original Routine 2 and goals finding is now reworked into these Routine 2-Gs for rapid and positive goal finding by Class II Auditors.

Subsequent HCO Bulletins will detail each of these routines in turn. They are quite stable as processes and have been in use for some time.

Note: Everything released or known about Routines 2-10, 2-12 and 2-12A is valid, and the results of these on preclears and any RI ever found on a preclear is used for the purpose of listing goals and finding the preclear's goal. None of this material or study of it has been wasted. Any RI ever found on a pc is useful in goals listing.

Further, every Problems Intensive brought the pc closer to his or her goal and an easier run on Routine 3 processes.

Whereas R2-10, 2-12 and 2-12A worked in their own right, they are even more useful in finding goals. The only danger of 2-10, 2-12 and 2-12A was: If too many RIs were found without finding the pc's goal for that GPM, the ability of the pc to RR and RS would shut off. The RR and RS turn back on the moment the goal for that GPM is found.

A close study of the R2-Gs is necessary to their workability. And needless to remark, the only reason any Scientology process works lies in adherence to the highly specialized auditing skill of Scientology with its TRs and complete attention to the precise form of the session itself.

Without this pure auditing form, Scientology processes will not work. Scientology processes do not work when administered outside the Auditor's Code and without skillfully practiced TRs. The loose "disciplines" of psychoanalysis, psychiatry, medicine and psychology are completely inadequate in the administration of Scientology processes. Completely aside from the fact that Scientology does not address healing, no psychologist, psychiatrist, psychoanalyst or medical doctor is authorized to use

Scientology by reason of a medical or philosophical degree. Only a fully qualified auditor, properly certificated by an authorized Academy may lawfully use Scientology processes or data.

Only auditors trained to the level of Class II may use Routine 2 processes.

Routine 2 and Routine 3 processes are designed for use in clearing the human spirit and are not to be used in healing or physical treatment.

HGCs may only clear and may not otherwise apply Scientology processes.

The public is warned not to accept Scientology processing except from Academy trained auditors and is additionally warned not to embark on being cleared except by a properly certified auditor in consultation with a Class IV clearing consultant. The rewards of clearing are enormous. The perils of clearing in unskilled hands are too numerous to mention.

It is with these understandings that the Routine 2-Gs are released to Class II Auditors.

L. RON HUBBARD

LRH:gl.rd
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054 HCOPL 13 APR 63 POLICY OF HGCS

(OEC V4 p 565)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 13 APRIL AD 13

CenOCon
Franchise

POLICY OF HGCS

Due to the workability of current technology, the following policy is laid down for all Hubbard Guidance Centres throughout the world.

HGCs MAY ONLY CLEAR

HGCs WILL ENDEAVOUR TO CLEAR HGC PRECLEARS. NO OTHER

DIRECTION OF PROCESSING WILL BE UNDERTAKEN. ONLY PROCESSES DIRECTLY CONTRIBUTING TO CLEARING THE HGC PC WILL BE USED IN AN HGC.

This should be well disseminated as a policy and should be posted in the registrar's office and on the public bulletin board. The processes envisioned are.

1. Preparatory processes to get the pc into session;
2. Prepchecking to obtain the pc's goal;
3. Obtaining a pc's goal;
4. Clearing a GPM;
5. Completing a GPM;
6. Obtaining new goals,
7. Clearing the new GPMs;
8. Completing the GPMs

Secure and workable technology now exists to accomplish each one of the above.

HGC Auditors must become expert at this technology and be well supervised in its execution.

Any and all earlier Auditing any HGC pc has had is now contributive to clearing, giving many Items on which goals can be found and smoothing the way.

No registrar may promise or sell any particular technique. This is entirely at the discretion of the HGC.

The prospective preclear must be warned as follows:

"Clearing is not easy to do and it is not easy on the preclear. We must be sure that you realize this before we undertake your clearing."

Any and all requests for "healing treatment" must be refused. It should be made very plain that HGCs only Clear.

Clearing has been described in various literatures and the prospective preclear should be referred to these or told what clearing is.

The earliest Earth hopes for clearing were uttered about ten thousand years ago. For the first time we are able to accomplish this for all cases on whom a goal may be found.

All clearing is conditional to finding the pc's basic purpose. The difficulties of this should not be minimized.

L. RON HUBBARD

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055 HCOB 17 APR 63 R3M2 REDO GOALS FOUND ON THIS PATTERN

(Not in either set of tech volumes, previously considered confidential)

[This is the HCOB left out of new tech vol 7 because it was cancelled and replaced by HCOB of 28 Apr 63. They ignored the fact that it was reinstated and corrected by HCOB 14 July 63 as being the line plot for the aircraft, bear, and gorrilla goals (but not for Helatrobus which is the series plotted by the 28 Apr 63 & later corrections). Besides being corrected by the 14 July HCOB, there were further corrections in the 24 July HCOB which was also omitted from the tech vols - Ed.]

[This was posted by Scamizdat. An almost identical version is in a pseudo tech volume of confidential materials. The differences are that it has "Saint Hill Manor, East Grinstead, Sussex" in place of "1812 ... D.C." and only LRH:jr in the initials line at the end]

[We have noted the later changes for ease of use]

HUBBARD COMMUNICATIONS OFFICE
1812 19th St., N.W., Washington 9, D.C.

HCO BULLETIN OF APRIL 17, AD13

Central Orgs
Franchise

R3 - M2

RE-DO GOALS FOUND ON THIS PATTERN

A COMPLETE GPM PATTERN

(Replaces all former Line Plots)

This is the first actual Goals Problem Mass pattern released. All earlier published patterns were synthetic.

I went back 216 Trillion to obtain this pattern for a GPM and to find out if it was safe to try to run an early GPM in a human body. It is.

The pattern is probably completely correct but there may be a transposition or adjustment necessary, such as the way "NO" is expressed - Not-non-absence etc.

By evidence to hand, all GPMs contain all these early and late endings. It is permissible (indeed impossible to do otherwise) for the pc to list this pattern to hand and the auditor must use it to help the pc. No pc is ever going to confront the whole of a GPM early in processing.

RR markings refer to how goal reads on being called 3 times to pc. All RIs read with RR when called to pc once.

PATTERN OF A VERB GOAL

Give me your goal
as a final accomplishment

[The HCOB has horizontal lines with arrows pointing from the Oppterm to the Terminal, an diagonal lines pointing from the terminal down to the next oppterm.]

	OPPTERMINALS		TERMINALS	
RI	NOUNAL ACCOMPLISHMENT OF GOAL g - 1 RR	---->	NO TOP OPPTERM g - 1 RR 1 F	RI
RI	GOALING g - 1 RR	---->	NO GOALING g - 1 RR	RI
RI	GOALERS g - No Read	---->	NO GOALERS g - 1 RR	RI
RI	GOALINGNESS g - No Read	---->	NO GOALINGNESS g - 1 RR	RI
RI	GOALISHNESS g - No Read	---->	NO GOALISHNESS g - 1 RR	RI
RI	GOALIVITY g - 1 RR 1 DR	---->	NO GOALIVITY g - No Read	RI
RI	BEINGS (PEOPLE) (THOSE) WHO GOAL g - 2 RRs	---->	A BEING (SOMEONE) WHO NEVER GOALS g - 1 RR 1 DR (changed to A BEING WHO IS NEVER GOALING per 14 July HCOB)	RI
RI	ACTIVE GOALING g - 2 RRs	---->	A BEING (SOMEONE) WHO MISEMOTIONS TO GOAL g - 1 DR	RI
RI	THE NECESSITY OF GOALING g - 1 RR	---->	A BEING (SOMEONE) WHO DIDN'T WANT TO GOAL g - 1 RR	RI
RI	THE ACTIONS OF GOALING g - 2 RRs	---->	A HATRED OF GOALING g - 1 RR	RI

RI	ANY FERVENT BELIEF IN GOALING g - 1 RR	---	>	A NON GOALER g - 2 RRs	RI
RI	FERVENT BELIEVERS IN GOALING g - 1 RR 2 DRs (ANY FERVENT BELIEVERS IN GOALING per 14 July HCOB)	---	>	A BEING (SOMEONE) THAT GOALING EXHAUSTED g - 1 RR	RI
RI	THE VAST VALUE OF GOAL NOUNS g - 2 RRs	---	>	AN EXHAUSTED GOALER g - 1 RR 2 DRs	RI
RI	DEMANDED GOAL NOUNS g - 2 RRs	---	>	A BEING (SOMEONE) WHO HAD TO GOAL g - 2 RRs	RI
RI	OBSESSED GOAL ACTION g - 1 RR	---	>	A BORED GOALER g - 1 RR 1 DR	RI
	RR Blow down on goal (position approximate)				
RI	INTEREST IN GOALING g - No Read	---	>	A SECRET GOALER g - 1 F	RI
RI	A KNOWLEDGE OF GOALING g - 3 Ticks	---	>	A VICIOUS GOALER g - 2 RRs	RI
RI	COUNTER GOAL ACTION g - 2 RRs	---	>	A DETERMINED GOALER g - 2 Ticks	RI
RI	PROHIBITIONS AGAINST GOALING g - 2 RRs	---	>	HAVING TO GOAL g - 1 RR	RI
RI	DETESTERS OF GOALING g - 1 RR	---	>	A GOALER g - 2 DRs	RI
RI	THE HOPELESSNESS OF GOALING g - 1 RS	---	>	GOALING g - No Read	RI
RI	THE ABSENCE OF GOALING g - No Read	---	>	SOMEBODY WITH THE GOAL TO GOAL g - No Read	RI
RI	NO GOALISHNESS	---	>	SOMEBODY OR SOMETHING WITH THE GOAL TO GOAL g - No Read	RI
RI	THE NON-EXISTENCE OF GOALING g - No Read	---	>	THE GOAL TO GOAL g - No Read	RI
RI	SOME BAD CONDITION DEPENDENT ON NEXT GOAL g - No Read	---	>	TO GOAL g - No Read (but reads as an RI)	RI
	(change per 14 July HCOB to <next goal> NO or NOT <this goal>)			 	

| Who or what
 | would To Goal
 | oppose
 V
 Next lower goal

POINTS OF INTEREST

The oppterminals gradually increase as the goal is lived, to become the goal. The terminals decrease as lived until goal is repugnant.

Each Terminal and each oppterm contains a form of the goal. There are neither terminals nor oppterminals that contain entirely different words.

The lower terminals have no slightest variation in any bank.

The upper oppterminals contain no slightest variation from the pattern in any bank.

Only the middle ground of the GPM may vary but always has some form of the goal itself.

If you make an error in following this pattern or fail to get the right RI your pc's RR will get shorter and vanish on the next 3 or 4 RIs.

This is for a verb goal such as "To Scream". It is also the same for a "To Be" goal form.

This will hold good for all goals and all GPMs.

Any corrections and patterns for other goal forms will be released as fast as I find them. I do not guarantee there are not more RIs in a GPM.

The following is the goal from which the above pattern was taken, given to assist further understanding.

TO CREATE. Found April 14, 1963 All Items found April 15, 1963

LINE PLOT

	Opposition Terminals	Terminals	
RI	CREATION g - 1RR	NO CREATION 1RR 1F	RI
RI	CREATING g - 1 RR	NO CREATING 1RR	RI
RI	CREATORS g - No read	NO CREATORS 1RR	RI

RI	CREATINGNESS No read	NO CREATINGNESS 1RR	RI
RI	CREATIONISHNESS No read (CREATINGISHNESS per 14 July HCOB)	NO CREATIONISHNESS 1RR	RI
RI	CREATIVITY 1DR	NO CREATIVITY No read	RI
RI	BEINGS WHO CREATE 2RRs	A BEING WHO NEVER CREATES 1RR 1DR	RI
RI	ACTIVE CREATING 2RRs	A BEING WHO HATES TO CREATE 1DR	RI
RI	THE NECESSITY OF CREATING 1RR	A BEING WHO DIDN'T WANT TO CREATE 1RR	RI
RI	THE ACTIONS OF CREATING 2RRs	A HATRED OF CREATING 1RR	RI
RI	ANY FERVENT BELIEF IN CREATING 1RR	A NON-CREATOR 2RRs	RI
RI	FERVENT BELIEVERS IN CREATING 1RR 2DRs	A BEING THAT CREATING EXHAUSTED 1RR	RI
RI	THE VAST VALUE OF CREATIONS 2RRs	AN EXHAUSTED CREATOR 1RR 2DRs	RI
RI	DEMANDED CREATIONS 2 RRs	A BEING WHO HAD TO CREATE 2RRs	RI
RI	OBSESSED CREATIONS 1DR	A BORED CREATOR 1RR 1DR	RI
RI	INTEREST IN CREATING No read	A SECRET CREATOR 1F	RI
RI	A KNOWLEDGE OF CREATION 3tics	A VICIOUS CREATOR 2RRs	RI
RI	COUNTER CREATION 2RRs	A DETERMINED CREATOR 2tics	RI
RI	PROHIBITIONS AGAINST CREATIONS 2RRs	HAVING TO CREATE 1RR	RI
RI	DETESTORS OF CREATING 1RR	A CREATOR 2DRs	RI

RI	THE HOPELESSNESS OF CREATING 1RS	A CREATING No read	RI
RI	THE ABSENCE OF CREATING No read	SOMEBODY WITH THE GOAL TO CREATE No read	RI
RI	NO CREATISHNESS No read	SOMEBODY OR SOMETHING WITH THE GOAL TO CREATE No read	RI
RI	THE NON-EXISTENCE OF CREATING No read	THE GOAL TO CREATE No read	RI
RI	HAVING NO GAME No read	TO CREATE No read	RI

L. RON HUBBARD

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 056 HCOB 18 APR 63 ROUTINE 3M2, DIRECTIVE LISTING
 (NTV p. 110-2, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
 Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 18 APRIL AD 13

Central Orgs
 Missions

URGENT

ROUTINE 3M2

DIRECTIVE LISTING

DIRECTIVE LISTING is defined as that Routine 3 activity which directs the pc's attention while listing to the form of the inevitable reliable item, providing it can be predicted.

This is a new departure in Scientology auditing. It could be a dangerous one if carried into directing goals or Routine 2-12 RIs. It applies therefore only to the inevitable reliable items to be found in Routine 3 line plots.

It is so much more upsetting to the pc and clearing to miss

the right RI that the practice is excused.

Indeed it must be done.

The law governing this is:

A PC'S ABILITY TO CONFRONT IS DIRECTLY PROPORTIONAL TO THE AMOUNT OF CHARGE REMOVED FROM THE GPMs; THE PC'S ABILITY TO CONFRONT IS NOT PROPORTIONAL TO THE AMOUNT OF CONFRONTING DONE IN A GPM.

There are only a few things to be careful of in directive listing:

1. That the charge (if any) of the question being listed from is also listed off even when the right item has been directed on to the list;
2. That the auditor does not let himself be persuaded out of getting the right RI on the list;
3. That the directed RI does actually fire with an RR when called regardless of mid ruds or TD;
4. That the directed RI is the right RI for that list;
5. That that part of the line plot not common to all cases may not be directed on to a list by the auditor.

Definitions: A directed reliable item is one guided on to the list by the auditor. It is one derived from the form of the GPM common to all cases.

HOW TO DIRECT LISTING

The auditor knows that in every GPM (except truncated ones which, being the 1st GPM from present time, may have the top missing) the majority of the RIs are common to all GPMs. (See HCO Bulletin of 17 April 1963, A COMPLETE GPM PATTERN, and subsequent line plots.) Most of these, particularly top and bottom groups, never change.

Therefore the auditor, with the pc's help, determines what the inevitable RIs should be, confirms it with the meter, gets the charge off the question by getting some more items on the list and gives the pc the right RI for that point in the bank or works with the pc to obtain that exact RI.

The first command that starts a new GPM being audited is:

"Give me the ultimate achievement of your goal in a noun form."

Get several of these nouns. One will consistently RR. That's the pc's RI. Give it to the pc.

Do not overlist. Do not compromise with these rules.

The top terminal is then gotten by the question "Who or what would oppose (noun form you just got)." Get the right one by suggesting its probable form to the pc. Get the

charge off the question. Do not overlist. (You must stop pc's listing on RI oppose lists and check the question.) You then go through the proper 3M2 steps for tests, etc. Give pc the right top terminal that has been found.

List "Who or what would (top terminal) oppose?" Suggest it to the pc as it is known. Make sure the 2nd top oppterm gets on the list. Etc., etc.

THE PROBLEM

If you don't select for the pc the inevitable RIs as you list them, the chances of the pc getting them in the first 3 GPMs is so remote as to be nonexistent. The pc will go through agony if they're missed, and you'll lose his or her RR as this is the roughest part of the GPM. Further, their undischarged mass will be carried down into all additional auditing and the pc will not lose the mass and may gain weight. And you've set the stage for ARC breaks galore.

Further this gives you the rightness of the goal at once with no mess-up of the pc by reason of long listing. (If the obvious top oppterm isn't there it either isn't the goal or is a truncated GPM).

DIRECTING RIs

An auditor must become expert at preselecting RIs for any given goal.

Study HCOB 17 Apr. 63, A COMPLETE GPM PATTERN, and subsequent issues. If the pc ARC breaks or starts getting a dirty needle after you've given him a selected RI, you've bypassed one.

[The NTV has an Editor's Note: "HCOB 17 Apr. 63 A COMPLETE GPM PATTERN was cancelled by HCOB 23 Apr. 63 R3 -M2." Note that their note was incorrect since this HCOB was later reinstated as the pattern for the Bear Goals etc.]

But pcs will protest their top terminal quite often as discreditable. So it's discreditable. Does it RR and discharge the top oppterm? If so, it's the pc's. Give it to the pc and the pc will cognite and the TA will blow down. If it's still wrong, you'll soon run out of RR as you find more RIs.

There are no GPM RIs above the top terminal or oppterm as shown on line plots for any given GPM.

But there may be another full GPM.

A recently, only partly formed GPM has no top.

If a GPM has its top complete, there's probably another

goal above it (nearer present time).

L. RON HUBBARD
Founder

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057 HCOPL 19 APR 63 HANDLING ORG TECHNICAL QUERIES
(OEC V4 p 36)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 19 APRIL 1963

CenOCon

HANDLING ORG TECHNICAL QUERIES

With the new technical reports being handled now by the Deputy HCO Exec Sec WW, it is not intended that technical queries be included. These reports are Progress reports.

All Org technical queries should be well within the scope of being handled by the Org Technical Director.

If the Org Technical Director is unable to handle a particular query, he should always endeavour to settle the matter by telex with the senior Technical Director within his continent or with his Continental Director.

In the very rare instances where a technical query cannot be settled locally, a despatch should be sent to Ron by the senior Continental Technical Executive stating the matter briefly and it will be handled immediately.

Issued by: Robin Hancocks
Deputy HCO Executive Secretary WW

Authorized by:
L. RON HUBBARD

LRH:gl.rd
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058 HCOB 23 APR 63 ROUTINE 3M2, HANDLING THE GPM
(NTV p. 114-7, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 23 APRIL 1963

Missions

ROUTINE 3M2

HANDLING THE GPM

Goals Problem Masses may be handled in several ways. The only things that establish the best way are:

1. Speed of finding RIs.
2. Accuracy of RIs found.
3. Completeness of GPM's RIs.
4. Correct order of RIs.
5. Pc's morale.
6. Easiness of the method on the pc.
7. Ease of handling by the auditor.
8. Resulting state of Clearness of the pc.

Immediately discounted then are those methods which put speed of finding RIs second, for it will be found that the slower you find RIs, the more the remaining factors above will suffer.

I have been over or through, as a pc, almost any method of auditing a GPM there could be, and the one factor that stands out to me, both as an auditor and a pc, as well as a Case Supervisor, is that idling about trying to get it all now results in the destruction of both auditor and pc morale and consumes unrewarding session time. Why? The law that covers this is: A PC'S ABILITY TO CONFRONT IS DIRECTLY PROPORTIONAL TO THE

AMOUNT OF CHARGE REMOVED FROM THE GPMs; THE PC'S ABILITY TO CONFRONT IS NOT PROPORTIONAL TO THE AMOUNT OF CONFRONTING DONE IN A GPM.

This is a very important rule. In practice it means, "Get all the RIs you can discharged as fast as you can." It also could mean "Get all the GPMs discharged as fast as you can." But if this last means discharging partially many GPMs it ceases to be true as the pc will go into hopeless confusion in the remaining charge.

It does mean:

1. Discharge the GPM you are working on as fast as you can, regardless of skipping some RIs, regardless of reaching the top first.
2. Don't keep scrapping RIs found just because there may be some higher than those you are finding (later).
3. Don't let the pc flounder hopelessly in some area of the GPM that can't be gotten just yet.
4. Keep a line plot of each block of RIs you find. Join them up later.

You have a pattern. You will be able to follow it easily most of the time. But where you cannot get the pattern to go right, jump to another lower part of the pattern where it will go right and go on with it. You will find it isn't the wrongness of the pattern that gives you trouble.

It's the inability of the pc to confront. Answer: remove charge.

Because the pc ARC breaks on missed RIs, tell the pc "We're going to miss some items.

Those already found are valid. We're going to get some lower ones and get the charge off and then come back for what we've missed." The pc won't ARC break. On the contrary his morale will increase in most cases.

And then, of course, with the GPM shot full of holes, the pc can confront better.

And the second pass through the GPM will get some of the missing ones. And the third pass will assemble the lot.

The only things to avoid are getting the pc confused by too many shifts and dizzy through invalidation of existing RIs already found.

The rules for this method of handling are these:

1. Always start at the top or as close to the top as you can and go down (earlier in time) through the GPM. This is true for every pass through the GPM.
2. Don't let the pc flounder endlessly searching. If it seems all you can do is flounder, go lower to another known part (by pattern) of the bank and get going again.
3. Realize that the final pass through will find all RIs RRing again as they are put in proper order on the final line plot. The RR travels from top oppterm to top terminal and right on down to the "goal as an RI" terminal. This RR has to be passed through the complete, finished bank as the last action of assembly of the final line plot. (Even though they RR again when put in their right places, they are mostly discharged by the original finding.)

4. Use all sections found already as blocks of RIs. Don't try to find them again. The RR has to be passed through them as they are joined up and they may get

corrected, but don't throw away sections found.

5. The pc suffers from CHARGE on the bank, not from significance of RIs.

Significance gives the details of the aberration but its magnitude is established by charge.

6. It can be assumed that two fast passes through a GPM and a final assembly pass will do more to clear the GPM than one painfully slow, fumbling pass, where the pc's efforts are always getting invalidated.

7. All RIs must RR when found or no charge comes off. (See note below.)

8. The pattern of a GPM is used throughout to help guide the pc.

9. Do not redo a block of RIs already found until the whole GPM has been covered at least once through.

HANDLING THE GOALS PROBLEM MASSES

You will almost never get the GPM that is nearest PT as the pc's first goal found. This goal is usually the most offerable goal by its own wording. Very secret or very blatantly offerable type wordings are found first, forced into view by their top terminals or oppterm.

Therefore, do not assume ever that the pc's first goal is the PT goal. It almost never is.

The actual PT area goal contains all the pc's hidden standards and chronic present time problems. Therefore one must attain and run it eventually before getting earlier track goals.

Rule: A GPM which has its top oppterm and terminal is rarely the PT GPM.

Thus these steps apply:

1. Run the goal you first find on the pc if it's a right goal (has a GPM).

2. Clean it up very carefully as per this or later HCO Bulletins.

3. Do not oppose the final "goal as an RI" RI at the bottom of the bank ("What goal would (goal) oppose?"). Leave that RI firing.

4. Leave the lowest (1st bottom) oppterm of the goal with whatever RRs. Do not adjust it as you will eventually have

to. (It depends on the next lower goal which remains unknown at this time.)

5. Leave the lower (earlier) GPM strictly alone for now, regardless of pc's interest in it.

6. Do the top source list of the GPM you have just run "What goal would oppose (goal whose GPM you ran)."

7. Find the next GPM (closer to PT) goal.

8. Handle completely the later GPM as per this HCO Bulletin or later advices.

9. Do a "What goal would oppose (one you just handled)?"

10. Handle GPM found.

11. Eventually by this method find the PT GPM and handle it fully.

12. When you are completely certain you have the PT GPM (pc's current life name or person is part of it and its top may be missing-truncated) and have handled it fully, trace back through all RIs and earlier banks found and only then prepcheck these goals as you complete them on the way down.

13. Reach eventually the first goal ever found on the pc but not handled. Do its RI oppose list and find the earlier goal. Adjust the bottom RI of the first goal ever found on the pc. Prepcheck the goal.

14. Handle the next earlier GPM (for which you have just found the goal) fully as per this HCO Bulletin or later advices.

15. Continue earlier and earlier in the GPMs, handling each one fully before getting the next until you reach Time Zero for GPMs.

DO NOT CONTINUE to go earlier with GPMs until you have handled everything up to PT. Avoid even finding the goal of the earlier GPM (step 3 above) until you are ready to run that whole GPM.

The charge on early GPMs is fantastic and the more GPMs unhandled later on the track (nearer PT) the harder it is on the pc to go into earlier (further from PT) GPMs.

The pc drags the P.T GPM and others near it that have not been run through earlier GPMs if they are prematurely handled.

The method is summed by:

1. Get a goal.
2. Handle the bank of the goal you get.
3. Get to PT GPM by GPM, handling each as you go.

4. Smooth and prepcheck goals on the way down.

5. Then head for the earlier track.

Violations of this method will account for any casualties suffered in running R3.

Violations will occur as the whole pressure of the pc's interest is on earlier track and pc's sell hard to handle the earlier banks. But whatever the sales talk, it is very hard on the pc and auditor to go into GPMs earlier on the track than the first goal found before later GPMs are all handled and fully discharged.

The pc, finding himself with the earlier goal found in violation of Step 3 above of the 15 Steps will be so interested in it that he or she will try to move heaven and auditors to run it, not to go forward toward PT.

Auditors unable to find goals closer to PT will go back and run it. Well, if you do, do a good job of it and then try to get to PT. But you'll wish you'd tried harder to get the banks upward toward PT, not back down toward the beginning of track.

L. RON HUBBARD
Founder

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059 HCOB 24 APR 63 R3M2, TIPS, THE ROCKET READ OF A RELIABLE ITEM

(NTV p. 118-20, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 24 APRIL 1963

Missions

ROUTINE 3M2

TIPS

THE ROCKET READ OF A RELIABLE ITEM

The right R3 reliable item on a list rocket reads

differently than the other RRs. The experienced auditor will get to know it.

The right RI usually has a softer RR. It is already disintegrating. It is accompanied by a blowdown of the TA.

The wrong RR is hard, crisp and a real fine demonstration RR. It is not accompanied by a blowdown of the TA. It is pretty but it isn't taking off charge.

The right RI's RR is quite often detected by only seeing its accelerated start or its whip-crack end.

It is longer than the wrong RI's RR, sometimes so long its end is right off the right hand of the dial. It may look therefore to the new observer like a very rapid fall with an accelerated start accompanied by a TA blowdown.

Sometimes the right RI loses its charge so fast that it RRs only once on call and would have to be tiger drilled to be made to fire again. As calling it may turn on somatics on the pc, the pc suppresses a second call of it.

The wrong RI's RR fires well but has no blowdown. It is shorter.

To an uninitiated auditor, the TA sailing down (or up on a low TA case [1.5]) had better be called an adequate read for an RI. Then he will begin to see the accelerated start as he gets more experience on the whip-crack end and realize that right RIs in R3M are long, loose and disintegrating. And that wrong RIs, while they RR beautifully, do not disintegrate on being called and the TA remains up (or very low).

None of this applies necessarily to the RRs seen in finding or checking goals. But these too may have a disintegrating RR and heavy blowdown. But a new goal must continue to RR.

None of this excuses accepting an RI that does not RR. An RI must RR to be accepted. An RI with a mere fall is not acceptable.

NULLING R3 RI OPPOSE LISTS

If you have to null a list with X's and /'s for an RI to be found, it is almost certain that the right RI is not on the list.

The right RI "explodes" when put down or called. The RI list that has to be nulled by elimination does not have the RI on it. The exception is the source list which of course is nulled in the usual way.

LISTING RULES

All listing rules ever released apply to RI lists (except length of RI oppose lists) in R3M, even if they are only two items long!

If two items fire in the same list it's incomplete, etc., etc. Nothing has changed the rules of listing.

Taking items off an incomplete list, particularly a source list, can be deadly to the pc.

Directive listing does not change listing rules, except that the list may be only one item long, or 5 to 30 at the most.

DON'T ECHO INVALIDATE

The practice of echo invalidation is easily fallen into in R3 Directive Listing.

Echo invalidation:

The pc gives an item. The auditor calls it back to the pc and says it doesn't RR.

If this is kept up the pc will be put into a state of SEN that is appalling.

The right way to do this is as follows:

Pc gives item.

Auditor writes it down.

Pc says that's it.

Auditor calls the RI being listed from to test its charge. If it doesn't react, auditor reads back the one item given. If it RRs on one call, looks for its blowdown. If it blows down on TA, says, "That is your item." If the RI listed from reads or if the new item doesn't RR when the auditor calls it, or if it doesn't blow down the TA (or up on a 1.5 reading case), the auditor says: "Give me several more" and keeps the pc listing until an RI-type RR appears on the list or is directed onto it by auditor.

Then the auditor goes through the standard steps, reads the RI being listed from to be sure it doesn't read, calls off the next to the last RRing item, says it doesn't RR (unless it does), reads the pc's item once, sees it give an RR or disintegrating RR, watches for blowdown (which may have begun already) and says, "That's your item."

If things go wrong, never start echo invalidation. Keep to form, suggest the proper RI or variation the pc hasn't thought of, get several.

Echo invalidation, in which pc names an item and auditor says, "That isn't it," is not just bad form but a very vicious practice that leads to a games condition. The invalidation of each item makes the pc very dizzy and very desperate. The pc, sick and confused, starts plunging in desperation for the right item and goes swiftly down tone and out of session.

High pc morale is vital to blowing charge and finding RIs.

Uphold the pc's morale. Don't begin echo invalidation.

A reverse practice is uncontrolled listing.

Uncontrolled listing:

The pc is permitted to list on and on with no stops or checks on the RI being listed from. Does not apply to long source lists where one lists 50 beyond last R/S or RR for new goal.

The pc, on an RI oppose list (not a source list) must be stopped every few items (usual number is 5) and the RI being listed from checked. Get the RI on the list but stop the listing when the list is complete.

L. RON HUBBARD
Founder

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060 HCOB 25 APR 63 METER READING TRS

(TV5 p. 264-5, NTV VII p. 121-123)

[Although no revision is noted, the NTV copy has minor changes from the one in the old tech volume. These consist of adding the names of the HCOBs referenced (which we have added in as well in brackets) and omitting Reg Sharp's name, only referring to the "Course Secretary" without naming him.]

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 25 APRIL 1963

Central Orgs
Academies

METER READING TRS

DEFINITIONS

AN INSTANT READ

An instant read is defined as that reaction of the needle which occurs at the precise end of any major thought voiced by the auditor.

HCO B May 25, 1962
[E-METER INSTANT READS]

AN INSTANT RUDIMENT READ

On Rudiments, repetitive or fast, the instant read can occur anywhere within the last word of the question or when the thought major has been anticipated by the preclear, and must be taken up by the auditor. This is not a prior read. Preclears poorly in session, being handled by auditors with indifferent TR One, anticipate the instant read reactively as they are under their own control. Such a read occurs into the body of the last meaningful word in the question. It never occurs latent.

HCO B July 21, 1962
[URGENT, INSTANT READS]

A NEEDLE REACTION

Rise, fall, speeded rise, speeded fall, double tick (dirty needle), theta bop or any other action.

HCO B May 25, 1962
[E-METER INSTANT READS]

By "major thought" is meant the complete thought being expressed in words by the auditor. Reads which occur prior to the completion of the major thought are "prior reads". Reads which occur later than its completion are "latent reads".

HCO B May 25, 1962
[E-METER INSTANT READS]

By "minor thought" is meant subsidiary thoughts expressed by words within the major thought. They are caused by the reactivity of individual words within the full words. They are ignored.

HCO B May 25, 1962
[E-METER INSTANT READS]

E-METER TR 20

PURPOSE:

To familiarize student with an E-Meter.

POSITION:

Coach and student sit facing each other with an E-Meter in front of the student, either on a table or a chair.

COMMANDS:

"Reach for the meter" "Withdraw from the meter". Questions given alternately.

TRAINING STRESS:

Coach to see that student does command each time. Coach asks from time to time, "How are you doing?" Coach also takes up any comm lag or physical manifestation with a "What happened?"

HISTORY:

Developed by L. Ron Hubbard, September 1962, at Saint Hill.
Recompiled by Reg Sharpe, Course Secretary Saint Hill
Special Briefing Course, April 1963.

E-METER TR 21

PURPOSE:

To train student to read an E-Meter accurately, speedily and with certainty.

POSITION:

Coach and student sit facing each other. Student has an E-Meter (switched on) and coach holds the cans.

PATTER:

Coach: "Define a needle reaction."

Coach: "Define an instant read."

Coach: "Define a rudiment instant read."

Student should give with a high degree of accuracy the definitions in this bulletin. If it is not so, coach reads definition and has student repeat it.

Coach: "Take a phrase from the bulletin, say it to me and observe the meter."

When the student has done this coach asks the following questions:

1. "Did you get a needle reaction?" "What was it?" "Where was it?"
2. "Did you get a rudiment instant read?" "What was it?"
3. "Did you get an instant read?" "What was it?"

TRAINING STRESS:

Coach needs to keep control of the coaching session. He should not depart from the above questions. If student is in any doubt at any time coach asks for a definition of whatever is being handled. Example: Student: "I'm not sure

if I had a reaction." Coach: "Define a needle reaction."
When student has done so, coach repeats question, "Did you
get a needle reaction?" and continues thus until student
gives a definite answer.

Any hesitancy or any failure on the part of the student to
observe a read is queried with a "What happened?".
Occasionally ask student, "How are you doing?"

This drill needs to be coached exactly as outlined above.
Student is very likely to start blowing confusion. Don't
Q & A with it. No flunks, no evaluation or invalidation.

HISTORY:

Developed by Reg Sharpe from the materials of L. Ron
Hubbard at Saint Hill, April 1963, to improve E-Meter
reading rapidly and without student being invalidated by
another student who does not know how to read a meter.

L. RON HUBBARD

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061 HCOB 28 APR 63 ROUTINE 3, AN ACTUAL LINE PLOT

(NTV p. 124-129, previously considered confidential)

[This version incorporates a correction instructed in
HCOB 4 MAY 63, which will be found later in this volume]

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 28 APRIL 1963

Central Orgs
Missions

ROUTINE 3

AN ACTUAL LINE PLOT

(Replaces HCOB 17 Apr. 63, R3M2, REDO GOALS FOUND ON THIS
PATTERN, A COMPLETE GPM PATTERN which was given a limited
distribution and is cancelled.)

This is the first relatively complete and accurate Line
Plot published. The earlier line plots (except for the
limited issue of HCOB 17 Apr. 63) published were synthetic.

I went back 305 trillion for this plot. The pattern is accurate where given, and it is marked where more RIs may exist. I have never guaranteed that there were not more RIs in a GPM.

PATTERN OF A GPM

TO HAVE A GAME

[Ed. In the HCOB, there is a diagonal line from each terminal down to the opppterm on the following line. This is omitted for clarity]

Give me the final accomplishment of your goal.

Opposition Terminals

Terminals

```
-----  
A GAME      | -----> NO GAME  
-----  
  
AN ABSOLUTE GAME -----> NO ABSOLUTE GAME  
A PERFECT GAME -----> NO PERFECT GAME  
A SUPERIOR GAME -----> NO SUPERIOR GAME  
AN INCOMPARABLE GAME -----> NO INCOMPARABLE GAME  
A FASCINATING GAME -----> NO FASCINATING GAME  
A HIGHLY ACCEPTABLE GAME -----> NO HIGHLY ACCEPTABLE GAME  
A RECOMMENDED GAME -----> NO RECOMMENDED GAME  
AN ENGROSSING GAME -----> NO ENGROSSING GAME  
A VITAL GAME -----> NO VITAL GAME  
AN EAGER GAME -----> NO EAGER GAME  
AN ENTHUSIASTIC GAME -----> NO ENTHUSIASTIC GAME  
AN ENJOYED GAME -----> NO ENJOYED GAME  
A DEDICATED GAME -----> NO A DEDICATED GAME  
A WANTED GAME -----> NO A WANTED GAME  
A COVETED GAME -----> NO A COVETED GAME  
A HOPED FOR GAME -----> NO HOPED FOR GAME  
A PROPOSED GAME -----> NO PROPOSED GAME
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A DECIDED GAME -----> NO DECIDED GAME
 A DEMANDED GAME -----> NO DEMANDED GAME
 A BORING GAME -----> NO BORING GAME
 A DEJECTED GAME -----> NO DEJECTED GAME
 A DEGRADING GAME -----> NO DEGRADING GAME
 AN IDIOTIC GAME -----> NO IDIOTIC GAME
 A LOSING GAME -----> NO LOSING GAME
 A BAD GAME -----> NO BAD GAME
 AN UNWANTED GAME -----> NO UNWANTED GAME
 AN IGNORED GAME -----> NO IGNORED GAME
 A PLAYED GAME -----> NO PLAYED GAME
 AN ABANDONED GAME -----> NO ABANDONED GAME

 GAMING | -----> NO GAMING

 GAMERS -----> NO GAMERS
 GAME-INGNESS -----> NO GAME-INGNESS
 GAME-ISHNESS -----> NO GAME-ISHNESS
 GAME-IVITY -----> NO GAME-IVITY

 TO HAVE A GAME | -----> NO TO HAVE A GAME

 ? ABSOLUTE TO HAVE A GAME -----> NO ABSOLUTE TO HAVE A GAME (?)
 PERFECT TO HAVE A GAME -----> NO PERFECT TO HAVE A GAME
 SUPERIOR TO HAVE A GAME -----> NO SUPERIOR TO HAVE A GAME
 INCOMPARABLE TO HAVE A GAME -----> NO INCOMPARABLE TO HAVE A GAME
 FACINATING TO HAVE A GAME -----> NO FACINATING TO HAVE A GAME
 HIGHLY COMMENDABLE TO -----> NO HIGHLY COMMENDABLE TO HAVE A GAME
 HAVE A GAME
 RECOMMENDED TO HAVE A GAME -----> NO RECOMMENDED TO HAVE A GAME
 ENGROSSING TO HAVE A GAME -----> NO ENGROSSING TO HAVE A GAME
 VITAL TO HAVE A GAME -----> NO VITAL TO HAVE A GAME

EAGERNESS TO HAVE A GAME -----> NO EAGER TO HAVE A GAME
 ENTHUSIASTIC TO HAVE A GAME ----> NO ENTHUSIASTIC TO HAVE A GAME
 ENJOYABLE TO HAVE A GAME -----> NO ENJOY TO HAVE A GAME
 DEDICATED TO HAVE A GAME -----> NO DEDICATED TO HAVE A GAME
 WANTING TO HAVE A GAME -----> NO WANTING TO HAVE A GAME
 COVETING TO HAVE A GAME -----> NO COVETING TO HAVE A GAME
 HOPING FOR TO HAVE A GAME -----> NO HOPING FOR TO HAVE A GAME
 PROPOSING TO HAVE A GAME -----> NO PROPOSING TO HAVE A GAME
 DECIDING TO HAVE A GAME -----> NO DECIDING TO HAVE A GAME
 DEMANDING TO HAVE A GAME -----> NO DEMANDING TO HAVE A GAME
 BORE TO HAVE A GAME -----> NO BORE TO HAVE A GAME
 DEJECTED TO HAVE A GAME -----> NO DEJECTED TO HAVE A GAME
 DEGRADED TO HAVE A GAME -----> NO DEGRADED TO HAVE A GAME
 IDIOTIC TO HAVE A GAME -----> NO IDIOTIC TO HAVE A GAME
 LOSING TO HAVE A GAME -----> NO LOSING TO HAVE A GAME
 BAD TO HAVE A GAME -----> NO BAD TO HAVE A GAME
 UNWANTED TO HAVE A GAME -----> NO UNWANTED TO HAVE A GAME
 IGNORING TO HAVE A GAME -----> NO IGNORING TO HAVE A GAME
 PLAY TO HAVE A GAME -----> NO PLAY TO HAVE A GAME
 AN ABANDONED TO HAVE A GAME ----> NO ABANDONED TO HAVE A GAME

 TO HAVE A GAMING | -----> NO TO HAVE A GAMING

 TO HAVE A GAMERS -----> NO TO HAVE A GAMERS
 TO HAVE A GAMINGNESS -----> NO TO HAVE A GAMINGNESS
 TO HAVE A GAME-ISHNESS -----> NO TO HAVE A GAME-ISHNESS
 TO HAVE A GAME-IVITY -----> NO TO HAE A GAME-IVITY
 HAVE A GAME -----> NO TO HAVE A GAME

(It is not completely known that there is not a Have a Game band here)

HAVE A GAMING -----> NO HAVE A GAMING

HAVE A GAMERS -----> NO HAVE A GAMERS

HAVE A GAMINGNESS -----> NO HAVE A GAMINGNESS

HAVE A GAME-ISHNESS -----> NO HAVE A GAME-ISHNESS

HAVE A GAME-IVITY -----> NO HAVE A GAME-IVITY

 BEINGS WHO ARE | -----> A BEING WHO WOULD NEVER HAVE A GAME
HAVING A GAME

HAVING A GAME -----> A BEING WHO WOULD HATE TO HAVE A GAME

ACTIVE HAVING A GAME -----> A BEING WHO WOULD NOT WANT TO
 HAVE A GAME

THE NECESSITY OF HAVING A GAME--> A BEING WHO SAW NO NECESSITY IN
 HAVING A GAME

ANY ACTIONS IN HAVING A GAME ---> NO ACTIONS FOR HAVING A GAME

A BELIEF IN HAVING A GAME -----> A BEING WHO DID NOT BELIEVE
 IN HAVING A GAME

PROponents OF HAVING A GAME ----> A PROPONENT OF NOT HAVING A GAME

THE FANTASTIC IMPORTANCE -----> THE UNIMPORTANCE OF HAVING A GAME
 OF HAVING A GAME

OBSESSIONS FOR HAVING A GAME ----> NO OBSESSIONS FOR HAVING A GAME

INTEREST IN HAVING A GAME -----> NO INTEREST IN HAVING A GAME

CONCERNS OF HAVING A GAME -----> NO CONCERNS OF HAVING A GAME

UPSETS IN HAVING A GAME -----> AN UPSET GAME-HAVER

EXHAUSTION IN HAVING A GAME ----> AN EXHAUSTED GAME-HAVER

FORCED HAVING A GAME -----> A BEING WHO WAS FORCED TO HAVE A GAME

THE BOREDOM OF HAVING A GAME ---> A BORED GAME-HAVER

THE EFFORTS OF HAVING A GAME ---> AN OVERWORKED GAME-HAVER

THE UNREWARDING CHARACTER -----> AN UNREWARDED GAME-HAVER
 OF HAVING A GAME

THE COMPLICATIONS OF HAVING -----> A COMPLICATED GAME-HAVER
 A GAME

THE DEMANDS OF HAVING A GAME ---> A DEMANDING GAME-HAVER

DETERMINATIONS AGAINST -----> A DETERMINED GAME-HAVER
 HAVING A GAME

THE LIABILITIES OF HAVING -----> AN UNCARING GAME-HAVER

A GAME

OPPOSITION TO HAVING A GAME ----> A GAME-HAVER

FORBIDDEN HAVING OF A GAME -----> HAVING OF A GAME

AN ABSENCE OF HAVING A GAME ----> SOMEBODY WITH THE GOAL TO HAVE A GAME

THE NON-EXISTENCE OF -----> SOMEBODY OR SOMETHING WITH THE
HAVING A GAME GOAL TO HAVE A GAME

INACTIVITY -----> THE GOAL TO HAVE A GAME

BEINGS WHO ONLY WORK -----> TO HAVE A GAME

This pattern, by test, has been found to exist generally in GPMs, pc to pc and goal to goal on the same pc.

All the above RIs are given as actually found except some of the RIs in the goal as an oppterm area (Eagerness to Have a Game upwards to goal as an oppterm, some 18 RIs) which were plotted from another bank. The remainder, aside from those 18, are exactly as found. The bank is too early to adventure into lightly, so do not try to find or run this goal on your pc. It is early enough to be ordinarily unstimulative on inspection. The actual goal is common to most pcs.

POINTS OF INTEREST

The opposition terminals gradually increase as the goal is lived, to become the goal.

The terminals decrease as lived until goal is repugnant.

Each terminal and each oppterm contains a form of the goal. There are neither terminals nor oppterminals that contain entirely different words than the goals.

If you make an error in following this pattern or fail to get the right RI your pc's RR will get shorter and vanish on the next 3 or 4 RIs.

This will hold good for all goals and all GPMs.

Any corrections and patterns for other goal forms will be released as fast as I find them. I do not guarantee there are not more RIs in a GPM.

USE

This pattern will serve to locate the RIs of any goal using Directive Listing.

The form of the word may be different but not its sense.
The form of the negative may be any negative but is almost
always NO, particularly in the upper half of the terminals.

L. RON HUBBARD
Founder

=====
062 HCOB 29 APR 63 ROUTINE 3, DIRECTIVE LISTING, LISTING LIABILITIES
(NTV p. 130-134, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 29 APRIL 1963

Central Orgs
Missions

URGENT

ROUTINE 3

DIRECTIVE LISTING

LISTING LIABILITIES

Nothing has changed to alter the mechanics or laws of listing.

Now that the pattern of the GPM is exactly known, the pc
can be told what RI to put on the list.

This requires only 5 or 6 variations from the pattern RI.
BUT the values contained in just listing are lost.

UNDERLISTING

These things happen when underlisting is done even though
the right RIs are found:

1. Half the charge is left in the GPM;
2. The pc's directed RI does not RR;
3. The pc is prevented from cogniting on the RI found
because it is still charged;
4. The pc's body weight increases;
5. The GPM run through once is stiff, the pc is queasy about it;
6. The pc's body is subjected to unusual stresses;

7. The auditor is led to fake RRs or believe the pattern is wrong;
8. The pc doesn't get Clear.

All these things can be prevented by:

- A. Listing every list to a clean needle;
- B. Considering the RI being listed from is reacting even if when called for test it reads latently or only roughs the flowing character of the needle;
- C. Don't buy an RI unless the pc understands it and if he doesn't understand it, make him list charge off;
- D. Making the pc answer the listing question, not plunge for the "right pattern RI."

A CONVINCING TEST

On most pcs the right RI won't RR until the charge from other listable items has been taken off. You can make this test. Take the pc's next RI to be listed for. Let's say it's "perfect catfish." The question is "Who or what would no all catfish oppose?" Get all possible combinations of the right RI (perfect catfish) from the pattern, (catfish perfected, perfection catfish, etc.), make the pc put them on the list. Now test by calling "no all catfish." You'll see a roughed up needle even if no instant tick appeared. And probably no real RR, only a fall, will be seen on testing "perfish."

Now make the pc really answer the listing question without regard to the pattern RI "perfect catfish" but just what he thinks "no all catfish" would oppose. You will see several RRs probably and maybe an R/S or two on a list of only 30 items. You will observe the pc's needle go smooth. Call "no all catfish" again to the pc. You will see that there is no slightest roughening of the smooth flow of the needle.

Now have the pc put all combinations of "perfect catfish" back on the list.

One will RR beautifully. Call it off to the pc (no other nulling done, no BMRs). It will RR again and the TA will blow down TO CLEAR READ.

Now examine your list. You will see that the right RI placed at the top of the list had a poor or absent RR or only fell when put down.

If you had accepted it at the top of the list you would not have gotten a nice RR BECAUSE ALL THE RRing AND R/Sing ITEMS YOU SAW AFTER IT WOULD HAVE REMAINED IN THE PC'S BANK!

You should make this test on your R3 pc. Then you'll understand all about it because you will have seen it.

NINETY PERCENT OF THE GPM RIs WHEN FOUND AND CALLED TO THE PC SHOULD BRING THE TONE ARM OF THE METER TO CLEAR READ. (Note: the pc may be in the valence of the opposite sex in any GPM during its running. Therefore the pc's Clear read will be for the opposite sex in that GPM).

The lesson here is this:

ONE AUDITS THE PC WITH ROUTINE 3, ONE DOES NOT JUST RUN A BANK.

Routine 3 is an auditing tool. One uses it to audit the pc. If audited, the pc gets better and feels better. If just "run through a bank" a pc will benefit but won't clear.

REMOVING CHARGE

Truly skilled use of Routine 3 removes all the charge.

Auditing is for the pc.

True, it is wholly the number of RIs you get. But what about those other RRing and R/Sing items. They're the pc's too.

The cross-section of a real R3 reliable item looks like this; if the spherical cluster were split in half:

[Ed. Drawing consisting of a very large circle labeled "RI". Completely surrounding in a ring are small circles (17 of them) each labeled "RR". Surrounding those, in a second ring are small circles labeled "RS", and finally there is a third outer ring of small circles labeled "DR".]

All charge comes from the RRing RI. The remainder borrow their charge from it.

The RI looks like a steel sphere covered with a heavy layer of black smoke. This black smoke is actually RRing lock items in the inner area and R/Sing (2-12) Items in the outer area.

If you get the RI discharged nearly everything blows. But a few of the RRing first ring and one or two of the outer R/Sing items will still hang on.

The pc is trying to list through the outer rings to the center core RI.

This anatomy is not graphic. It is actual.

A GPM consists of less than two hundred RIs, about 6,000 RRing lock items and about 15,000 R/Ses. (The figures 6,000 and 15,000 are approximate.)

Listing by Directive Listing against the pattern of a GPM you get most of these RRing or R/Sing secondary items. But you don't get them all even on a cleanly RRing pc.

To get them all, and on most pcs even to get a good RR on the RI, you have to list off charge as well as List by Pattern.

If you get the primary RI these secondary items never need to be opposed. They just blow. If you do oppose one or a slightly incorrect RI your TA will go high and stay high.

Many plans for doing this could exist. I would prefer this one and have used it with success. It would even apply to a pc who RRed well on pattern running

1. Tell the pc what to put on the list, get the most ordinary variations of it. See that one falls well. None are called back to the pc.

2. Tell the pc, "Now let's get the secondary items off. Just answer the question any way you want:

"Who or what _____ ?"

3. Let the pc rattle off a lot, the auditor meanwhile just looking at the meter, watching the falls, R/Ses and RRs, but looking for the moment the needle begins to flow smoothly (none of this is written down and it should take only a couple of minutes);

4. Stop the pc from further "random listing" and have the pc put some variations of the pattern RI on the list, working hard with the pc to get the wording exactly correct.

5. As soon as these pattern of the GPM type items being listed cease to disturb the needle and one or more have RRed, stop.

6. Read the RI being listed from to the pc to be sure it doesn't react or roughen the needle (if it does, repeat step 5);

7. Read the last RRing pattern items to the pc. One only, without any other nulling or ruds or Tiger Drill, will RR and blow down the TA;

8. Tell the pc "Your item is _____ . That rocket reads."

This is only done the first time through a bank and not when simply passing through a GPM the third time to align it and pass the charge down.

The pc run this way will be bright and sparkling the whole way, lots of cognitions.

Suppress, Protest and Decide have to be cleaned on the list or the session if things don't go well but only when all other Routine 3 means of handling things have become very impeded. Don't use any rudiments or Tiger Drill or nulling or BMRs in Routine 3 unless totally driven to it, and only then after all R3 means have been exhausted.

Far from wasting session time, you will find this gets more RIs in a session because the pc's confront comes up. It saves time.

SUMMARY

You can run a whole GPM on Directive Listing and the pattern of a GPM without removing a single secondary item. But the penalties of doing only that are given at the beginning of this HCO Bulletin.

Audit the pc with Routine 3. Don't just run Routine 3 on a pc.

PS: Don't overlist either!

L. RON HUBBARD
Founder

=====
063 HCOB 29 APR 63 MODERNIZED TRAINING DRILLS USING PERMISSIVE COACHING

(TV5 p. 266-72, not in NTV)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 29 APRIL 1963

(CANCELLED - see HCO B 21 Jan 70 in TV7)

Central Orgs
Academies

MODERNIZED TRAINING DRILLS USING PERMISSIVE COACHING

Much of the difficulty experienced in teaching the TRs and getting students proficient in the TRs is due to bad coaching. This bulletin is issued to overcome this difficulty. It is in fact an amendment of HCO Bulletin of April 17, 1961, which as itself remains valid.

The essence of this bulletin is that the drills do not

permit the coach to "flunk" a student, instead an exact patten is laid down for the coach and instructors should ensure that the coach keeps to the patten.

TR 0 has been subdivided into 4 parts.

One new drill is introduced - "The Coaches' Drill".

The TRs are important because:

1. The auditing skill of any student remains only as good as he can do his TRs.
2. Flubs in TRs are the basis of all confusion in subsequent efforts to audit.
3. If the TRs are not well learned early in the HPA/HCA BScn/HCS Courses, THE BALANCE OF THE COURSE WILL FAIL AND INSTRUCTORS AT UPPER LEVELS WILL BE TEACHING NOT THEIR SUBJECTS BUT TRS.
4. Almost all confusions on Meter, Model Sessions and SOP Goals stem directly from inability to do the TRs.
5. A student who has not mastered his TRs will not master anything further.
6. SOP Goals will not function in the presence of bad TRs. The preclear is already being overwhelmed by process velocity and cannot bear up to TR flubs without ARC breaks.

Academies were tough on TRs up to 1958 and have since tended to soften. Comm Courses are not a tea party.

These TRs given here should be put in use at once in all auditor training, in Academy and HGC and in the future should never be relaxed. Seven weeks on a Comm Course until he does the TRs perfectly lets the student receive at least one week's training in the eight. A poor Comm Course in one week can wipe out the whole eight weeks.

NUMBER: TR 0. Revised 1961 and 1963.

NAME: Confronting Preclear.

COMMANDS: None.

POSITION: Student and coach sit facing each other a comfortable distance apart - about three feet. Student has an E-Meter.

PURPOSE: To train student to confront a preclear with auditing only or with nothing. The whole idea is to get the student able to hold a position three feet in front of a preclear, to BE there and not do anything else but BE there.

TRAINING STRESS: Have student and coach sit facing each other, neither making any conversation or effort to be

interesting. Have them sit and look at each other and say and do nothing for some hours. Student must not speak, fidget, giggle or be embarrassed or anaten. It will be found the student tends to confront WITH a body part, rather than just confront, or to use a system of confronting rather than just BE there. The drill is misnamed if Confront means to DO something to the pc. The whole action is to accustom an auditor to BEING THERE three feet in front of a preclear without apologizing or moving or being startled or embarrassed or defending self. After a student has become able to just sit there for two hours "bull baiting" can begin. Anything added to being there is queried by the coach with a "What happened?" Twitches, blinks, sighs, fidgets, anything except just being there is promptly queried with the reason why, if necessary. TR 0 has been divided into four parts. Each part is drilled for about 15 minutes in turn and then begun over again and again.

TR 0 (A)

This is exactly as given above except that "bull baiting" is omitted. Whenever student speaks, fidgets, giggles, is embarrassed or goes anaten coach says, "That's it, what happened?" Coach listens carefully to what student has to say, acknowledges and says, "Start." In fact, coach will do the foregoing whenever he sees any physical action or change, however small, manifested by the student. It is also desirable from time to time that the coach says, "That's it, how are you doing?", listens carefully to what student says, acknowledges and then says start.

No flunks, no invalidation or validation other than giving a win from time to time as merited.

TR 0 (B)

Exactly as TR 0 (A) with the addition that student is required by coach to answer the following questions which are given alternately:

"What can you see about me that you like?"

"What can you see about me that you don't like?"

Coach acknowledges each answer without invalidation, validation or evaluation. Coach asks "What happened?" whenever there is any physical manifestation on the part of the student or whenever there is an overlong comm lag. Coach also asks from time to time "How are you doing?"

TR 0 (C)

In this part bull baiting is introduced, otherwise it is exactly as TR 0 (A). Patter as a confronted subject: The coach may say anything or do anything except leave the chair. The students' "buttons" can be found and tromped on hard. Any words not coaching words may receive no response from the student. If the student responds, the coach is instantly a coach (see patter above).

Instructors should have coaches let students have some wins (coach does not mention these) and then, by gradient stress, get the coaches to start in on the student to invite flunks. This is "bull baiting". The student is queried each time he or she reacts, no matter how minutely, to being baited.

TR 0(D)

This drill has been designed to put the finishing touches to a TR 0. It needs to be done very thoroughly and with plenty of interest on the part of the coach. It is run as follows:

1. Coach says to student, "Define a good auditing attitude." He accepts student's definition.
2. Coach says, "Show me a good auditing attitude."
3. After a few minutes coach asks the following questions:
 - (a) "Did you show me a good auditing attitude?"
 - (b) "What did you do?"
 - (c) "What happened?"
4. Actions 2 and 3 are repeated two or three times, then start over again at 1.
5. When the "Good auditing attitude" is being done well substitute "an interested attitude" or "a professional attitude" or "an understanding attitude". All these "attitudes" should be drilled thoroughly. Further, coach should take any attitude the student presents, e.g. if student uses in his definition the words "It's being there" coach makes a mental note to use it later. Example: "Define a 'being there' attitude." "Show me a 'being there' attitude."

The whole of TR 0 should be taught rough-rough-rough and not left until the student can do it. Training is considered satisfactory at this level only if the student can BE three feet in front of a person without flinching, concentrating or confronting with, regardless of what the confronted person says or does.

HISTORY: Developed by L. Ron Hubbard in Washington in March 1957 to train students to confront preclears in the absence of social tricks or conversation and to overcome obsessive compulsions to be "interesting". Revised by L. Ron Hubbard April 1961 on finding that SOP Goals required for its success a much higher level of technical skill than earlier processes. Revised 1963 by Reg Sharpe.

NUMBER: TR 1. Revised 1961 and 1963.

NAME: Dear Alice.

PURPOSE: To train the student to deliver a command newly

and in a new unit of time to a preclear without flinching or trying to overwhelm or using a via.

COMMANDS: A phrase (with the "he said" omitted) is picked out of the book "Alice in Wonderland" and read to the coach.

POSITION: Student and coach are seated facing each other a comfortable distance apart. Student has an E-Meter.

TRAINING STRESS: The command goes from the book to the student and, as his own, to the coach. It must not go from book to coach. It must sound natural not artificial. Diction and elocution have no part in it. Loudness may have.

(A) When student has delivered a phrase coach asks student the following:

1. "Did you own the phrase?"
2. "Did you deliver it in a new unit of time?"
3. "Where did the communication start from?"
4. "Where did the communication land?"

If student is in difficulty or confused by the drill, coach reads the purpose of the drill and the training stress and has student clear the purpose and the training stress.

(B) After a short while the following is introduced.

Coach tells student, "Create the space of the coaching session by locating 4 points in front of you and four points behind you." This is done on a gradient scale until student is doing the drill comfortably. Coach just asks, "Did you do that?"

Then "A" above is reintroduced and the coach asking from time to time, "Did you create the space?" If student has difficulty coach goes back to getting student to locate the four points in front and the four points behind.

This drill is passed only when the student can put across a command naturally, without strain or artificiality or elocutionary bobs and gestures, and when the student can do it easily and relaxedly.

HISTORY: Developed by L. Ron Hubbard in London, April 1956, to teach the communication formula to new students. Revised by L. Ron Hubbard 1961 to increase auditing ability. Revised 1963 by Reg Sharpe with the advices of L. Ron Hubbard.

NUMBER: TR 2. Revised 1961 and 1963.

NAME: Acknowledgments.

PURPOSE: To teach student that an acknowledgment is a method of controlling preclear communication and that an

acknowledgment is a full stop. Also that an acknowledgment lets a pc know that he has answered an auditing command.

COMMANDS: The coach reads lines from "Alice in Wonderland" omitting "He says" and the student thoroughly acknowledges them.

POSITION: Student and coach are seated facing each other at a comfortable distance apart. Student with an E-Meter.

TRAINING STRESS: To teach student to acknowledge exactly what was said so preclear knows it was heard. To ask student from time to time what was said. To curb over and under acknowledgment. To teach him that an acknowledgment is a stop, not beginning of a new cycle of communication or an encouragement to the preclear to go on.

To teach further that one can fail to get an acknowledgment across or can fail to stop a pc with an acknowledgment or can take a pc's head off with an acknowledgment. Patter: The coach says, "Start," reads a line and says after student has acknowledged:

1. "What did I say?"
2. "Did you understand it?"
3. "Did your acknowledgment let me know I had originated something?"
4. "Did it end cycle?"
5. "Where did the acknowledgment start from?"
6. "Where did the acknowledgment land?"
7. "Did you own the space?"

In questions 5 and 6 student must indicate as in TR 1. Ask "What happened?" as required in previous TRs. Coach checks carefully, "Are you really satisfied that you are giving good acknowledgments?" He reads the purpose of the TR and the Training Stress for the student to check over.

HISTORY: Developed by L. Ron Hubbard in London in April 1956 to teach new students that an acknowledgment ends a communication cycle and a period of time, that a new command begins a new period of time. Revised 1961 by L. Ron Hubbard. Revised 1963 by Reg Sharpe with the advices of L. Ron Hubbard.

NUMBER: TR 3. Revised 1961 and 1963.

NAME: Duplicative Question.

PURPOSE: To teach a student to duplicate without variation an auditing question, each time newly, in its own unit of time, not as a blur with other questions, and to acknowledge it. To teach that one never asks a second question until he has received an answer to the one asked.

COMMANDS: "Do fish swim?" or "Do birds fly?"

POSITION: Student and coach seated a comfortable distance apart. Student has an E-Meter.

TRAINING STRESS: One question and student acknowledgment of its answer in one unit of time which is then finished. To keep student from straying into variations of command. Even though the same question is asked, it is asked as though it had never occurred to anyone before.

The student must learn to give and receive an answer and to acknowledge it in one unit of time.

The student should not fail to get an answer to the question asked, or fail to repeat the exact question.

Coach instructs student to run the command "Do birds fly?" or "Do fish swim?" etc. Student is required to acknowledge in such a way that the coach knows he has answered the command and if he doesn't answer the command to repeat the command, letting the coach know it is a repeat. Coach just answers the command to start. Patter is as follows:

S. "Do birds fly?"
C. "Yes."
S. "Good."
C. "Did I answer the command?"
S. "Yes."
C. "Did you feel that you had let me know that I had answered the command?"
S. "No" or "Yes."
C. "OK, start again."

This patter is repeated over and over until student has a certainty that he is doing the drill.

Then coach starts giving commands which are not answers. These communications must all be directed at the student, i.e., something to do with the pc's attitude, appearance, private life (real or imaginary).

Example of patter:

S. "Do birds fly?"
C. "Your breath stinks."
S. "I'll repeat the question. Do birds fly?"
C. "That's it. Did I answer the question?"
S. "No."
C. "Did you let me know I hadn't?"
S. "By not acknowledging, repeating the command."
C. "OK, start." And so on.

Coach continues until student is easily doing the drill and with great certainty. Coach can use such originations always directly concerned with the student personally and if he finds a button he continues until the student is tolerating it quite happily. If student breaks up or becomes misemotional coach merely asks "What happened?"

No flunks. No evaluation, invalidation or validation.

Ask "What happened?" as required. When the question is not

answered, the student must say gently, "I'll repeat the auditing question," and do so until he gets an answer. Anything except commands, acknowledgment and, as needed, the repeat statement is queried. Unnecessary use of the repeat statement is queried. A poor command is queried. A poor acknowledgment is queried. Student misemotion or confusion is queried. Student failure to utter the next command without a long comm lag is queried. A choppy or premature acknowledgment is queried. Lack of an acknowledgment (or with a distinct comm lag) is queried. "Start", "Flunk", "Good" and "That's it" may not be used to fluster or trap the student. Any other statement under the sun may be. The coach may try to leave his chair in this TR. If he succeeds it is queried. The coach should not use introverted statements such as "I just had a cognition." "Coach divertive" statements should all concern the student, and should be designed to throw the student off and cause the student to lose session control or track of what the student is doing.

The student's job is to keep a session going in spite of anything, using only command, the repeat statement or the acknowledgment.

The student may use his or her hands to prevent a "blow" (leaving) of the coach. If the student does anything else than the above, it is queried. By queried is meant coach asks student "What happened?"

HISTORY: Developed by L. Ron Hubbard in London in April 1956 to overcome variations and sudden changes in sessions. Revised 1961 and 1963 by L. Ron Hubbard. The old TR had a comm bridge as part of its training but this is now part of and is taught in Model Session and is no longer needed at this level. Auditors have been frail in getting their questions answered. This TR was redesigned to improve that frailty.

NUMBER: TR 4. Revised 1961 and 1963.

NAME: Preclear Originations.

PURPOSE: To teach a student not to be tongue-tied or startled or thrown off session by originations of preclear and to maintain ARC with preclear throughout an origination.

COMMANDS: The student runs "Do fish swim?" or "Do birds fly?" on coach. Coach answers but now and then makes startling comments from a prepared list given by Instructor. Student must handle originations to satisfaction of coach.

POSITION: Student and coach sit facing each other at a comfortable distance apart.

TRAINING STRESS: The student is taught to hear originations and do three things: (1) Understand it; (2) Acknowledge it; and (3) Return preclear to session. If the

coach feels abruptness or too much time consumed or lack of comprehension, he corrects the coach into better handling.

Patter: All originations concern the coach, his ideas, reactions or difficulties, none concern the auditor. Otherwise the patter is the same as in earlier TRs. The student's patter is governed by:

1. Clarifying and understanding the origin.
2. Acknowledging the origin.
3. Giving the repeat statement "I'll repeat the auditing command," and then giving it.

Anything else is queried. The auditor must be taught to prevent ARC breaks and differentiate between a vital problem that concerns the pc and a mere effort to blow session. (TR 3 Revised.) If the student does more than (1) Understand, (2) Acknowledge, (3) Return pc to session, he is in error. Coach may throw in remarks personal to student as on TR 3. Student's failure to differentiate between these (by trying to handle them) and remarks aimed only at the student is queried.

Student's failure to persist is always queried in any TR but here more so. Coach should not always read from list to originate, and not always look at student when about to comment.

By Originate is meant a statement or remark referring to the state of the coach or fancied case.

By Comment is meant a statement or remark aimed only at student or room.

Originations are handled, Comments are disregarded by the student.

TR 4 and anti-Q & A is what bothers auditors the most. Q & Aing is a fault which causes ARC breaks and therefore throws the pc out of session. The reason is that when you Q & A the pc is not permitted to let go of an origination and is therefore left with a Missed Withhold. Q & A = Missed Withholds = ARC Breaks.

Coach starts by asking student to define TR 4. If student doesn't know it then coach gives the definition as follows: TR 4 is to hear an origination, to understand it, to acknowledge it and return pc to session. Similarly coach asks for a definition of Q & A, which is: Double questioning, changing because pc changed, following pc's instruction.

Coach then tells student to run the process "Do birds fly?" or "Do fish swim?" Coach frequently introduces an origination. When student has dealt with origination or has tried to deal with it, coach asks searchingly the following questions:

1. "Were you tongue-tied? startled? thrown off session?"
2. "Did you hear origination?"
3. "Did you understand it?"
4. "Did you acknowledge it?"
5. "Did you return me to session?"
6. "Did you double question me?"
7. "Did you change because I had changed?"
8. "Did you follow my instruction?"
9. "What did you do?"
10. "What happened?"

Question 10 can be asked randomly throughout the drill whenever coach sees or hears something that indicates student is in trouble of any sort.

Coach is permitted to "lead student up the garden path" for a little while before asking the above question.

This drill needs to be done very thoroughly. If coach notices that student is using a method or pattern, coach can add in the question "Are you using a method or pattern in this drill?"

The drill is continued over and over until student is doing it comfortably and happily.

HISTORY: Developed by L. Ron Hubbard in London in April 1956 to teach auditors to stay in session when preclear dives out. Revised by L. Ron Hubbard in 1961 to teach an auditor more about handling origins and preventing ARC breaks. Revised 1963 by Reg Sharpe with the advices of L. Ron Hubbard.

Coaches' Drill

Coach and student (who is in this case the student coach) seated as in the normal TR drills.

Coach has the copy of the drill in front of him. He tells student to coach a TR. Whenever student departs from the script coach says, "That's it. The correct question there should be _____. "The correct action there should be _____." This is continued until student coach is thoroughly conversant with the script.

Coach keeps student on the drill and at the end of each cycle asks student, "Did you notice any physical changes on my part?" "What were they?" "Did you ask me 'What happened?' each time?"

Drill is continued with each TR in turn until student is administering all the TRs efficiently, interestedly and competently.

Ask "What happened?" as required.

HISTORY: Developed by Reg Sharpe with the advices of L. Ron Hubbard in April 1963 at Saint Hill to teach students how to coach the TRs.

Training Note

It is better to go through these TRs several times getting tougher each time than to hang up on one TR forever or to be so tough at start student goes into a decline.

L. RON HUBBARD

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064 HCOB 30 APR 63 ROUTINE 3

(NTV VII p. 135, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 30 APRIL AD 13

Central Orgs
Missions

ROUTINE 3

(Correction to HCOB 23 Apr. 63
HANDLING THE GPM)

On page 2, 3rd and 4th steps at the bottom, read instead:
Instead of "3. Do not oppose," etc.:

3. Oppose all RIs including the goal as an RI at the bottom of the GPM.

Instead of "4. Leave the lowest (1st bottom)," etc.:

4. List with a written list "Who or what or what goal would 'To _____ (goal of the GPM just run) oppose." List 50 items beyond the last RR or RS. Leave this list not nulled, but be sure it is completely listed.

Correction of HCOB 23 Apr. 63, HANDLING THE GPM, page 3,
13th step - read as follows:

Instead of "13. Reach eventually the first goal," etc.:

13. Reach eventually the first goal ever found on the pc
but not handled. Null the goal oppose list left unnull in
step 4. Find the next lower goal on it.

L. RON HUBBARD
Founder

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065 HCOPL 30 APR 63 THE SAINT HILL STAFF CO-AUDIT

(OEC V5 p 225)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 30 APRIL 1963

Sthil

THE SAINT HILL STAFF CO-AUDIT

All Co-auditing on Saint Hill staff is under the general
charge of the Course Secretary and under the direct
handling and supervision of the Co-Audit Supervisor.

Any session given to any staff member must become a matter
of a proper auditor's report and all auditor's reports must
be turned in to the Co-audit Supervisor within 12 hours
from session end.

All permanent records and Case Folders are retained by the
Co-audit Supervisor and must be made available to auditors
before the start of sessions.

All auditing assignments are made by the Co-audit
Supervisor after consultation with the Course Secretary.

Any disagreement with assignments as to time, auditor or
preclear, should be made directly to the Co-audit
Supervisor and if not satisfactorily settled may be
appealed to the Course Secretary whose decision shall be final.

Disagreements with technical directions should be taken up
with the Co-audit Supervisor before the session to which
the directions apply and if not satisfactorily settled may
be appealed to the Course Secretary. This makes it
important that folders be examined by auditors well before
session time. Departures from technical directions given
may not be undertaken at the beginning of or during a

session. If there is no time to appeal, do as directed and appeal afterwards before the next session to be given.

Adhere to current auditing practice and technology. Ignorance of it is no excuse, and no allowances will be made. Do your best in any session and find out about any questionable points as soon as possible.

Auditors will receive in so far as possible as many hours as they give. No all audit - no auditing, or the reverse, all receiving and no giving will be tolerated.

Any staff member if auditing or being audited by Saint Hill staff, or auditing as a staff member on such things as assists, are members of the Co-audit. There are no exceptions, special arrangements or "withdrawals from the Co-audit". If a Scientologist staff member is on staff he or she is part of the Co-audit. If a Scientologist staff member is not on the Co-audit he or she is not on staff. Exemption to this rule may be obtained only by permission in writing from both the Co-audit Supervisor, and the Course Secretary to be exempted.

By Scientology staff member is meant any staff member ever awarded any certificate or Course completion at any time in Dianetics or Scientology.

A family member of the Co-audit is one who is related by blood or marriage to a Saint Hill Scientology staff member and who has been awarded at any time a certificate or Course completion in Dianetics or Scientology. Such a person may join the staff Co-audit but may not do so temporarily or for only some of the sessions. Permission for such membership in the Co-audit is proposed to the Co-audit Supervisor and must be passed on by the Course Secretary.

No fees are paid by members of the Co-audit for auditing or being audited regardless of the time or length of sessions. Fees are paid for auditing only for assists or auditing non-Scientology staff and only when arranged in advance by the Course Secretary, and only for the period stated in the arrangement.

Clear bracelets at the expense of the organization will be awarded members of the Co-audit cleared on the Co-audit when clearing requirements are met.

L. RON HUBBARD

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(NTV VII p. 137-8, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 4 MAY 1963

Central Orgs
Missions

URGENT

ROUTINE 3

AN ACTUAL LINE PLOT NO. 2

(Additions to HCOB 28 Apr. 63, AN ACTUAL LINE PLOT)

ADD ITEMS*

On the 3rd page in this HCOB, 28 Apr. 63 just below the
Reliable Item BEINGS WHO ARE HAVING A GAME, add the Oppterm
RI, HAVING A GAME.

Below the terminal RI, A BEING WHO WOULD HATE TO HAVE A GAME add
the terminal RI, A BEING WHO WOULD NOT WANT TO HAVE A GAME.

The above two were missed in copying the line plot.

Add the level GLEE below ENTHUSIASTIC in both upper and
lower "dwindlings."

This actual line plot was completely run except for the
levels Absolute to Vital in the lower dwindling which were
put in from another GPM.

FUTURE CORRECTIONS

Since running this actual Goals Problem Mass TO HAVE A
GAME, in running out other GPMs a great deal of additional
data has emerged both as to the character of a GPM, its
source and how to run one, as I am working very hard on
technical. The job is very nearly complete as to research,
though it has been pretty grim facing up to this totally
unknown area of the reactive mind. I acted as a pc on it
because I didn't know if a body would live through it. It
does-but care is needed in handling a GPM while in a body
and great accuracy is required or the pc will gather mass
and feel strain on heart and lung machinery.

I am now assembling and cross-checking all levels of RIs and sequences of goals.

Practically all the material is in sight but the speedy need of it is very difficult to meet. I have done, with Mary Sue's help, about a decade of research since December last with Mary Sue as the auditor and myself as a pc.

My RR is practically indestructible and my confront is good on this. Therefore, and only therefore could the job be done. Other pcs' RRs are too weak for research and their confront is not up to it.

Therefore I had to guinea pig it. This doesn't make me any hero but it has been fortunate for us that I could do this as nobody currently under processing has come close to the actual pattern and without it we would be stopped.

I did not realize the vitalness of the data or the weakness of RRs until March.

Because it was I who went through it, I completely underestimated the ability of the average pc to confront it and find RIs.

Thus a whole technology of running has had to be developed (Directive and Random Listing) to cope with these factors of poor RRs and low confront. So this burden was added on to research and therefore my data release has fallen behind.

I have been struck by the importance attached to this material. Cables and telexes have been coming in demanding the data.

I am putting out the material as fast as I can and it should all be released shortly.

What auditors do not realize is that any finding of RIs at any level in a GPM releases charge. If RIs are bypassed the pc, however, is uncomfortable or ARC breaky.

If this story of finding this pattern and the GPMs is incredible, the actual story of the GPMs is even more so. The data entirely changes our line of attack on public dissemination, more toward the Dianetic approach but still within the framework of Scientology and the human spirit.

There are a very few more RIs in a GPM than shown in TO HAVE A GAME.

The upper dwindling (top opterm down) is apparently always ABLY or INGABLY, never any other word form.

The lower dwindling (goal down) is apparently always ABLE or INGABLE.

This is not shown in the Line Plot of 28 Apr. 63 as it was learned from other GPMs the following week.

The lowest oppterm is not correct. For reasons to be covered later this oppterm should be something else.

The whole of the terminal side should always be NIX _____
not NO _____

More ancient cultures have more emphatic negatives.

L. RON HUBBARD
Founder

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067 HCOB 5 MAY 63 ROUTINE 3, R3 STABLE DATA

(NTV VII p. 139-40, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 5 MAY 1963

ROUTINE 3

R3 STABLE DATA

On the first GPM run on a pc you get a further departure from the pattern than in subsequent GPMs.

The pc's confront is barred off by charge. The thing to do is run the first GPM as you can, then get the "closer to PT" GPMs by listing "What goal would oppose (GPM's goal just run)?" Don't go "backtrack," come "closer to PT" for the next GPM.

You almost never get the "PT GPM" the first time as the pc's first goal.

The upper dwindling oppterm (top oppterm down) are all adverbial. Apparently All words are ABLY or INGABLY. The lower dwindling oppterm (goal down) are all adjectival. Apparently all words are ABLE or INGABLE.

The correct forms of the words apparently do not vary for any goal's RIs.

There is no difference of pattern goal to goal or pc to pc. Only significance of goals change pc to pc.

The terminals are all NIX where they have negative starts, not NO . More cultured tongues have degrees of negative and NIX is closer than NO . If NO is used some mass will pile up on the terminal side. NIX used instead of NO dispels this mass.

Never rerun a partially run GPM. Always complete a GPM to the bottom including the goal oppose list at the end before rerunning or correcting a GPM. Go back two RIs if you must. But never more. Correct a GPM's RIs only after the GPM has been gone through once. If a partially run GPM is rerun or corrected before completion, it will stiffen up.

Always run a GPM top to bottom, never bottom to top.

Always get the pc to the "topmost" GPM as soon as possible before going for "early track" GPMs.

Run RIs off the case as fast as possible. Don't linger around fooling with a top oppterm combination more than a few hours. If you can't get it go into the bank at the goal as an oppterm. It shatters a pc to fool about hunting the top oppterm for 20 or 30 hours. Get RIs run and charge off the case.

THE BOTTOM OPPTERM

The bottom (lowest) oppterm is always a trick combination of the next goal below and the goal being run. Sometimes a NOT or NIX is added between them.

It's an idiotic simplicity. The two goals are just joined to make sense.

Example: Goal being run: To never fish. Next lower goal: to catch catfish. The bottom oppterm of the GPM "to never fish" is therefore "to never fish to catch catfish."

I almost sprained the brain trying to find this one. It connects each GPM one to the next. It's a keystone.

If the pc is a few RIs down from the top, or in the body of a GPM, or a few RIs from the bottom, you can't get another goal to fire. To get another goal to fire, you have to complete all the way to the bottom, the one you are running.

Two goals or more can be firing at one time.

L. RON HUBBARD
Founder

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068 HCOB 8 MAY 63 THE NATURE OF FORMATION OF THE GPM

(NTV VII p. 141-4, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 8 MAY 1963

Central Orgs

Missions

ROUTINE 3

THE NATURE OF FORMATION OF THE GPM

All goals contacted on the preclear early in his processing and made to rocket read are implants.

An implant is an electronic means of overwhelming the thetan with a significance.

In the case of implanted Goals Problem Masses, use was made of the mechanics of the actual pattern of living to impress and entrap a thetan and force obedience to behavior patterns. The goal selected was not based on any goal of the thetan but was an entirely arbitrary selection, both as to goal and pattern, by those conducting the implanting.

Implanting was an activity carried out to prevent retribution from executed persons, to dispose of captured armies and block their return home as thetans, to dispose of "excess population," to "fit" a thetan for a colonization project, to dissuade revolutionaries, simply to implant, and many other reasons.

Lacking actual technology, time, real purpose and common decency, the electronic implant was the standard short-term means of handling the problems of life.

To us this activity is highly discreditable, even criminal. That implanting was undertaken and done is witnessed by the weird uses of electricity by the psychiatrist who has no therapeutic excuse for doing so and does not even know that he undertakes a very low-order dramatization of whole track actions.

That whole populations have been disposed of by beings needs no further evidence than Hitler's pogroms against the Jews wherein he involved huge vitally needed war resources and elaborate scientific skills to exterminate 6,000,000 human beings who had committed no real crimes against him.

Implants are not necessarily the work of pranksters or madmen but the solemn scientific combined effort of careful, dedicated politicians, learned men and psycholo-gists and technicians, who work under the orders of short sighted states. How they excuse this activity would probably make an interesting study in itself.

That the intention is not for the good of anyone is witnessed by the fact that many of the goals so implanted dictate criminal activities.

Implants result in all varieties of illness, apathy, degradation, neurosis and insanity and are the principal cause of these in man.

IMPLANTED GOALS

The pattern and similarity of goals and GPMs should make one aware of their actual nature as implants.

That implanted goals and GPMs exist does not mean that the pc's own goals and GPMs do not exist.

However, to get to the pc's own goals and GPMs one must run the implanted ones.

Indeed, so long as implants do exist and have to be run, it is almost fortunate for they give the pc the increase in confronting and case gain confidence needed to handle the whole track and the auditor the experience in listing necessary to handle the whole track.

There is no real difference between the technology needed to handle an implant GPM and the whole track. Finding purposes and listing are common to both. Both have a basic pattern, though the implant pattern does not vary pc to pc, goal to goal.

You won't find a real whole track goal on a pc until the implanted goals are handled, and even if you did it would snap into an implanted goal.

The difference between a whole track RI and an implant RI consists of somatic and visio. Implant somatics are pressure, heat, electrical and generalized pain. There is no changing visio, usually just the implant station and its false pictures intended to confuse.

A whole track RI has visio, motion and sharp identifiable somatics, as from spear wounds, crashes, etc.

For twelve years I have looked for technology to "get around" implants and not run them. Instead I found one could not get around them and found the technology to get through them.

Everyone has these implants that is here on this planet.

Do we know as much as the implanters? Yes. We know more about life and its laws and this universe than those who implanted.

Does this debar clearing? No, it makes clearing easier as it gives a pattern of goals and RIs that can be followed.

Is the gain as great in running out implants? The only immediate gain you will get on Homo sapiens is running out implants. These implants are the immediate source of those troubles he is most concerned about. The gains in running them are impressive.

When can one run the whole track and the pc's own GPMs?

When the implants are run.

Does running an implant assist whole track running? The implants have grouped the whole track in a pc. Random listing during the running of implants straightens out a lot of whole track.

Does running an implant harm the body? No, not if expertly done. There is a lot of physical discomfort in running an implant GPM and mass may pile up on the pc but the completion of the job sees this "damage" also swept away.

Does running an implant change the pc's patterns of behavior? The only trouble-some patterns of behavior the pc has reactively are from these implants. The resurgence and relief is enormous.

Does this change the definition of Clear? No. It clarifies it. Clear could mean "a thetan cleared of enforced and unwanted behavior patterns and discomforts."

THE MOOD OF THE PC

The finding that the GPMs you are contacting are implants accounts for (a) the violence of R3 ARC breaks and (b) the suspicion with which Scientology is. sometimes regarded.

Down deep a thetan on this planet knows he or she was given false purposes and sent here under a cloud. This is attested by the enthusiasm with which a pc will erase "his goal." Let an auditor err and force or confuse the pc and the pc instantly reverts to the moods experienced during the actual implant, which are, amongst others, anger, fear, apathy, compounded by feelings of degradation and betrayal. The pc instantly feels he is again being implanted. The R3 methods of handling an ARC break keep this to a minimum.

Whole groups of people suddenly become convinced that a Central Org or

Scientologists are up to some evil. They have confused a Scientologist who is undoing an implant with the crews who implanted. A = A = A. This paranoid reaction to Scientology stems from this one mechanism, the implanted character of people.

HEARTBREAK

One's first reaction to this news may be one of heartbreak, feeling betrayed, etc. I felt the same way when I found it out. Then I realized the emotion came out of the implants themselves. One is supposed to feel disheartened and betrayed when he or she realizes it.

That keeps it from being undone and leaves the being trapped. The reaction is just part of the trap.

But before I realized this, I only waited a day or two to be sure. I have always persevered in my honesty with you and have given you a vital research datum as fast as I knew it, regardless of its palatability. This is one of those times.

At first I thought this puts clearing too far up in hours. And I didn't know how you'd take it.

Then, I rapidly summed up the pluses and minuses of the situation and came up with this datum:

Implant or no implant, WE NOW KNOW THE FIRST GOAL TO BE RUN ON EVERY CASE and we know its pattern.

Some fifty hours after starting, a Class III or IV Auditor, knowing the goal and its pattern, can make a first goal Clear. In other words anyone signing up, for instance in an HGC, can be a first goal Clear in two intensives. The randomness of looking for the first goal and its RIs has vanished. The pc's confront comes up, up, up.

What, at the worst, has happened is that it will take longer to run a pc to OT as one has to handle these implanted banks before handling the actual whole track. BUT, the door is open to steady unquestionable gain in that direction without maybes. And the state of OT attainable by auditing is probably much more powerful than we have imagined.

BANK CONFUSIONS

An implant is meant to be tricky and confusing. We have outsmarted it by finding the patterns of these. But do not expect to find the banks not confusing to the pc even still.

Let the pc grasp any confusing situation before forcing the pc into going on.

The "bank closest to PT" is actually the furthest from PT. The bank was implanted from top oppterm down. Basic, then, is the "PT goal." A pc can't run from "bottom" to "top" as that's backwards.

If you get the basic (closest to "PT") goal very well erased, the others tend to soften up. This is our old "get the basic on the chain." Basic is the top oppterm of the closest to PT goal.

The O/W sequence is present. The one who has the hardest run of it in a bank has done the most implanting. But, motivators or not, these implants must be run. The overts can be handled later.

Well that's the announcement. When you come out of any decline it puts you into, get busy and get through. You were supposed to feel disheartened.

L. RON HUBBARD

Founder

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071 HCOB 11 MAY 63 ROUTINE 3 HEAVEN

(Not in either set of tech volumes. However it appears in the list of CofS copyrighted materials. This version was posted by Scamizdat. Since the data matches that which is in various tapes such as SHSBC-263 renumbered 291 of 14 MAY 63 titled "IMPLANT GPMS", it is assumed to be accurate. Note that the tape is no longer considered confidential.)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East grinstead, Sussex

Central Orgs.
Franchise

HCO BULLETIN OF MAY 11, AD 13

ROUTINE 3

HEAVEN

Well, I have been to heaven.

And I've found that Scientologists have been to Heaven.

And that everybody has evidently been to Heaven.

The Goals Problem Mass implants, which are the apparent basic source of aberration and heaven travail, which began with the goal To Forget, were cynically done in "Heaven".

For a long while, some people have been cross with me for my lack of co-operation in believing in a Christian Heaven, God and Christ. I have never said I didn't disbelieve in a Big Thetan, but there was a certain something very corny about Heaven et al. Now I have to apologize. There was a Heaven. Not too unlike, in a cruel betrayal, the heaven of the Assassins in the 12th Century who, like everybody else, dramatized the whole track implants - if a bit more so.

Yes, I've been to Heaven. And so have you. And you have the pattern of it's implants in the HCO Bulletin Line Plots. It was complete with gates, angels and plaster saints - and electronic implantation equipment. So there was a Heaven after all - which is why you are on this planet and were condemned never to be free again - until Scientology.

Before you went to Heaven you were not really very bad or

very good, but you didn't think you had lived only once, and you had a good memory and knew who you were and enjoyed life. Afterwards -

The symbol of the crucified Christ is very apt indeed. It's the symbol of a thetan betrayed.

DATA

Additional work and possible corrections need to be done but this is the gist of the matter:

The implants are electronic in nature and follow a certain pattern of the G.P.M.

The implant station existed on the order of magnitude of 43,000,000,000,000 years ago. (The dates may be part of the implants, but do not appear so at this time. However, a possibility of correction of dates is reserved.)

Some have been through it once, some more than once.

The first time I arrived and the moment of the implant To Forget was dated at 43,891,832,611,117 years, 344 days, 10 hours, 20 minutes and 40 seconds from 10:024 PM Daylight Greenwich Time, May 9, 1963.

There are no earlier such implants. There no later such implants.

I evidently have a goal of my own at 305 Trillion (U.S.) years and an actual GPM, all of which pulled into this 43 Trillion year implant.

ADDITIONAL E-METER DATA

Five goals in all may be common to both sequences. The first 3 of the 5 are the same.

There are no implants, but dates rocket read. Implanting was done on a non-visible thetan, but arrival was in a ship in a doll body according to the meter. Star of Bethlehem, Pearly Gates, The Way out of the Universe, all of which RR on the meter, give a clue to recruitment actions.

There was no purpose in giving a particular thetan a particular goal. Planning had no individualization.

A preclear's overts should be scouted as to why these implants keyed in, Fac 1, hypnotism, etc. But doubtful if any preclear did this type of implanting.

The mood is set that thetans are evil, treacherous and bad, but this is all part of the implant, not factual.

The earliest point of the series is not known at this writing but possibly contains a recruitment through advertising. The departure method from the series is not

fully known yet but probably just abandonment.

The implants were not done in a box or in some trick manner of projection. The scenery is actually there, common Mest Universe space and matter and in Mest Universe.

The first (43 Trillion) series consists of 29 implanted goals.

The second (42 Trillion) series consists of 21 implanted goals.

The first three goals in both series are the same, To Forget, To Remember and To Go Away. The last goal and one other in both series are the same. The remaining goals are not the same for the two implants.

PERSONALLY PERCEIVED DATA

The pattern of RI's is different for the two series, consisting in the second series of added RI's below the To Have a Goal-iving and with a different dwindling of adjectives and adverbs, but are otherwise similar.

Both series have the Gates of Heaven visible. The last implant of both consists of "entering" Heaven. The last goal of both is To Be In Heaven.

The gates of the first series are well done, well built. An avenue of statues of saints leads up to them. The gate pillars are surrounded by marble angels. The entering grounds are very well kept, laid out like Bush Gardens in Pasadena, so often seen in the movies.

Aside from the implant boxes which lie across from each other on the walk there are other noises and sounds as though the saints are defending and berating. These are unimportant to the incident.

The second series, probably in the same place, shows what a trillion years of overt acts does (or is an additional trickery to collapse one's time). The saints have vanished.

So have the Angels. A sign on one (the left as you "enter") says "This is Heaven". The right has a sign "Hell" with an arrow and inside the grounds one can see the excavations like archeological diggings with row terraces, that lead to "Hell". Plain wire fencing encloses the place. There is a sentry box beside and outside the right pillar. The road "leading up" to the gates is deeply eroded. An effigy of Joseph, complete with desert clothing, is seen approaching the gates (but not moving) leading a donkey which "carries" the original Madonna and a child from "Bethlehem". The implanting boxes lie on either side of this "entering" at path level.

These are the actual ends of the two series. One backs out of the gates, of course, from top oppterm down, as this is the end. The last two RI's after this last goal say "it is the beginning", "Not the end".

The place, by implant and inference, was supposed to be in the sky like a floating island. Actually it was simply a high place in the mountains of a planet and the gates pathway falls away into a gorge, very eroded and bare by the time of the second implant, but heavily forested and rolling at the time of the first.

The beginnings have not at this writing been so well explored by myself. I have not viewed the second beginning (which says it is the end). However, I do know that the second series was done in long square tunnels with implant boxes, not unlike small P.A. speakers with fretwork fronts, on either side.

The first series actually begins with arrival in a "town" (as everything is backwards to upset the time sense). This "town" consisted of a trolley bus, some building fronts, sidewalks, train tracks, a boarding house, a bistro in a basement where there is a "bulletin board" well lighted, and a BANK BUILDING.

The bank is the key point of interest. It is interesting that we use the word "bank" (taken from computerology) to indicate the reactive mind.

This bank building was on-the-corner old-fashioned granite-like construction, two or three stories high, with the door in the rounded front - even a revolving type door. Inside to the left of the entrance door is a rounded counter. Directly across the room are THE stairs.

The top oppterm and terminal of To Forget are at the top of these stairs. The implant then proceeds on down the stairs, step by step, terminals on one side (the left if one were coming up the stairs) the oppterm on the other. The first series (43 Trillion) has all its implant impulses at step level. In the second series the boxes are ear high to a man. By the time the gates are arrived at in the first series, the terminals are on the left as you approach the gates, the oppterm on the right, having been reversed at some point.

The first (43 Trillion) series had very fine marble stairs. The same stairs can be seen in any big well kept railway station. They were complete with a white ball held in a wrought iron stand.

The thetan was taken along apparently on a pole trap to which he was stuck. It does not proceed step by step throughout the whole of the implant series, but after the first flight of stairs, goes a ways, stops while several pairs of RI's fire then to a new location.

The place seemed to have people in it. But they are all effigies. Those seem radioactive. Contact with them hurts. No living beings are seen. But the effigies that look like humans are performing sudden, repetitive actions with long halts in between. In the "basement" such dummies are seen

operating machinery.

The boarding house at the actual beginning has a dummy guest and a landlady in kimono and wrappers, reading a newspaper.

There are no devils or Satan's that I saw.

There is a passenger getting on the trolley bus, a "workman" halfway down the first stairs of "To Forget" "eating lunch" and in To Be in Heaven a gardener or electrician adjusting an implant box behind a hedge and periodically leaping up and screaming.

The place, so long as the implants remain only partially discharged, seems to swim in black and white electronic masses, but these dissipate as the implants are run out by pattern.

One actually "enters" the "town" as the first action. The implants, however, were rigged to make the gates seem the entrance to the incident. One backs through from the town, into the bank, down the steps and eventually out the pearly gates, down the hillside and is there let off and abandoned.

"TO BE IN HEAVEN" is the last goal implanted in both series.

This is not a body building implant, though running it gives somatics to the chest.

This is not a GE implant. It is the person's own. Running it, particularly badly, brings it down on the body. There are body somatics on it, however, particularly eyes, face, chest, bones.

It apparently only can be run by 3M listing and rocket reads. One must have the goal to get the RI's.

CONCLUSIONS

The place is so full of lies by implant that the preclear becomes quite confused and this review of the actual date is necessary to a successful navigation. However, it is very easy to read more treachery into it than there is in it - which is enough.

However, as the place existed so long it was in a varying state of repair and some change. (This data on time is subject to review). But in 1,2 Trillion years only some of the implant pattern and mock up had shifted. However, there may have been other stations. Only time and research will really tell that.

One must date the preclear's first (earliest) goal to forget, find how many times the preclear went through it, or some such implant station, date the other times and be careful to run only the first of the series. As this is basic, as in prepchecking, Sec checking and old engram

running, it tends to case up the remainder of the implants. But running the implants later than basic is very much harder on the pc even though it can be done.

Wherever one misses an RI in an implant, that repeating RI when found in a later one tends to be very much more heavily charged.

Re-running any implant that has only been partially run tends to rough up the whole implant and make it hard to run.

LUCK

I think we are lucky. It could have been much worse. This heavenly dream of destruction could have been current, not so long ago. It could have happened often, not just once or twice or three times per pc. But apparently it didn't and is unique in itself.

This is the core of the Reactive Mind. It is all the way South. For here, just once on the whole track, somebody discovered the mechanism of purposes and RI's and utilized them to install religious mania and pin thetans down to "one life" and planets.

The thing was done so well that it has hung up ever since. There are other implants, there are other goals and GPMs, but these are minor and easily found and listed once this key implant series is out of the way.

We were in a position of having an infinite number of pieces to the puzzle. Now we have a finite number which even though very tough, are still finite in number. Further, every processing step taken, every RI discharged is a positive gain toward a definite result in processing.

Further, we have our hands on an appalling bit of technology where the world is concerned. With repidity and a Meter it can be shown that Heaven is a false dream, and that the old religion was based on a very painful lie, a cynical betrayal.

What does this do to any religious nature of Scientology? It strengthens it. New religions always overthrow the false gods of the old, they do something to better man. We can improve man. We can show the old gods false. And we can open up the universe as a happier place in which a spirit may dwell. What more can you expect? This actually places us far beyond any other beings that are about. It puts us, through increased beingness and a restoration of life, in control of much destiny.

We now have only a few unsolved problems about life, huge though they may be, such as the construction of bodies, and how does one establish the character of and communicate, if feasible, with beings who are making trees and insects. There are a few things like these. But I imagine when we finally manage to communicate with beetles under rocks and

free them, we'll no doubt find the Creator of Heaven who
43+ Trillion years ago designed and built the Pearly Gates
and trapped us all.

Good Lord, I'd hate to be guilty of that overt. But never
mind - you aren't either.

That guy is GONE (I hope!).

L. RON HUBBARD

(Note: This HCO Bulletin is based on over a thousand hours
of research auditing, analyzing the facsimiles of the
reactive mind, and with the help of a Mark V Electrometer.

It is scientific research, and is not in any way based upon
the mere opinion of the researcher. This HCO Bulletin is
not the result of the belief or beliefs of anyone,
Scientology data reflects long, arduous and painstaking
research over a period of some thirty years into the nature
of Man, the mind, the human spirit, and it's relationship
to the physical universe. The data and phenomena discovered
in Scientology is common to all minds and all men, and can
be demonstrated on anyone. Truth does not require belief to
be truth any more than water requires anyone's permission
to run down hill. The data is itself and can be duplicated
by any honest researcher or practitioner. We in Scientology
seek freedom, the betterment of Man, and the happiness of
the individual and this comprises our attitude toward the
data found. The data, however, is simply itself, and exists
whatever the opinion of any one may be. The contents of
this HCO Bulletin discover the apparent underlying impulses
of religious zealotism and the source of the religious
mania and insanity which terrorized Earth over the ages and
has given religion the appearance of insanity. (As this
paper is written for my friends it has, of course, a
semblance of irreverence).

Note:All our data on the whole track remains factual and is
not taken from any implant.

The only error released earlier was the time factors
involved in GPMs.

L. RON HUBBARD

LRH:jw:jr
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=====
072 HCOB 12 MAY 63 ROUTINE 3, RI FORM (GPM RI FORM CORRECTED)

12 MAY 63 ROUTINE 3 RI FORM (GPM RI FORM CORRECTED)

(NTV VII p. 145-54, previously considered confidential)

[see corrections in HCOB 26 MAY 63]

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 12 MAY AD 13

Central Orgs
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ROUTINE 3

RI FORM

(GPM RI FORM CORRECTED)

The first series (43 trillion) of GPM implants follow this exact word form.

In the following form there may be an RI in juxtaposition or a missing pair (on test now I have found it all correct so far as I can tell) but except as indicated this is the exact pattern, in that your pc has all of these. If your pc's goal does not follow this form you are running the second series at 41 trillion.

An approximation of the word is not acceptable. With a little random listing the right one will RR. Example: "Enjoying Catfish" is not good enough. It would have to be "Enjoyably Catfish" as given. Only a variation in the middle of the word sometimes occurs, i.e., Enjoyably fires as Enjoyfulably. Enjoy and -ably are always there. Only No may fire in the terminals, not NIX but if so mass will eventually stack up, GPM to GPM on the terminal side.

Early on a case a bank is so charged up that almost anything will RR. So work for the right one as given, or in later GPMs that level will leave mass because basic on it (1st GPM) is wrong.

This is not the pattern of the second series (41 or 42 trillion). The first series is probably available on your pc. Find it. If you can't and pc got only the second series of GPMs (although I'm still prepared to find it all one consecutive implant) blunder about and get charge off by finding RIs. I haven't run much of the second series. Without the first series run completely the accumulated charge on the second is too brutal. However I will have the full pattern of it in a very few weeks. I am auditing a fresh pc and am being audited at the rate of one RI per minute of auditing time. Blowdown is ignored. Only RIs are used now we have this pattern.

This pattern should fit all the first series of implanted GPMs, 28 or 29 in number.

The only trouble you'll have is finding the correct top oppterm on some.

Each goal consists of certain blocks of RIs. For instance, Block One (as noted on plot) is "Forgotten." Therefore one has Forgotten as the Top Oppterm, NIX Forgotten as the top terminal. Then one has "Absoluteably Forgotten," then "NIX Absoluteably Forgotten" as its terminal. And so on.

The blocks are numbered. The appropriate ending or form goes in each block.

(See next page)

For To Forget, the blocks are:

Block One - Top Oppterm: Forgotten

Block Two - Goal: To Forget

Block Three - Goal Minus "To": Forget

Block Four - Goal Minus "To" + able: Not present in first series of implants.

Block Five - ing form: Forgetting

Block Six - er form: Forgetter

For the goal To Remember:

Block One: Remembered

Block Two: To Remember

Block Three: Remember

Block Four: Not Present in first series

Block Five: Remembering

Block Six: Rememberer

The goal To Go Away:

Block One: Gone

Block Two: To Go Away

Block Three: Go Away

Block Four: Not present in first series

Block Five: Going Away

Block Six: Go Awayer

Last goal of first series:

Block One: Heaven

Block Two: To Be in Heaven

Block Three: Be in Heaven

Block Four: Not present

Block Five: Being in Heaven

Block Six: Be in Heavener

Order of RIs - First Series

[In the bulletin, there are horizontal arrows pointing from each item on the left towards the Nix item on the right and there is a diagonal arrow pointing down from the Nix towards the next lower item on the left. In other words, item 1 points at item 2 and then item 2 points down diagonally to item 3 etc.]

[The 26 May correction states that the alternate wording occasionally given in small letters are incorrect]

WHO OR WHAT WOULD OPPOSE: WHO OR WHAT WOULD _____ OPPOSE

- | | | |
|-----------------------------|-------|---------------|
| ----- | | |
| Block One | | |
| 1. TOP OPPTERM _____ | ----> | 2. NIX _____ |
| _____ | | |
| 3. ABSOLUTEABLY _____ | ----> | 4. NIX _____ |
| 5. PERFECTABLY _____ | ----> | 6. NIX _____ |
| 7. SUPERIORABLY _____ | ----> | 8. NIX _____ |
| 9. INCOMPARABLY _____ | ----> | 10. NIX _____ |
| 11. FASCINATABLY _____ | ----> | 12. NIX _____ |
| Fascinatingably | | |
| 13. HIGHLY ACCEPTABLY _____ | ----> | 14. NIX _____ |
| 15. RECOMMENDABLY _____ | ----> | 16. NIX _____ |
| 17. ACCEPTABLY _____ | ----> | 18. NIX _____ |
| 19. ENGROSSABLY _____ | ----> | 20. NIX _____ |
| 21. VITALABLY _____ | ----> | 22. NIX _____ |
| 23. EAGERABLY _____ | ----> | 24. NIX _____ |
| 25. ENTHUSIASTICABLY _____ | ----> | 26. NIX _____ |
| 27. ENJOYABLY _____ | ----> | 28. NIX _____ |
| 29. PLEASURABLY _____ | ----> | 30. NIX _____ |
| 31. AGREEABLY _____ | ----> | 32. NIX _____ |
| 33. DEDICATEABLY _____ | ----> | 34. NIX _____ |
| Dedicativeably | | |
| 35. COMMENDABLY _____ | ----> | 36. NIX _____ |
| 37. DESIREABLY _____ | ----> | 38. NIX _____ |

39. WANTABLY _____ ---> 40. NIX _____
Wantedably

41. COVETABLY _____ ---> 42. NIX _____
Covetedably
Covetiveably

43. HOPEFULLABLY _____ ---> 44. NIX _____
[changed to HOPEABLY by 26 May]

45. DECIDEDABLY _____ ---> 46. NIX _____
[changed to DECIDABLY by 26 May]

47. CREDITABLY _____ ---> 48. NIX _____

49. DEMANDEDABLY _____ ---> 50. NIX _____
[changed to DEMANDABLY by 26 May]

51. BOREABLY _____ ---> 52. NIX _____

53. DEJECTEDABLY _____ ---> 54. NIX _____
[changed to DEJECTABLY by 26 May]

55. DEGRADEABLY _____ ---> 56. NIX _____

57. IDOITABLY _____ ---> 58. NIX _____

59. LOSEABLY _____ ---> 60. NIX _____

61. BADABLY _____ ---> 62. NIX _____

63. UNWANTEDABLY _____ ---> 64. NIX _____
Unwantably

[changed to UNWANTABLY by 26 May]

65. PLAYABLY _____ ---> 66. NIX _____

67. ABANDONABLY _____ ---> 68. NIX _____

69. TOP OPPTERM-ING _____ ---> 70. NIX _____

71. _____ ERS ---> 72. NIX _____

73. _____ INGNES ---> 74. NIX _____

75. _____ ISHNESS ---> 76. NIX _____

77. _____ ATIVES ---> 78. NIX _____

79. _____ IVITY ---> 80. NIX _____

-----|
Block Two |

81. GOAL TO _____ | ----> 82. NIX _____
_____ |

83. ABSOLUTEABLY _____ ----> 84. NIX _____

85. PERFECTABLE _____ ----> 86. NIX _____

87. SUPERIORABLE _____ ----> 88. NIX _____

89. INCOMPARABLE _____ ----> 90. NIX _____

91. FASCINATABLE _____ ----> 92. NIX _____

93. HIGHLY ACCEPTABLE _____ ----> 94. NIX _____

95. RECOMMENDABLE _____ ----> 96. NIX _____

97. ACCEPTABLE _____ ----> 98. NIX _____

99. ENGROSSABLE _____ ----> 100. NIX _____

101. VITALABLE _____ ----> 102. NIX _____

[changed to VITALABLE by 26 May]

101. EAGERABLE _____ ----> 104. NIX _____

103. ENTHUSEABLE _____ ----> 106. NIX _____

107. ENJOYABLE _____ ----> 108. NIX _____

109. PLEASUREABLE _____ ----> 110. NIX _____

111. AGREEABLE _____ ----> 112. NIX _____

113. DEDICATEABLE _____ ----> 114. NIX _____

115. COMMENDABLE _____ ----> 116. NIX _____

117. DESIREABLE _____ ----> 118. NIX _____

119. WANTABLE _____ ----> 120. NIX _____

121. COVETABLE _____ ----> 122. NIX _____

123. HOPEABLE _____ ----> 124. NIX _____

125. DECIDABLE _____ ----> 126. NIX _____

127. CREDITABLE _____ ----> 128. NIX _____

129. DEMANDABLE _____ ----> 130. NIX _____

131. BOREABLE _____ ----> 132. NIX _____

133. DEJECTABLE _____ ----> 134. NIX _____

135. DEGRADABLE _____ ----> 136. NIX _____

137. IDOITABLE _____ ---> 138. NIX _____

139. LOSEABLE _____ ---> 140. NIX _____

141. BADABLE _____ ---> 142. NIX _____

[The following added by 26 May]

[141A. UNWANTABLE _____ ---> 142B. NIX _____]

143. PLAYABLE _____ ---> 144. NIX _____

145. ABANDONABLE _____ ---> 146. NIX _____

147. GOAL-ING _____ ---> 148. NIX _____

149. (TO) _____ ERS ---> 150. NIX _____

151. (TO) _____ INGNESS ---> 152. NIX _____

153. (TO) _____ ISHNESS ---> 154. NIX _____

155. (TO) _____ ATIVES ---> 156. NIX _____

157. (TO) _____ IVITY ---> 158. NIX _____

-----|
Block Three |

159. GOAL MINUS "TO" _____ | ---> 160. NIX _____
-----|

161. _____ ING ---> 162. NIX _____

163. _____ ERS ---> 164. NIX _____

165. _____ INGNESS ---> 166. NIX _____

167. _____ ISHNESS ---> 168. NIX _____

169. _____ ATIVES ---> 170. NIX _____

171. _____ IVITY ---> 172. NIX _____

-----|
Block Four

Band here last of goal ending in -able with a different
dwindling, but only in 2nd series of implants. Noted
because pc can get into wrong series.

-----|
Block Five |

173. THOSE WHO ARE _____ ING | ---> 174. SOMEONE WHO WOULD
NEVER GOALING _____

[changed by 26 May to 174. SOMEONE WHO ISN'T EVER _____ ING]

175. _____ING FORM OF GOAL ---> 176. SOMEONE WHO WOULD
HATE _____ING

[changed by 26 May to 176. SOMEONE WHO HATES _____ING]

177. ACTIVE-ING_____ ---> 178. SOMEONE WHO WOULDN'T
WANT _____ING

[changed by 26 May to 178. SOMEONE WHO DOESN'T WANT _____ING]

179. ANY NECESSIT _____ ---> 180. SOMEONE WHO SAW NO
FOR _____ING NECESSITY FOR _____ING

[changed by 26 May to 180. SOMEONE WHO SAW NO NECESSITY FOR _____ING]

181. ANY ACTIONS
OF_____ING

183. A BELIEF IN _____ING ---> 184. NIX _____

185. PROPONENTS OF _____ING ---> 186. NIX _____

[Changed to THE PROPONENTS by 26 May]

187. THE FANTASTIC _____ ---> 188. THE UNIMPORTANCES OF _____ING
IMPORTANCE OF _____ING

[Changed to IMPORTANCES by 26 May]

189. THE OBSESSIONS _____ ---> 190. NIX _____
FOR _____ING

191. THE INTERESTINGNESS _____ ---> 192. NIX _____
OF_____ING

193. THE CONCERNS OF_____ING ---> 194. NIX _____

195. THE UPSETS ABOUT_____ING ---> 196. NIX _____

197. THE DESPERATIONS _____ ---> 198. NIX _____
OF _____ING

199. THE FRENZIEDNESS(ES) _____ ---> 200. NIX _____
OF _____ING

201. THE HOPELESSNESS(ES) _____ ---> 202. NIX _____
OF _____ING

[the (ES) removed by 26 May, same for the ones in the
section below]

Block Six

203. THE EXHAUSTION(S) _____ ---> 204. AN EXHAUSTED _____ER
OF _____ING

205. THE STUPIDITY(ITIES?) _____ ---> 206. A STUPIDIFIED _____ER

OF _____ING

- 207. THE EFFORTS OF _____ING ---> 208. AN UNEFFORTIZED _____ER
- 209. THE UNREWARDINGNESS (ES) OF _____ING ---> 210. AN UNREWARDED _____ER
- 211. THE COMPLICATIONS OF _____ING ---> 212. A COMPLICATED _____ER
- 213. THE DEMANDS OF _____ING ---> 214. A DEMANDING _____ER
- 215. THE DETERMINATIONS OF _____ING ---> 216. A DETERMINED _____ER
- 217. THE LIMITATIONS OF _____ING ---> 218. AN ING_____ER
- 219. THE OPPONENTS OF _____ING ---> 220. AN _____ER
- 221. A HATRED OF _____ING ---> 222. _____ING
- 223. STOPPED _____ING ---> 224. SOMEBODY WITH THE GOAL _____
(same as Block Two)
- 225. ANY IMPOSSIBILITY(IES) OF _____ING ---> 226. SOMEBODY OR SOMETHING WITH THE GOAL _____
- 227. THE NON EXISTENCE OF _____ING ---> 228. THE GOAL _____

229. BOTTOM OPPTERM Next goal + this goal or this goal + next goal. Sometimes Not or Nix has to be added _____	 	---> 230. TO _____ / / /[arrow pointing down] RI OPPOSE
---	-------------------------------	---

"What goal would _____ oppose?"
 (50 beyond last R/S or RR)

The next goal is always found by doing the goal oppose indicated. The bottom oppterm cannot be put in until you know the next goal. Put in any old oppterm that fires.

Then when you have the next goal put in the bottom oppterm by asking "Who or what would the goal To _____ oppose." Get the right bottom oppterm of the upper GPM. (Consists of the two goals joined together to make sense.) Then list "Who or what would oppose _____ (bottom oppterm just found)" and put To _____ on the list. Then relist "Who or what would To _____ (last RI of bank) oppose?" and put in Top Oppterm of next goal and you're away into the next GPM.

L. RON HUBBARD
Founder

=====
073 HCOB 13 MAY 63 R3N DIRECTIVE LISTING WITH NEW R3 MODEL SESSION

(NTV. p. 155-60, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 13 MAY AD 13

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ROUTINE 3

ROUTINE 3N DIRECTIVE LISTING WITH
NEW ROUTINE 3 MODEL SESSION

As I gathered experience in auditing a pc through the implant GPMs and being audited through them, it became obvious that we had need of a special routine to handle implant GPMs and a new Routine 3 Model Session.

There are TWO technologies for auditing goals. You have in Routine 3M a completed technology, needed to audit the pc's own goals. This need not be changed.

However, as we moved into implant GPMs a great deal of Routine 3M and 3M2 could be dropped while running the implant GPMs. Therefore here is a streamlined routine developed for implant GPMs only.

There are about 49 of these implant GPMs according to present data. Some pcs have more, some less. Unless one hits a speed of an RI every minute of auditing time, the task of clearing the pc of all these takes too long. There are 230 RIs in each one. So the speed necessity is self-evident.

Therefore, we drop several actions from 3M2. We do not check the goal between RIs. We do not test the RI being listed from or the question. We drop the requirement of tone arm blowdown for an RI and we leave only the necessity that the RI RR well when said by the pc and called. The extraneous actions can be dispensed with because we now have the first series exact line plot as per HCOB 12 May 63, ROUTINE 3, RI FORM, (GPM RI FORM CORRECTED), and are doing only Directive Listing. By the numbered character of the line plot, one can keep the pc straight without telling

the pc the RI.

The session is so arranged that the auditor has a line plot before him and the pc has a copy propped up so that the pc can see it easily without moving about or shifting hands on the cans.

The auditor uses his own line plot copy as the pc's line plot. Spare paper is handy in case any fiddle-about with words is necessary. The auditor keeps all RIs on the form provided to save unnecessary writing. The only thing the auditor guards against is incorrect oppose in his question - Who or what would oppose _____? and Who or what would _____ oppose? must never be mixed up. The question correct for the column below it is on the form.

If any additional listing is necessary the auditor transfers the number of the RI being listed for to his spare paper and lists it there, if he lists in writing at all.

There are no pauses while the auditor writes during the finding of most of the RIs.

The auditor fills in the form as he asks. Form filling is also shorthanded by putting just a check mark on the terminal side to show it has been gotten.

RIs can thus be found and recorded almost as fast as auditor and pc can talk.

The auditor must be very sure of his rocket read. The correct RI will fire once when the pc says it, slightly less when called back, less when part of the next question and ticks when opposed by the next RI. It is thereafter wholly discharged. It has to be called back to the pc and the next question then asked, using the RI just found. And that's all. The only judgment is on "Did the pc hear it?" and "Is the pc distracted or suppressing?" Experience will guide you on these. Don't waste time with lots of ruds or TDing RIs. A "What's happening?" or "What happened?" in a critical moment saves almost all mid ruds. And when it doesn't a "Suppress," "Invalidate" put in on the pc is usually adequate for an RI and a "Protest," "Assert" and "Decide" are enough when session ruds demand to be put in.

The auditor takes the pc's data always. And can act on it. But the auditor never takes the pc's orders. When the auditor fails to take data the pc soon after begins issuing orders, most of which will be wrong. There is no case data except the pc's data via pc and meter.

The auditor handles the pc gently. Never continue a session beyond an ARC break until that ARC break is handled. Otherwise the pc thinks of the auditor as an enemy, which after all is characterized by forcing against will.

The principal thing to accomplish in Routine 3N is a discharge of charge. Charge is seen on the meter by rocket reads (or rock slams, which don't apply in 3N). This charge

is seen to do one of two things:

- a. Discharge or
- b. Suppress.

The auditor must be careful that the charge does not just suppress and that it actually discharges. All the charge present is represented by the rocket read. When the rocket read ceases to rocket read the charge is either discharged or suppressed. The auditor will quickly learn by experience which has happened. Suppressed charge is still on the case and retains command value on the pc. Sometimes an area (such as a whole GPM or engram) is so charged that the rocket reads continue to fire as the tone arm moves down.

Sometimes (most of the time) the charge is so shallow that it contains only (a) one long rocket read, (b) one medium rocket read, (c) one short rocket read and (d) a tick, accompanied by about .2 divisions of TA fall over the lot.

In 3N one gets (a) the long RR when the pc first says the RI from his copy of the line plot form, (b) the medium RR when the auditor calls it back, (c) the short RR when the next oppose question is asked and (d) the tick when it is answered.

One may not see (c) and (d). Often the whole charge goes on (a) and (b). Continuing to call a right RI does not produce an RR beyond the above. Only a wrong one continues to fire.

What the auditor must be careful of is failing to get (a) and (b) (when the pc first says it and when the auditor calls it back). If no RR occurs, but only a fall, or if a short RR occurs at (a) or (b) the auditor must expect the pc has a suppress or was suppressing by being distracted. The thing to do is ask "What happened?" and get the pc's answer and do the whole operation again. Don't keep putting in big mid ruds or random listing when the above simple query will handle.

Sometimes the speed of run causes the pc to suppress cognitions. This will prevent rocket reads. It is quite enough to ask "What happened?" as above and the pc will tell you.

Although 3N is fast, one must compensate for that speed by good sense. The more you harass a pc the less charge is gotten off and the fewer the RIs found per session. You don't therefore use lots of session big mid ruds and RI big mid ruds.

However, putting in the BMRs on Nix once or twice on various words in argument will pay off with a smoother run. Nix can always be made to fire as part of terminals. Pcs often hate it. Why? It's part of the implant, that's why. It's the most used word in the implants.

The pc does not have to understand the words to recover.

However, getting the pc to study before a session the parts of speech involved will help. The things weren't understood or were sneered at by the pc at the time they were implanted.

Getting the pc to pick up any overt thoughts he had while going through will also help. But this is done only very occasionally in the session, not every RI.

Routine 3N is a speed process which balances between too much and too little auditor doingness. Do enough to get the charge off. Don't do too much and inhibit charge.

Don't do too little and leave charge on the case.

The pc's visio of the surroundings in the implant area as the pc goes through is not vital on the first run through the implants. But it shouldn't be prevented either. Whether the pc looks or not is unimportant. The auditor can say "What does it look like?" once or twice in a session.

Speed can come up to 1 RI every 30 seconds but should not fall lower than 1 RI every minute and a half of session time. An average of 1 RI per minute is good. This includes breaks, beginning and end of session. The first session or two may go much slower. Speed should be reached by the third to fifth session and maintained thereafter.

Routine 3N cannot be used on those cases (five percent?) who are not native to this galaxy and do not have therefore the Helatrobus Implants, or who for some reason escaped them. On these the top oppterm and terminal of To Forget cannot be made to fire even when To Forget does. Such cases may have a goal "To persist" or "To exist for self alone" but these do not run by our line plots.

A pc who received only the second series of implants and not the first is run on 3N but by the second series line plot form.

Pcs who do not have the Helatrobus Implants covered in R3N are best run by blocking out their time track and mild engram running. These are nonpattern pcs and their auditor has to develop the materials needed to handle their implants. Much data exists on this.

Be awfully sure your pc does not have the goal To Forget and its top RIs, however, before deciding he or she is off pattern. Pcs like to be different. It's dangerous to be predictable. And they often sell difference to an auditor. It is fortunate if the pc can be run on the Helatrobus Implants as it makes fast gains for little work.

Run R3N as fast as you and the pc can talk. Do the RIs on the HCO Bulletin form.

Save every corner of time you can. There are more than 10,000 RIs on most cases, some far more, on a very few there are less. That's about 170 hours of auditing time at one RI per minute. So you see why you've got to go-thetan-go. At

two RIs per session it's 5,000 hours or more!

The reason we run the Helatrobis Implants is obvious, but you may have missed that they reduce the power of decision more than any other implants ever found-and the power of decision is the very core of self-determinism.

ROUTINE 3 MODEL SESSION

1. Adjust the pc's chair.
2. Make sure room is all right.
3. Test pc's havingness.
4. Put in R-factor.
5. Start session.
6. Get session goals.
7. Use General O/W if pc very agitated, or put in BMRs since last session, or pull missed W/Hs as indicated to get pc into session, but if pc cheerful and needle smooth, just get down to work.
8. Accomplish body of session. In Directive Listing from forms this is 3N.
9. End body of session.
10. Smooth out any roughness in the session if there has been any, favoring Suppress, Failed to Reveal, Protest, Decide, Overts, Assert.
11. Get goals and gains.
12. Test havingness, run pc's Havingness Process if necessary.
13. Ask for anything pc wishes to say.
14. Ask if all right to end session.
15. End session including asking pc to say, "You are not auditing me."

Wording for the above follows the tradition of earlier Model Sessions.

Adhere severely to this session form. It is nearly an irreducible minimum and is very fast, but it is all necessary.

The random rudiment here is "What happened?".

Session mid ruds are simply "Protest, Assert and Decide."

RI rudiments are "Suppress and Invalidate."

ARC break handling is in accordance with HCO Bulletin of 14 March 63,

ROUTINE 2-ROUTINE 3, ARC BREAKS, HANDLING OF. Don't continue a session

until you find out why the ARC break.

8. BODY OF THE SESSION

As per the above step 8, this is the body of a 3N session.

The same session form as above is used for track scouting or engram running so that if these are done also no change of Model Session occurs.

However what makes 3N 3N is the following:

After having established that pc has the goal To Forget and the Helatrobis Implants (also done in the above session form) one proceeds as follows:

a. Give the pc a copy of the required line plot to fit his goal or pre-RIs, making sure you have the latest and most accurate version. Prop it up so pc can read it or let pc have it on his lap, guarding against too much can juggling to get it read. The auditor takes a second copy of the same form for his line plot.

Auditor: Give me number (____ next RI). Who or what would oppose ____ Last RI)? or Who or what would (____ last RI) oppose? (as required).

Pc: (Calling only the exact form RI) Avoidable Catfish.

Auditor: (Has carefully observed E-Meter to make sure it RRed well.) (Marks, but need not write in full, "Avoidable Catfish" place on his line plot form, verifies it is the right one to come up.) Thank you. I will read the item. Reads: "Avoidable Catfish." (Sees that it RRs - will do so about half the width of the pc's first RR just a moment before.) That rocket reads. (Notes next number or not and may or may not give it to pc according to how lost pc is liable to get.) (Uses last RI found in question:) Who or what would oppose Avoidable Catfish?

Pc: Nix Avoidable Catfish.

Auditor: (Sees that it RRed when pc said it. Marks his list.) I will read the item: (reads and as always notes meter reaction carefully) "Nix Avoidable Catfish" That rocket reads. Who or what would Nix Avoidable Catfish oppose?

And so forth.

The auditor's remedy against something not rocket reading is usually "What happened?" Gets the pc's answer and repeats the operation that didn't produce an RR.

This usually gets the RR and the auditor just goes on. The pc had a heavy somatic or a cognition or looked at the next RI or just didn't pay attention.

The next remedy, if the above didn't work, is to put in "Suppress and Invalidate" on the RI. Then one repeats the operation and goes on.

If, however, no RR results yet, look over the line plot thoroughly to make sure you haven't skipped or gotten mixed up or gotten a non-line plot RR. If all is well here, then do next paragraph:

If no RR yet, use Random Listing, letting the pc vary the wording as he or she wishes. Don't write any of this down. You will see the meter RR on these odd variations given. When no more RRs are seen except on any repeat of the right RI, once more repeat the operation and you'll get your RR.

If none of these work then assume:

- a. You already got the charge off and missed it or
- b. You are doing something not procedure and have been gradually stacking up charge.

To remedy either of the above try to get the next RI. If it fires well, just go on, as if the charge went off, the next one will fire, and if it didn't the next one won't.

Your responsibility is to:

1. Get the charge off each RI and
2. Keep the pc calm and unharassed and speeding forward.

You will quickly learn the particular tricks of your pc such as "press on," "puzzling it out," "getting tired," and will get the hang of this pc's meter so you can tell a suppress or whatever from a real RR very easily and adjust accordingly.

It is obvious that such trouble has to be rare to get your quota of RIs in a session.

Going from one goal to the next varies the above pattern. Here one lists a goal oppose list for the next goal to 50 beyond the last RR or R/S, nulls the list and gets the next goal.

This is a longish process.

If there is no doubt what the next goal is just direct it on the list at once, making a one RI list, adjust the bottom oppterm of the goal just left, carry the charge through and get the next top oppterm at once.

If you have the wrong next goal your pc will ARC break or

the RR will fail to fire and the pc will develop much mass.

Wrong next goal is probably the only liability that can give the auditor trouble now.

This is Routine 3N. On the basis of its Model Session, all Routine 3 can be done as well as engram running. The essence of it is auditor direction. Direct the pc toward Clear, not toward ARC breaks, and you'll soon have marvelous rewards from the processing.

L. RON HUBBARD

Founder

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074 Hand ?? Handwritten note in New Tech Vols

(NTV p. 161, not in old tech vol)

[Handwritten note, undated]

The auditor takes the pc's data always. And can act on it. But the auditor NEVER takes the pc's orders.

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075 HCOB 15 MAY 63 THE TIME TRACK AND ENGRAM RUNNING BY CHAINS, BULLETIN 1

(TV5 p. 273-7, NTV VII p. 162-7)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 15 MAY AD13

Central Orgs
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THE TIME TRACK
AND
ENGRAM RUNNING BY CHAINS

BULLETIN 1

It has been so many years since engram running was a familiar tool of the auditor that it is hard to know where to begin to teach this skill all over again. Actually, millions of words have been written or spoken on the subject of running engrams. However, oddly enough there was not one condensed, summary HCO Bulletin on the subject. Engram running, developed, was never then summated. I will therefore attempt to remedy the matter.

ENGRAM RUNNING SIMPLIFIED

No recapitulation or summation of materials was ever done on engram running. Therefore while all lectures and books on it are true, not one contains a final survey of engram running including everything vital to this skill and the laws which govern it. The material in books and tapes should be reviewed. But the material in these HCO Bulletins should be learned thoroughly as it takes precedence over all earlier material.

WHY PEOPLE HAVE TROUBLE RUNNING ENGRAMS

I have gotten very impatient with the constant plea for a rote set of commands to run engrams. The need for such commands is a testimony to the Auditor's lack of knowledge of the mechanics of the Time Track and the pc's behavior during an engram running session.

An auditor must know the basic laws and mechanics of the Time Track in order to run engrams. There is no rote procedure and never will be that will be successful on all cases in absence of a knowledge of what a Time Track is.

There is no substitute for knowing what engrams are and what they do. Knowing that, you can run engrams. Not knowing that, there is nothing that will take the place of such knowledge. You have to know the behavior of and data about engrams. There is no royal road that avoids such knowledge. If you know all about engrams you can run them. If you don't, you'll make a mess regardless of the commands given for use.

Therefore the essence of engram running is a knowledge of the character and behavior of engrams. This is not a vast subject.

However, these three things stand in the way of learning about engrams:

1. Engrams contain pain and unconsciousness; fear of pain or inflicting pain causes the auditor not to confront the pc's engrams and unconsciousness is after all a not knowing condition; and
2. The auditor is so accustomed to projectionists reeling off movies and TV programs for him or her that the auditor tends to just sit while the action rolls forward, acting like a spectator, not the projectionist.
3. Failure to handle Time in Incidents.

On (1) you can remedy this just by knowing about it and realizing it and surmounting it, and on (2) you can remedy the attitude by realizing that the auditor, not the pc (or some installed movie projectionist), is operating the pc's bank. (3) is covered later.

Take a pocket movie projector and any bit of a reel of film and wind it back and forth for a while and you'll see you are moving it. Then give a command and move the film and you'll have what you're doing as an auditor. Many drills can be developed using such equipment and (2) will be overcome. (1) requires just understanding and the will to rise superior to it.

THE TIME TRACK

The endless record, called the TIME TRACK, complete with 52 perceptions, of the pc's entire past, is available to the auditor and his or her auditing commands.

The rules are: THE TIME TRACK OBEYS THE AUDITOR; THE TIME TRACK DOES NOT OBEY A PRECLEAR (early in auditing).

The Time Track is a very accurate record of the pc's past, very accurately timed, very obedient to the auditor. If motion picture film were 3D, had 52 perceptions and could fully react upon the observer, the Time Track could be called a motion picture film. It is at least 350,000,000,000,000 years long, probably much longer, with a scene about every 1/25 of a second.

DEFINITIONS

That part of the Time Track that is free of pain and misadventure is called simply the Free Track, in that the pc doesn't freeze up on it.

Any mental picture that is unknowingly created and part of the Time Track is called a FACSIMILE, whether an engram, secondary, lock or pleasure moment.

Any knowingly created mental picture that is not part of a Time Track is called a MOCK-UP.

Any unknowingly created mental picture that appears to have been a record of the physical universe but is in fact only an altered copy of the Time Track is called a DUB-IN.

Those parts of the Time Track that contain moments of pain and unconsciousness are called ENGRAMS.

Those parts of the Time Track which contain misemotion based on earlier engramic experience are called SECONDARIES.

Those parts of the Time Track which contain the first moment an earlier engram is restimulated are called KEY-INS.

Those parts of the Time Track which contain moments the pc associates with Key-ins are called LOCKS.

A series of similar engrams, or of similar locks, are called CHAINS.

A BASIC is the first incident (engram, lock, overt act) on any chain.

BASIC BASIC is the first engram on the whole Time Track.

Incidents are not in piles or files. They are simply a part of the consecutive Time Track.

By INCIDENT is meant the recording of an experience, simple or complex, related by the same subject, location or people, understood to take place in a short and finite time period such as minutes or hours or days.

A CHAIN OF INCIDENTS makes up a whole adventure or activity related by the same subject, general location or people, understood to take place in a long time period, weeks, months, years or even billions or trillions of years.

An incident can be an engram, secondary, key-in or lock. A chain of incidents can therefore be a chain of experiences which are engrams, secondaries, key-ins and locks.

A chain of incidents has only one BASIC. Its BASIC is the earliest engram received from or overt act committed against the subject, location or beings which make it a chain.

THE INFLUENCE OF THE TIME TRACK

Shakespeare said all life was a play. He was right in so far as the Time Track is a 3D, 52 perception movie which is a whole series of plays concerning the preclear. But the influence of it upon the preclear removes it from the class of pretense and play. It is not only very real, it is what contains whatever it is that depresses the pc to what he is today. Its savageness relieved, the preclear can recover, and only then. There is no other valid workable road.

There are valences, circuits and machinery in the reactive mind, as well as Reliable Items and Goals. But these all have their place on the Time Track and are part of the Time Track.

The preclear, as a thetan, is the effect of all this recorded experience. Almost all of it is unknown to him.

There are no other influencing agencies for the preclear than the Time Track and Present Time. And Present Time, a moment later, is part of the Time Track.

THE CREATION OF THE TIME TRACK

The preclear makes the Time Track as time rolls forward. He does this as an obsessive create on a sub-awareness level. It is done by an INVOLUNTARY INTENTION, not under the pc's awareness or control.

The road to clear by making the preclear take over the creating of the Time Track was long explored and proved completely valueless and chancy.

The road to clear by making the preclear leave the Time Track (exteriorization) lasts only for minutes, hours or days and has proven valueless.

The road to clear, proven over 13 years of intense research and vast numbers of auditing hours and cases, lies only in an auditor handling the Time Track and removing from it, by means governed by the Auditor's Code, the material, both motivators and overts, which, recorded on it, is out of the control of the pc and holds the pc at effect. Listing for goals and reliable items, engram running, Prepchecking, Sec Checking, recall processes and assists all handle the Time Track successfully and are therefore the basis of all modern processing.

APPARENT FAULTS IN THE TIME TRACK

There are no faults in the recording of the Time Track. There are only snarls caused by groupers, and unavailability and lack of perception of the Time Track.

A Grouper is anything which pulls the Time Track into a bunch at one or more points. When the grouper is gone the Time Track is perceived to be straight.

Unavailability is caused by the pc's inability to confront or BOUNCERS and DENYERS. A BOUNCER throws the pc backward, forward, up or down from the track and so makes it apparently unavailable. A DENYER obscures a part of track by implying it is not there or elsewhere (a mis-director) or should not be viewed.

Groupers, bouncers and deniers are material (matter, energy, space and time in the form of effort, force, mass, delusion, etc) or command phrases (statements that group, bounce or deny). When a grouper, bouncer or denier are enforced by both material and command phrases they become most effective, making the Time Track unavailable to the pc.

Unless the Time Track is made available it cannot be as-ised by the pc and so remains aberrative.

The Time Track is actual in that it is made of matter, energy, space and time as well as thought. Those who cannot confront Mest think it is composed only of thought. A grouper can make a pc fat and a bouncer thin if the pc is chronically stuck in them or if the track is grouped or made unavailable through bad auditing.

THE ORIGIN OF THE TIME TRACK

Through a great deal of study, not entirely complete, the following surmises can be made about the Time Track, the

physical universe and the pc.

The tendency of the physical universe is condensation and solidification. At least this is the effect produced on the thetan. Continued dwelling in it without rehabilitation causes the thetan to become less reaching ("smaller") and more solid. A thetan, being a static, may become convinced he cannot duplicate matter, energy, space, or time or certain intentions and so succumbs to the influence of this universe. This influence in itself would be negligible unless recorded by the thetan, stored and made reactive upon the thetan as a Time Track, and then maliciously used to trap the thetan.

Recent researches I have done in the field of aesthetics tend to indicate that rhythm is the source of present time. The thetan is carried along both by his own desire to have, do or be and by having been overwhelmed in the distant past by a continuous minute rhythm. This is a possible explanation of a thetan's continuous presence in Present Time. Present Time, then, can be defined as a response to the continuous rhythm of the physical universe, resulting in a hereness in nowness.

In response to this rhythm, undoubtedly assisted by overts and implants and convictions of the need of recording, the thetan began to respond to the physical universe in his creations and eventually obsessively created (by means of restimulatable involuntary intentions) the passing moments of the physical universe. But only when he began to consider these pictures important could they be used to aberrate him.

These are only partly permanently created. Other moments of the past become re-created only when the thetan's intention is directed to them, on which these parts spontaneously appear, the thetan not voluntarily creating them.

This forms the Time Track. Some parts of it, then, are "permanently" in a state of creation and the majority of it becoming created when the thetan's attention is directed to them.

The "permanently created" portions are those times of overwhelm and indecision which almost entirely submerged the thetan's own will and awareness.

Such parts are found in implants and great stresses. These parts are in permanent restimulation.

The mechanism of permanent restimulation consists of opposing forces of comparable magnitude which cause a balance which does not respond to current time and remains "timeless".

Such phenomena as the overt act-motivator sequence, the problem (postulate counter-postulate), tend to hold certain portions of the Time Track in "permanent creation" and cause them to continue to exist in present time as

unresolved masses, energies, spaces, times and significances.

The intention of the physical universe (and those who have become degraded enough to further only its ends) is to make a thetan solid, immobile and decisionless.

The fight of the thetan is to remain unsolid, mobile or immobile at will, and capable of decision.

This in itself is the principal unresolved problem and it itself creates timeless mass which accomplishes the basic purpose of a trap.

The mechanism of the Time Track can then be said to be the primary action in making a thetan solid, immobile and decisionless. For without a record of the past accumulating and forming a gradient of solidification of the thetan, the entrapment potential of the physical universe would be negligible and the havingness which it offers might be quite therapeutic. It probably requires more than just living in the physical universe to become aberrated. The main method of causing aberration and entrapment is therefore found in actions which create or confuse the Time Track.

A thetan has things beyond Matter, Energy, Space and Time which can deteriorate. His power of choice, his ability to keep two locations separate, his belief in self and his ethical standards are independent of material things. But these can be recorded in the Time Track as well and one sees them recover when no longer influenced by the Time Track.

As the thetan himself makes his own Time Track, even if under compulsion, and commits his own overts, even on provocation, it can be said, then, that the thetan aberrates himself. But he is assisted by mammoth betrayals and his necessity to combat them. And he is guilty of aberrating his fellows.

It is doubtful if another type of being built the physical universe and still lurks within it to trap further. But older beings, already degraded, have continuously been about to help newer beings to go downhill.

Each Thetan had his own "Home Universe" and these colliding or made to collide, probably are the physical universe. But of this origin and these intentions we are not at this time certain.

It is enough for us to resolve the problem of the aberrative nature of this universe and provide a technology which assuages that aberration and keeps one abreast of it. This is practical and we can already do it. Further insight into the problem will be a further bonus. And further data is already in view.

(Bulletin 2 on The Time Track and Engram Running will follow.)

L. RON HUBBARD

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076 HCOPL 15 MAY 63 INSTRUCTOR HATS

(OEC V4 p 164)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 15 MAY 1963

CenOCon

INSTRUCTOR HATS

- Theory Examiner - Purpose: To ensure students know their theory.
- Practical Examiner - Purpose: To ensure students can apply their theory in a practical manner.
- Auditing Supervisor - Purpose: To ensure students can audit.

L. RON HUBBARD

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077 HCOB 20 MAY 63 ROUTINE 3N, PROPER PROGRAMING, FAST BLOWING RIS

(NTV p. 168-70, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 20 MAY 1963

Central Orgs
Missions

ROUTINE 3N

PROPER PROGRAMING

FAST BLOWING RIs

The proper programing for the HELOTROBUS IMPLANTS (in the 40 trillions ago) which contain "Heaven" is:

1. Locate the goal To Forget and its top RIs to confirm that pc is native to this galaxy and has the implants. (Probably 95% of Scientologists do).
2. Date the first series. Find out if there is a second, third, fourth series. Date these.
3. Find out but do not run the type of overt pc has that keyed these implants in.
4. Move pc back to first contact with the implanters (talking radioactive clouds or theta traps or whatever is basic on the chain). Get just before the first one by finding when pc has no electronic somatics as you date. (Hear tape demonstration of Wednesday, 15th May 1963 for exact patter.)
5. Lightly run first contact (not first capture) or whatever is basic on the chain.

Don't go through it more than twice. Run no other engrams between it and actual implants or bank may beef up.

6. Run the "Vestibule RIs," a plot of which will shortly be released, these being just before goal "To Forget."
7. Resume running goal To Forget by R3N.
8. Continue to run the implants goal by goal from earliest to last of the first series (28 or 29 goals), using exactly consecutive progression. Don't skip any goals or RIs! Get end RIs of first series.
9. When first series completely run, return to earliest point found in (4) above and run all contacts with implanters including capture rapidly, leaving none undischarged.
10. Return to end of first series and run all contact with implanters from end of first series to beginning of second series.
11. Run second series.
12. Run pc's overt engrams related to implanting.
13. Proceed on through any remaining series of implants.

It is important not to run engrams if you can't. You'll just confuse the pc. And it's important not to run engrams hard or through too many times before getting off the first series.

The implants are important. They are the charge that must be removed from the case.

Three techniques are used to accomplish all this:

1. Dating
2. Engram running, modern style
3. Routine 3N.

If you can't do (1) and (2) then do only (3) and omit the balance of the program except Vestibule Implants, GPMS and End RIs.

The other actions of dating and engram running make it easier to run the implants.

But running the implants is the thing.

Less than three hours should be consumed in dating and other actions than finding RIs in the implants.

FAST BLOWING RIs

When a case has been properly programed as above, by the time you have run the first three or four goals, if you do them well with 3N, exactly on the form line plot, you will encounter a "difficulty."

The RIs begin to discharge so fast that once the pc in session has said them, they do not again RR when the auditor says them. They have blown.

This will only happen when the pc's visio has turned up well on the implant stairways, and the RRs are wide and free as the pc says them.

This changes none of the patter of R3N except saying something rocket read. One uses past tense of "read": "That rocket read."

I can visualize a pc flying up tone to where this happens and the auditor nagging because there's no second read when the auditor calls it. How can it? It's gone-blown.

By further rise in tone and with far more charge off, I can envision a pc racing along in session blowing RIs by inspection. Well, it's observable when it happens that the whole of every RI's charge is blowing. In such a case an auditor can further shorten the 3N patter in the interest of speed.

But realize that the auditor's job, the auditor's ethics demand, whatever the pc's attitude, that THE AUDITOR'S JOB IS TO GET THE FULL CHARGE OFF EVERY RI.

L. RON HUBBARD
Founder

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078 HCOB 21 MAY 63 R3R MODEL SESSION (CANCELLED - HCOB 19 NOV 63)

(TV5 p. 278-80, not in NTV)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 21 MAY AD13

(CANCELLED - see HCO B 19 Nov 63 TV5 p. 381)

Central Orgs
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ROUTINE 3

R-3 MODEL SESSION

Here is the new Routine 3 Model Session as outlined in HCO Bulletin May 13, AD13. All other Model Sessions are cancelled herewith. This form is to be used in all auditing in the future.

SESSION PRELIMINARIES

All auditing sessions have the following preliminaries done in this order.

1. Seat the pc and adjust his or her chair.
2. Clear the Auditing room with "Is it all right to audit in this room?" (not metered).
3. Can squeeze "Squeeze the cans, please." And note that pc registers, by the squeeze, on the meter, and note the level of the pc's havingness. (Don't run hav here.)
4. Put in R Factor by telling pc briefly what you are going to do in the session.

START OF SESSION:

5. "Is it all right with you if I begin this session now?"

"START OF SESSION." (Tone 40)

"Has this session started for you?" If pc says, "No," say again, "START OF SESSION. Now has this session started for

you?" If pc says, "No," say, "We will cover it in a moment."

RUDIMENTS:

6. "What goals would you like to set for this session?"

Please note that Life or Livingness goals have been omitted, as they tend to remind the pc of present time difficulties and tend to take his attention out of the session.

7. At this point in the session there are actions which could be undertaken: the running of General O/W or the running of Mid Rudiments using "Since the last time I audited you", or pull missed W/Hs as indicated. But if pc cheerful and needle smooth, just get down to work.

One would run General O/W if the pc was emotionally upset at the beginning of the session or if the session did not start for the pc, the latter being simply another indication of the pc's being upset or ARC broken, but these symptoms must be present, as sometimes the session hasn't started merely because of poor Tone 40 or because the pc had something he wanted to say before the auditor started the session.

RUNNING O/W:

"If it is all right with you, I am going to run a short, general process.

The process is: 'What have you done?', 'What have you withheld?'" (The process is run very permissively until the needle looks smooth and the pc is no longer emotionally disturbed.)

"Where are you now on the time track?"

"If it is all right with you, I will continue this process until you are close to present time and then end this process." (After each command, ask, "When?")

"That was the last command. Is there anything you would care to ask or say before I end this process?"

"End of process."

RUNNING THE MID RUDIMENTS:

One would use the Middle Rudiments with, "Since the last time I audited you", if the needle was rough and if the Tone Arm was in a higher position than it was at the end of the last session.

ORDER OF BUTTONS

Here is the correct wording and order of use for the big Mid Ruds.

"_____ has anything been suppressed?"
"_____ is there anything you have been careful of?"
"_____ is there anything you have failed to reveal?"
"_____ has anything been invalidated?"
"_____ has anything been suggested?"
"_____ has any mistake been made?"
"_____ is there anything you have been anxious about?"
"_____ has anything been protested?"
"_____ has anything been decided?"
"_____ has anything been asserted?"

In using the first three buttons (Suppressed, Careful of and Failed to Reveal), the rudiment question should be asked directly of the pc off the meter (repetitive). When the pc has no more answers, check the question on the meter. If the question reads, stick with it on the meter like in Fast Rud checking until it is clean.

The last six buttons are cleaned directly on the meter as in Fast Ruds.

PULLING MISSED WITHHOLDS

Use: "Since the last time you were audited has a withhold been missed on you?"

"Since the last time you were audited is there anything someone failed to find out about you?"

"Since the last time you were audited has someone nearly found out something about you?"

Any of the above versions may be used. They are always run repetitively. They can also be used without the time limiter, e.g. "Is there anything someone failed to find out about you?"

BODY OF SESSION:

8. Now go into the body of the session.

END BODY OF SESSION:

9. "Is it all right with you if we end off now?"
"Is there anything you would care to ask or say before I do so?" "End of "

SMOOTH OUT SESSION:

10. Smooth out any roughness in the session if there has been any, favoring Suppress, Failed to Reveal, Protest, Decide, Overts, Assert, using prefix "In this session?"

GOALS & GAINS:

11. "Have you made any part of your goals for this session?"
"Have you made any other gains in this session that you
would care to mention?"

HAVINGNESS:

12. (After adjusting the meter) "Please squeeze the cans."
(If the squeeze test was not all right, the Auditor would run
the pc's Havingness process until the can squeeze gives an
adequate response.)

ENDING SESSION:

13. "Is there anything you would care to ask or say before
I end this session?"

14. "Is it all right with you if I end this session now?"

15. "Here it is: END OF SESSION (Tone 40). Has this session
ended for you?" (If the pc says, "No," repeat, "END OF SESSION."
If the session still has not ended, say, "You will be getting
more auditing. END OF SESSION.")

"Tell me I am no longer auditing you."

Please note that Havingness is run after Goals and Gains as
this tends to bring the pc more into present time and to
take his attention to a degree out of the session.

Wording for the above follows the tradition of earlier
model sessions.

Adhere severely to this session form. It is nearly an
irreducible minimum and is very fast, but it is all necessary.

The Random Rudiment here is "What happened?"

Session Mid Ruds are simply "Protest, Assert and Decide".

RI rudiments are "Suppress and Invalidate".

ARC Break handling is in accordance with HCO Bulletin of
March 14, 1963. Don't continue a session until you find out
why the ARC Break.

L. RON HUBBARD

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081 HCOB 26 MAY 63 ROUTINE 3, LINE PLOT (LINE PLOT FIRST SERIES CORRECTED)

(NTV. p 171, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 26 MAY AD 13

Central Orgs
Missions

ROUTINE 3

LINE PLOT

Corrections to HCOB 12 May AD 13, ROUTINE 3, RI FORM, (GPM RI FORM CORRECTED) Line Plot, First Series of Helatrobis Implants (43 trillion).

The RIs indicated on the corrected line plot form are the exact RIs that will be found.

Do not accept any variation.

The line plot is being released, corrected, in a form for auditing use as HCO Technical Form 26 May AD 13, available as a convenience to auditors from HCOs in lots of 30 complete line plot forms for \$3.00 or £1 plus postage. Address the HCO Book Department.

It is important to use a corrected line plot without variations or score outs as it causes the pc to suppress and reactivate suppressions in the incidents.

The corrections are as follows:

Items 11, 33, 39, 41, only capitalized word correct. Scrub words in small letters.

Items 43, 45, 49, 53, remove center syllable "FUL" and "ED."

Item 63, "unwantably."

Item 101, "vitalable."

Add pair 141A, 142B, "unwantable," "nix unwanted."

Item 174, correct to "isn't ever."

Item 176, correct to "who hates." Item 178, correct to "doesn't."

Item 180, correct to "sees."

Item 185, add "the."

Item 187, importances (plural).

Items 201, 203, 205, 209, 225. Scrub the parenthesis on each as incorrect. The capitalized items are correct on these.

This line plot has now been verified in several GPMs and found unvarying in the first series.

If you permit an incorrect RI the pc will eventually stack up on that RI GPM to GPM.

All ARC breaks are caused by bypassed RIs, GPMs or incidents.

An RI can be bypassed by being left undischarged, by being cleanly missed or by being incorrect.

L. RON HUBBARD
Founder

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082 HCOTF 26 MAY 63 LINE PLOT FIRST SERIES CORRECTED

(Not in either set of tech vols. This appears to be authentic, simply being a composite of the 12 May 63 platen with the changes of 26 May 63 applied to it. Since this would no longer be considered confidential, it was probably omitted from NTV because it was a Tech Form rather than an HCOB)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO TECHNICAL FORM OF MAY 26, AD13

CenOCon
Franchise

Do in Blue Ink

LINE PLOT FIRST SERIES CORRECTED

The exact words of this Line Plot with No Variation are to be found in the first Series of GPM Implants.

Block One

- 1. TOP OPPTERM _____ NIX _____
- 3. ABSOLUTEABLY _____ NIX ABSOLUTEABLY _____
- 5. PERFECTABLY _____ NIX PERFECTABLY _____

- | | |
|-----------------------------|-----------------------------|
| 7. SUPERIORABLY _____ | NIX SUPERIORABLY _____ |
| 9. INCOMPARABLY _____ | NIX INCOMPARABLY _____ |
| 11. FASCINATABLY _____ | NIX FASCINATABLY _____ |
| 13. HIGHLY ACCEPTABLY _____ | NIX HIGHLY ACCEPTABLY _____ |
| 15. RECOMMENDABLY _____ | NIX RECOMMENDABLY _____ |
| 17. ACCEPTABLY _____ | NIX ACCEPTABLY _____ |
| 19. ENGROSSABLY _____ | NIX ENGROSSABLY _____ |
| 21. VITALABLY _____ | NIX VITALABLY _____ |
| 23. EAGERABLY _____ | NIX EAGERABLY _____ |
| 25. ENTHUSIASTICABLY _____ | NIX ENTHUSIASTICABLY _____ |
| 27. ENJOYABLY _____ | NIX ENJOYABLY _____ |
| 29. PLEASURABLY _____ | NIX PLEASURABLY _____ |
| 31. AGREEABLY _____ | NIX AGREEABLY _____ |
| 33. DEDICATEABLY _____ | NIX DEDICATEABLY _____ |
| 35. COMMENDABLY _____ | NIX COMMENDABLY _____ |
| 37. DESIREABLY _____ | NIX DESIREABLY _____ |
| 39. WANTABLY _____ | NIX WANTABLY _____ |
| 41. COVETABLY _____ | NIX COVETABLY _____ |
| 43. HOPEABLY _____ | NIX HOPEABLY _____ |
| 45. DECIDEABLY _____ | NIX DECIDEABLY _____ |
| 47. CREDITABLY _____ | NIX CREDITABLY _____ |
| 49. DEMANDABLY _____ | NIX DEMANDABLY _____ |
| 51. BOREABLY _____ | NIX BOREABLY _____ |
| 53. DEJECTEABLY _____ | NIX DEJECTEABLY _____ |
| 55. DEGRADEABLY _____ | NIX DEGRADEABLY _____ |
| 57. IDOITABLY _____ | NIX IDOITABLY _____ |
| 59. LOSEABLY _____ | NIX LOSEABLY _____ |
| 61. BADABLY _____ | NIX BADABLY _____ |
| 63. UNWANTABLY _____ | NIX UNWANTABLY _____ |
| 65. PLAYABLY _____ | NIX PLAYABLY _____ |

- | | |
|-----------------------|-----------------------|
| 67. ABANDONABLY _____ | NIX ABANDONABLY _____ |
| 69. _____ ING | NIX _____ ING |
| 71. _____ ERS | NIX _____ ERS |
| 73. _____ INGNES | NIX _____ INGNES |
| 75. _____ ISHNESS | NIX _____ ISHNESS |
| 77. _____ ATIVES | NIX _____ ATIVES |
| 79. _____ IVITY | NIX _____ IVITY |

Block Two

- | | |
|--------------------------------|--------------------------------|
| 81. GOAL TO _____ | NIX TO _____ |
| 83. ABSOLUTEABLY TO _____ | NIX ABSOLUTEABLY TO _____ |
| 85. PERFECTABLY TO _____ | NIX PERFECTABLY TO _____ |
| 87. SUPERIORABLY TO _____ | NIX SUPERIORABLY TO _____ |
| 89. INCOMPARABLY TO _____ | NIX INCOMPARABLY TO _____ |
| 91. FASCINATABLY TO _____ | NIX FASCINATABLY TO _____ |
| 93. HIGHLY ACCEPTABLY TO _____ | NIX HIGHLY ACCEPTABLY TO _____ |
| 95. RECOMMENDABLY TO _____ | NIX RECOMMENDABLY TO _____ |
| 97. ACCEPTABLY TO _____ | NIX ACCEPTABLY TO _____ |
| 99. ENGROSSABLY TO _____ | NIX ENGROSSABLY TO _____ |
| 101. VITALABLY TO _____ | NIX VITALABLY TO _____ |
| 101. EAGERABLY TO _____ | NIX EAGERABLY TO _____ |
| 103. ENTHUSIASTICABLY TO _____ | NIX ENTHUSIASTICABLY TO _____ |
| 107. ENJOYABLY TO _____ | NIX ENJOYABLY TO _____ |
| 109. PLEASURABLY TO _____ | NIX PLEASURABLY TO _____ |
| 111. AGREEABLY TO _____ | NIX AGREEABLY TO _____ |
| 113. DEDICATEABLY TO _____ | NIX DEDICATEABLY TO _____ |
| 115. COMMENDABLY TO _____ | NIX COMMENDABLY TO _____ |
| 117. DESIREABLY TO _____ | NIX DESIREABLY TO _____ |
| 119. WANTABLY TO _____ | NIX WANTABLY TO _____ |
| 121. COVETABLY TO _____ | NIX COVETABLY TO _____ |

- | | | |
|------|----------------------|--------------------------|
| 123. | HOPEABLY TO _____ | NIX HOPEABLY TO _____ |
| 125. | DECIDEABLY TO _____ | NIX DECIDEABLY TO _____ |
| 127. | CREDITABLY TO _____ | NIX CREDITABLY TO _____ |
| 129. | DEMANDABLY TO _____ | NIX DEMANDABLY TO _____ |
| 131. | BOREABLY TO _____ | NIX BOREABLY TO _____ |
| 133. | DEJECTEABLY TO _____ | NIX DEJECTEABLY TO _____ |
| 135. | DEGRADEABLY TO _____ | NIX DEGRADEABLY TO _____ |
| 137. | IDOITABLY TO _____ | NIX IDIOTABLY TO _____ |
| 139. | LOSEABLY TO _____ | NIX LOSEABLY TO _____ |
| 141. | BADABLY TO _____ | NIX BADABLY TO _____ |
| 143. | UNWANTABLY TO _____ | NIX UNWANTABLY TO _____ |
| 145. | PLAYABLY TO _____ | NIX PLAYABLY TO _____ |
| 147. | ABANDONABLY TO _____ | NIX ABANDONABLY TO _____ |
| 149. | TO _____ ING | NIX TO _____ ING |
| 151. | TO _____ ERS | NIX TO _____ ERS |
| 153. | TO _____ INGNES | NIX TO _____ INGNES |
| 153. | TO _____ ISHNESS | NIX TO _____ ISHNESS |
| 157. | TO _____ ATIVES | NIX TO _____ ATIVES |
| 159. | TO _____ IVITY | NIX TO _____ IVITY |

Block Three

- | | | |
|------|-----------------------------|-----------------------------------|
| 161. | GOAL MINUS "TO" _____ IVITY | NIX (Goal Minus "TO") _____ IVITY |
| 163. | _____ ING | NIX _____ ING |
| 165. | _____ ERS | NIX _____ ERS |
| 167. | _____ INGNES | NIX _____ INGNES |
| 169. | _____ ISHNESS | NIX _____ ISHNESS |
| 171. | _____ ATIVES | NIX _____ ATIVES |
| 173. | _____ IVITY | NIX _____ IVITY |

Block Five

175. THOSE WHO ARE _____ ING SOMEONE WHO ISN'T EVER _____ ING
177. _____ ING FORM OF GOAL SOMEONE WHO HATES _____ ING
179. ACTIVE _____ ING SOMEONE WHO DOESN'T WANT _____ ING
181. ANY NECESSITY FOR _____ ING SOMEONE WHO SEES NO NECESSITY FOR _____ ING
183. ANY ACTIONS OF _____ ING NIX ANY ACTIONS OF _____ ING
185. A BELIEF IN _____ ING NIX A BELIEF IN _____ ING
187. THE PROPONENTS OF _____ ING NIX THE PROPONENTS OF _____ ING
189. THE FANTASTIC IMPORTANCES OF _____ ING THE UNIMPORTANCES OF _____ ING
191. THE OBSESSIONS FOR _____ ING NIX THE OBSESSIONS FOR _____ ING
193. THE INTERESTINGNESS OF _____ ING NIX THE INTERESTINGNESS OF _____ ING
195. THE CONCERNS OF _____ ING NIX THE CONCERNS OF _____ ING
197. THE UPSETS ABOUT _____ ING NIX THE UPSETS ABOUT _____ ING
199. THE DESPERATIONS OF _____ ING NIX THE DESPERATIONS OF _____ ING
201. THE FRENZIEDNESS OF _____ ING NIX THE FRENZIEDNESS OF _____ ING
203. THE HOPELESSNESS OF _____ ING NIX THE HOPELESSNESS OF _____ ING

Block Six

205. THE EXHAUSTION OF _____ ING AN EXHAUSTED _____ ER
207. THE STUPIDITY OF _____ ING A STUPIDIFIED _____ ER
209. THE EFFORTS OF _____ ING AN ENEFFORTIZED _____ ER
211. THE UNREWARDINGNESS OF _____ ING AN UNREWARDED _____ ER
213. THE COMPLICATIONS OF _____ ING A COMPLICATED _____ ER
215. THE DEMANDS OF _____ ING A DEMANDING _____ ER
217. THE DETERMINATIONS OF _____ ING A DETERMINED _____ ER
219. THE LIMITATIONS OF _____ ING A _____ ING _____ ER
221. THE OPPONENTS OF _____ ING A _____ ER
223. A HATRED OF _____ ING _____ ING

225. STOPPED _____ ING SOMEBODY WITH THE GOAL _____

227. ANY IMPOSSIBILITY SOMEBODY OR SOMETHING
OF _____ ING WITH THE GOAL _____

229. THE NON EXISTENCE THE GOAL _____
OF _____ ING

231. BOTTOM OPPTERM TO _____

Next goal + this goal
or this goal + next
goal. Sometimes Not
or Nix has to be added

"What goal would _____ oppose?"

(50 beyond last RS or RR)

1. (Top Oppterm of next goal)

The next goal is always found by doing the goal opposite indicated. The bottom oppterm cannot be put in until you know the next goal. Put in any old oppterm that fires.

Then when you have the next goal put in the bottom oppterm by asking "Who or What would the goal To _____ oppose?". Get the right bottom oppterm of the upper GPM.

(Consists of the two goals joined together to make sense). Then list "Who or What would oppose _____ (bottom oppterm just found)" and put To _____ on the list. Then re-list "Who or What would To _____ (last RI of bank) oppose?" and put in Top Oppterm of next goal and you're away into the next GPM.

LRH: dr
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083 HCOB 27 MAY 63 CAUSE OF ARC BREAKS

(TV5 p. 281-6, NTV VII p. 172-8)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

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HCO BULLETIN OF 27 MAY 1963

ALL AUDITING
Star-rating HCO Bulletin for Academies and SHSBC

CAUSE OF ARC BREAKS

LUCKY IS THE PC WHOSE AUDITOR HAS UNDERSTOOD THIS HCO BULLETIN AND LUCKY IS THE AUDITOR, MAY HIS OWN CASE RUN WELL.

I have just narrowed the reason for ARC Breaks in auditing actions down to only one source.

RULE: ALL ARC BREAKS ARE CAUSED BY BY-PASSED CHARGE.

RULE: TO TURN OFF AN ARC BREAK FIND AND INDICATE THE CORRECT BY-PASSED CHARGE.

Charge can be By-Passed by:

1. Going later than basic on any chain without further search for basic.

Example: Looking for the pc's first automobile accident, finding the fifth instead and trying to run the fifth accident as the first accident, which it isn't. The By-Passed Charge here is the first accident and all succeeding accidents up to the one selected by the auditor as the first one or the one to run. To a greater or lesser degree depending on the amount the earlier material was restimulated, the pc will then ARC Break (or feel low or in "low morale"). One can run a later incident on a chain briefly but only to unburden earlier incidents, and the pc must know this.

2. Unknowingly ignoring the possibility of a more basic or earlier incident of the same nature as that being run after the pc has been restimulated on it. Or bluntly refusing to admit the existence of or let the pc "at" an earlier incident.

3. Cleanly missing a GPM, as one between two goals run consecutively in the belief they are consecutive.

4. Missing an earlier GPM and settling down to the assertion there are no earlier ones.

5. Cleanly missing one or more RIs, not even calling them.

6. Failing to discharge an RI and going on past it.

7. Accidentally missing a whole block of RIs, as in resuming session and not noticing pc has skipped (commoner than you'd think).

8. Accepting a wrong goal, missing the right one similarly worded.

9. Accepting a wrong RI, not getting the plot RI to fire.

10. Misinterpreting or not understanding data given to you by the pc and/or acting on wrong data.

11. Misinforming the pc as to what has or has not fired and discharged.

12. Locating the wrong By-Passed Charge and saying it is

the source of the ARC Break.

13. Failing to follow the cycle of communication in auditing.

These and any other way charge can be restimulated and left prior to where the auditor is working can cause an ARC Break.

Charge left after (later) (nearer pt) than where the auditor is working hardly ever causes an ARC Break.

The burden of skilled auditing then, is to get RIs (and GPMs and incidents) discharged as close to basic (first incident) as possible. And always be prowling for something earlier.

In contradiction of this is that any GPM fairly well discharged by RRs unburdens the case, ARC Break or no ARC Breaks. And any incident partially discharged lets one go earlier.

The pc never knows why the ARC Break. He may think he does and disclaim about it. But the moment the actual reason is spotted (the real missed area) the ARC Break ceases.

If you know you've missed a goal or RI, just saying so prevents any ARC Break.

An ARC Breaky pc can always be told what has been missed and will almost always settle down at once.

Example: Pc refuses to come to session. Auditor on telephone says there's a more basic incident or RI or GPM. Pc comes to session.

The auditor who is most likely to develop ARC Breaks in the pc will have greater difficulty putting this HCO Bulletin into practice. Perhaps I can help this. Such an auditor Qs and As by action responses, not acknowledgments after understanding. Action can be on an automaticity in the session. So this HCO Bulletin may erroneously be interpreted to mean, "If the pc ARC Breaks DO something earlier."

If this were true then the only thing left to run would be Basic Basic - without the pc being unburdened enough to have any reality on it.

A drill (and many drills can be compiled on this) would be to have a lineal picture of a Time Track. The coach indicates a late incident on it with a pointer and says, "Pc ARC Break." The student must give a competent and informative statement that indicates the earlier charge without pointing (since you can't point inside the reactive bank of a pc with a pointer).

Drawn Time Tracks showing a GPM, a series of engrams along free track, a series of GPMs, all plotted against time, would serve the purpose of the drill and give the student

graphic ARC Break experience.

The trick is TO FIND AND INDICATE the RIGHT By-Passed Charge to the pc and to handle it when possible but never fail to indicate it.

It is not DO that heals the ARC Break but pointing toward the correct charge.

RULE: FINDING AND INDICATING AN INCORRECT BY-PASSED CHARGE WILL NOT TURN OFF AN ARC BREAK.

An automaticity (as covered later in this HCO Bulletin) is rendered discharged by indicating the area of charge only.

This is an elementary example: Pc says, "I suppressed that." Auditor says, "On this incident has anything been suppressed?" Pc ARC Breaks. Auditor indicates Charge by saying, "I'm sorry. A moment ago I didn't acknowledge your suppression." ARC Break ceases. Why? Because the source of its charge that triggered an automaticity of above the pc's tone, was itself discharged by being indicated.

Example: Auditor asks for a Joburg overt. Pc gives it. Auditor consults meter at once asking question again, which is protested giving a new read. Pc ARC Breaks. Auditor says, "I did not acknowledge the overt you gave me. I acknowledge it." ARC Break ceases.

Example: Auditor asks for RI No. 173 on First Series Line Plot. Pc ARC Breaks, giving various reasons why, such as auditor's personality. Auditor asks meter, "Have I missed an Item on you?" Gets read. Says to pc, "I've missed an Item." ARC Break ceases. Whether the missing item is looked for or not is immaterial to this HCO Bulletin which concerns handling ARC Breaks.

If an auditor always does in response to an ARC Break, such as instantly looking for specific earlier Items, that auditor has missed the point of this HCO Bulletin and will just pile up more ARC Breaks, not heal them.

Don't be driven by ARC Breaks into unwise actions, as all you have to do is find and indicate the missing charge that was By-Passed. That is what takes care of an ARC Break, not taking the pc's orders.

If the ARC Break does not cease, the wrong By-Passed Charge has been indicated.

The sweetest running pc in the world can be turned into a tiger by an auditor who always Qs and As, never indicates charge and goes on with the session plan.

Some Qs and As would be a source of laughter if not so deadly.

Here is a Q and A artist at work (and an ARC Breaky pc will soon develop) (and this auditor will soon cease to audit because it's "so unpleasant").

Example: Auditor: "Have you ever shot anyone?" Pc: "Yes, I shot a dog." Auditor: "What about a dog?" Pc: "It was my mother's." Auditor: "What about your mother?" Pc: "I hated her." Auditor: "What about hating people?" Pc: "I think I'm aberrated." Auditor: "Have you worried about being aberrated?" Pc: @! ! *?!!.

Why did the pc ARC Break? Because the charge has never been permitted to come off shooting a dog, his mother, hating people, and being aberrated and that's enough By-Passed Charge to blow a house apart.

This pc will become, as this keeps up, unauditably by reason of charge missed in sessions and his resulting session dramatizations as overts.

Find and indicate the actual charge By-Passed. Sometimes you can't miss it, it has just happened. Sometimes you need a simple meter question since what you are doing is obvious. Sometimes you need a dress parade assessment from a list. But however you get it, find out the exact By-Passed Charge and then INDICATE IT TO THE PC.

The violence of an ARC Break makes it seem incredible that a simple statement will vanquish it, but it will. You don't have to run another earlier engram to cure an ARC Break. You merely have to say it is there - and if it is the By-Passed Charge, that ARC Break will vanish.

Example: Pc: "I think there's an incident earlier that turned off my emotion." Auditor: "We'd better run this one again." Pc ARC Breaks. Auditor: (Consults meter) "Is there an earlier incident that turns off emotion? (Gets read) Say, what you just said is correct. Thank you. There is an earlier incident that turns off emotion. Thank you. Now let's run this one a few more times." Pc's ARC Break ends at once.

Don't go around shivering in terror of ARC Breaks. That's like the modern systems of government which tear up their whole constitution and honor just because some hired demonstrators howl. Soon they won't be a government at all. They bend to every ARC Break.

ARC Breaks are inevitable. They will happen. The crime is not: to have a pc ARC Break. The crime is: not to be able to handle one fast when it happens. You must be able to handle an ARC Break since they are inevitable. Which means you must know the mechanism of one as given here, how to find By-Passed Charge and how to smoothly indicate it.

To leave a pc in an ARC Break more than two or three minutes, is just inept.

And be well-drilled enough that your own responding rancor and surprise doesn't take charge. And you'll have pleasant auditing.

ARC BREAK PROCESSES

We had several ARC Break processes. These were repetitive processes.

The most effective ARC Break process is locating and indicating the By-Passed Charge. That really cures ARC Breaks.

A repetitive command ARC Break process based on this discovery I just made would possibly be "What communication was not received?"

Expanding this we get a new ARC Straight Wire:

"What attitude was not received?"

"What reality was not perceived (seen)?"

"What communication was not acknowledged?"

This process IS NOT USED to handle SESSION ARC BREAKS but only to clean up auditing or the track. If the pc ARC Breaks don't use a process, find the missed charge.

Indeed this process may be more valuable than at first believed, as one could put "In auditing " on the front of each one and straighten up sessions. And perhaps you could even run an engram with it. (The last has not been tested. "In auditing" + the three questions was wonderful on test. 2 div TA in each 10 mins on a very high TA case.)

"ARC Break Straight Wire" of 1958 laid open implants like a band saw, which is what attracted my attention to it again. Many routine prefixes such as "In an organization" or "On engrams" or "On past lives" could be used to clear up past attitudes and overts.

We need some repetitive processes today. Cases too queasy to face the past, cases messed up by offbeat processes. Cases who have overts on Auditing or Scientology or orgs. Cases pinned by session overts. The BMRs run inside an engram tend to make it go mushy. And Class I Auditors are without an effective repetitive process on modern technology. This is it.

A Repetitive Process, even though not looking for basic, implies that the process will be run until the charge is off and therefore creates no ARC Breaks unless left unflat. Therefore the process is safe if flattened.

RUDIMENTS

Nothing is more detested by some pcs than rudiments on a session or GPM or RI. Why?

The same rule about ARC Breaks applies.

The Charge has been By-Passed. How?

Consider the session is later than the incident (naturally). Ask for the suppress in the session. You miss the suppress in the incident (earlier by far). Result: Pc ARC Breaks.

That's all there is to ARC Breaks caused by Session BMRs or Mid Ruds.

Example: "Scrambleable Eggs" won't RR. Auditor says, "On this Item has anything been suppressed?" Pc eventually gets anxious or ARC Breaks. Why? Suppress read. Yes, but where was the suppress? It was in the Incident containing the RI, the pc looked for it in the session and thereby missed the suppress charge in the incident of the RI which, being By-Passed Charge unseen by pc and auditor, caused the ARC Break. Remedy? Get the suppress in the incident, not the session. The RI RRs.

Also, the more ruds you use, the more you restimulate when doing Routine 3, because the suppress in the incident is not basic on Suppress, and if you clean just one clean, even to test, bang, there goes the charge being missed on Suppress and bang, bang, ARC Break. Lightly, auditor, lightly.

Q AND A ARC BREAKS

Q and A causes ARC Breaks by BY-PASSING CHARGE.

How? The pc says something. The auditor does not understand or Acknowledge. Therefore the pc's utterance becomes a By-Passed Charge generated by whatever he or she is trying to release. As the auditor ignores it and the pc re-asserts it, the original utterance's charge is built up and up.

Finally the pc will start issuing orders in a frantic effort to get rid of the missed charge. This is the source of pc orders to the auditor.

Understand and Acknowledge the pc. Take the pc's data. Don't pester the pc for more data when the pc is offering data.

When the pc goes to where the auditor commands, don't say, "Are you there now?" as his going is thereby not acknowledged and the going built up charge. Always assume the pc obeyed until it's obvious the pc did not.

ECHO METERING

The pc says, "You missed a suppress. It's " and the auditor reconsults the meter asking for a suppress. That leaves the pc's offering an undischarged charge.

NEVER ASK THE METER AFTER A PC VOLUNTEERS A BUTTON.

Example: You've declared suppress clean, pc gives you another suppress. Take it and don't ask suppress again. That's Echo Metering.

If a pc puts his own ruds in, don't at once jump to the meter to put his ruds in. That makes all his offerings missed charge. Echo Metering is miserable auditing.

MISSED WITHHOLDS

Needless to say, this matter of By-Passed Charge is the explanation for the violence of missed withholds.

The auditor is capable of finding out. So the pc's undisclosed overts react solely because the auditor doesn't ask for them.

This doesn't wipe out all technology about missed withholds. It explains why they exist and how they operate.

Indication is almost as good as disclosure. Have you ever had somebody calm down when you said, "You've got missed withholds"? Well it's crude but it has worked. Better is, "Some auditor failed to locate some charge on your case." or, "We must have missed your goal." But only a meter assessment and a statement of what has been found would operate short of actually pulling the missed withholds.

APPARENT BAD MORALE

There is one other factor on "Bad Morale" that should be remarked.

We know so much we often discard what we know in Scientology. But way back in Book One and several times after, notably 8-80, we had a tone scale up which the pc climbed as he was processed.

We meet up with this again running the Helatrobus Implants as a whole track fact.

The pc rises in tone up to the lower levels of the tone scale. He or she comes up to degradation, up to apathy.

And it often feels horrible and, unlike an ARC Break and the Sad Effect, is not cured except by more of the same processing.

People complain of their emotionlessness. Well, they come up a long ways before they even reach emotion.

Then suddenly they realize that they have come up to being able to feel bad. They even come up to feeling pain. And all that is a gain. They don't confuse this too much with ARC Breaks but they blame processing. And then one day they realize that they can feel apathy! And it's a win amongst

wins. Before it was just wood.

And this has an important bearing on ARC Breaks.

Everything on the whole Know to Mystery Scale that still lies above the pc finds the pc at effect. These are all on Automatic.

Therefore the pc in an ARC Break is in the grip of the reaction which was in the incident, now fully on automatic.

The pc's anger in the incident is not even seen or felt by the pc. But the moment something slips the pc is in the grip of that emotion as an automaticity and becomes furious or apathetic or whatever toward the auditor.

None is more amazed at himself or herself than the pc in the grip of the ARC Break emotion. The pc is a helpless rag, being shaken furiously by the emotions he or she felt in the incident.

Therefore, never discipline or Q and A with an ARC Broken pc. Don't join hands with his bank to punish him. Just find the By-Passed Charge and the automaticity will shut off at once to everyone's relief.

Running Routine 3 is only unpleasant and unhappy to the degree that the auditor fails to quickly spot and announce By-Passed Charge. If he fails to understand this and recognize this, his pcs will ARC Break as surely as a ball falls when dropped.

If an auditor has ARC Breaky pcs only one thing is basically wrong - that auditor consistently misses charge or consistently fails to anticipate missed charge.

One doesn't always have to run the earliest. But one had better not ignore the consequences of not pointing it out. One doesn't have to discharge every erg from an RI always but one had better not hide the fact from the pc.

The adroit auditor is one who can spot earlier charge or anticipate ARC Breaks by seeing where charge is getting missed and taking it up with the pc. That auditor's pcs have only the discomfort of the gradually rising tone and not the mess of ARC Breaks.

It is possible to run almost wholly without ARC Breaks and possible to stop them in seconds, all by following the rule: DON'T BY-PASS CHARGE UNKNOWN TO THE PC.

L. RON HUBBARD

LRH:jw.rd
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084 HCOPL 31 MAY 63 TRAINING OF CLEARS

(OEC V4 p 341)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 31 MAY 1963

CenOCon
Franchise
Field
BPI
Magazine

TRAINING OF CLEARS

(Cancels HCO Policy Letter of Sept 27, 1962,
Clears Must Be Trained.)

HCO Policy Letter of September 27, 1962 Clears Must Be
Trained, is hereby cancelled.

However, it should be borne in mind that education in
Scientology is highly desirable for all who obtain
Scientology processing. Continual efforts should be made to
get all such to read Scientology books, to take PE courses,
Extension courses and HPA courses, even if they do not
intend to become professional auditors.

L. RON HUBBARD

LRH:dr.cden
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085 HCOB 1 JUN 63 ROUTINE 2, NEW PROCESSES

(NTV p. 180-2, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 1 JUNE 1963

MA
Missions

URGENT TO ALL AUDITORS

ROUTINE 2

NEW PROCESSES

The recent developments on the political front and various attacks upon Scientology and Scientologists caused a sudden catalyzing of research.

My answer to these attacks was to:

1. Hold the front legally, employing competent attorneys and others to halt the actions taken against us.
2. Develop a counterattack by upgrading research lines.

The first part of this program is succeeding. A push on us in Australia has already collapsed and we have won. In America the situation continues to improve for us and there is little doubt of our winning eventually.

The second part of our program is being successful beyond the most happy estimates. About five or ten years' research work has been crowded into the last six months and although this has been hard work beyond belief, I have brought it off.

The need was for an achievement of the state of Operating Thetan. While this state existed in theory, no time for an orderly development from aberree to Clear to OT was permitted by events. My task was to short-cut from aberree to OT and bypass all niceties of in-between states. No Scientologist needs to be told the significance of this in handling our affairs on Earth.

This sudden speedup disrupted and probably upset many auditors. And I am sorry that this interrupted training programs and study. What had to be done was done. But it did disrupt all previous training and auditing expectancies.

The first casualty was R2-12. The moment I was informed of the US and Australian attacks I adopted the above two-point program and even though I knew it would upset things, I had no choice but to concentrate on those two points.

So I dropped Routine 2-12. And a short while thereafter was able to drop the arduous of goals finding.

And working at top speed, laid open the impasses to OT and developed technology to overcome them.

Well, all this, I can now state, has been successful. The gamble was upon the power of an OT. We won. An OT is so much more powerful than we have ever envisioned, that there is now no faintest doubt of the wisdom of the twopoint program above.

The technology now exists for the creation of the state of OT.

For many weeks now, the Saint Hill course technology has been steady and Saint Hill students have been successfully applying that technology and it, in its essential points, is in the hands of Central Orgs, and their staffs are being trained on it.

We have moved fast. My estimate was that we had very few years from January 1963 before the roof fell in, not just on us, but on Earth. I thought I could bring this off in that period. In only five months it was being brought off.

Short of this, I could not see how I could protect individual Scientologists from persecution and I was worried about them. The state of Clear was not enough. Therefore the technology of OT and a controlled environment were the only wholly satisfactory things I could do.

So don't be shocked at the way R2-12 and other data was dropped. That progress would have been orderly but a sudden time limit was placed on us by the Washington raids. These were not more than a symptom of coming chaos, not just for us but for Earth. When a government has to imagine crimes to prosecute people for, that government is responding to times that are more chaotic than we believe.

So here is the technical aspect of all this:

1. R2-12 is replaced by ARC Processing designated R2-T. Any auditor can use it. It consists of three questions variously cleared and used which sweep away the RI locks on a repetitive process basis.
2. Any auditor trained to handle R2-12 is benefited by being now easily trainable on R3-N which uses an even simpler approach.
3. The state of Clear is relegated to courtesy use without test, requiring only that a GPM has been run. First Goal Clear means one GPM run, Second Goal Clear means two GPMs run, etc. We will make no attempt to stabilize Clears but press them on to OT.
4. All concentration in auditing should be toward the state of OT (Free Thetan, as they were once known).
5. All Scientologists should cooperate in making OTs and in programs calculated to prevent the environment from degenerating into chaos.

It takes about 500 hours to push an average case to OT with present technology, clearing GPMs and the time track. We have very little time, not just to make OTs, but to get things under control. So the time factors are very closely figured indeed. And there's no time to be lost. If you enroll at Saint Hill you will make it faster.

If the program seems at all unreal, then recall, the life we're living here on Earth is a little unreal too.

R2-T

The basic commands of R2-T, are these:

1. "What attitude has been refused?"
2. "What reality has been rejected?"
3. "What communication has not been acknowledged?"

Each process is given a cyclic ending (pc in PT again).

Run the TA action out of each command in turn, then out of each one in turn again, etc. (Reduce to .25 div of TA motion in 10 minutes of auditing.)

There are various ways of clearing these commands and various ways of using them which will be covered in later bulletins.

These processes are powerful enough to open up any time track if properly used. They do not make an OT. They prepare the way to make one and they undo past auditing when prefixed with "In auditing, ." They destimulate whatever has been restimulated.

L. RON HUBBARD
Founder

=====
086 HCOB 4 JUN 63 ROUTINE 3, HANDLING GPMS

(NTV p. 183-6, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 4 JUNE AD13

Central Orgs
Missions

ROUTINE 3

HANDLING GPMS

The GPM (of the Helatrobus Implants) that is handled properly is very easy to run and the results delight the pc.

When errors are made and the GPM is mishandled by the auditor, the pc becomes lethargic, ARC breaky and apparent gains are minimal.

As soon as an auditor realizes this and gets alert on his technical, he or she has no trouble getting RIs to RR, the pc has no ARC breaks and succeeding GPMs get easier and easier to audit.

A pc being run on these GPMs who develops mass, becomes exhausted or ARC breaky, is simply being run with certain definite R3 errors. Make up your mind to this and you'll begin to be alert when the pc starts running poorly. A pc running poorly on GPMs has had one or more of the following R3 errors committed:

1. Run without preparation on ARC processes (only true when GPMs can't be found and made to RR).
2. A wrong goal found (by wrong wording of a right goal or just a completely wrong goal).
3. Being run on a goal too early in the series too soon, or getting into second series when first series remains.
4. When goal A is found as "the pc's goal," the auditor then runs another goal (true of pc's who have had earlier goals found).
5. That which is restimulated is not discharged. (Finding several goals without discharging them, or scanning over banks.)
6. Running with RIs which differ from the basic line plot (such as "Absolutely" for Absoluteably, or "No" for Nix. There are no divergences from the HCO Bulletin line plot form).
7. Failure to do the end goal oppose list properly (the crime of having 2 or more RRing items on same list in nulling). (Always find the next goal formally by list except when pc can see it, and even then check it.)
8. Incorrect top oppterm for the goal. (Always list a page on "What would be the final achievement of this goal" and properly null it, unless a published block form issued after this date exists for it.)
9. Incorrect block RIs diverging from pattern.
10. Wrong word or sequence form for one or more RIs.
11. Failure to discharge an RI (grinding it out, not blowing it with one or more dial wide disintegrating RRs).
12. Failure to spot bypassed charge at once and thus not caring promptly for ARC breaks.
13. Forcing the pc on after an ARC break without locating the bypassed charge, or running a pc who is in trouble

session after session without finding what charge was bypassed.

14. Running a doped off pc without pulling missed withholds (the only cause of dope off).

15. Failing to follow 3N remedies for lack of RR in that exact sequence given in the HCO Bulletin, and harassing the pc for non-RRing RIs.

16. Demanding more data than the pc can give on the facsimiles.

17. Failure to follow the Auditor's Code.

18. Programing incorrectly.

ARC BREAKS

The most frequent cause of ARC breaks and case deterioration are:

1. Failure to complete a goal oppose list;
2. Bypassing an RI;
3. Bypassing (skipping) a GPM;
4. Wrong top oppterm;
5. Restimulating more goals than are run;
6. Departure from pattern;
7. Bad programing.

All these add up to bypassed charge, of course. But the above seven are the specific offenders which give even a skilled auditor trouble. Carelessness on these points can eat up all the immediate case gain.

Note: This is the most frequent list, not the most dangerous or important which includes wrong goal.

NEXT GOAL

The next goal should be found by a formal last goal oppose list, list 50 items beyond last RR or R/S, completed to a clean needle, only one item RRing on nulling.

All the rules of listing exist here, full valid. Failure to follow them will cause a skip of or failure to find the next goal.

If this list does not have the next goal on it, the pc will ARC break.

Sometimes a pc can see the next goal and it is it. In such cases, the goal oppose list is only one item long. But it is still a list and it does have the next goal on it.

TOP OPPTERM

The most insidious offender in wrecking pc's is a wrong top oppterm. If a guaranteed list of block items exists for the goal, use it.

But if no such block item list exists, you must do a list for the top oppterm on the question: "What would be the final achievement of this goal?"

Unless a pc random lists foolishly, the list should be about a half a page long with a clean needle. It is then routinely nulled and the BMRs put in on the 2 or 3 items that stayed in.

This is however all very tricky as the second series of GPMs has things in them that could read as top oppterm for the first series. So always conclude a top oppterm list by confirming by meter that the resultant word from the list is a first series top oppterm.

DIRTY NEEDLE

Sometimes in trying to locate the bypassed charge causing an ARC break, the pc's needle is so dirty that it almost can't be read.

However there is a way to read it. When the correct bypassed charge is located and indicated the needle will go beautifully clean.

PROGRAMING

There is much technology now on programing which will soon be released. Programing is what you audit on a pc and how to establish it.

I only wish to note here that for several reasons, the best programing for the Helatrobis Implants for a pc who can be made to RR on "to forget" is as follows:

Run right "down" from the GPM "to forget" (including its GPM) and right on out the gates of heaven, doing a proper goal oppose list at the end of every GPM you complete.

There are only about 10 GPMs more or less from "to forget" to the heaven implant and they are all easy ones to run.

When the pc backs out the gates of heaven an enormous reality results from the orientation achieved.

Follow the precautions in this HCO Bulletin and you will have no trouble and the pc will feel great.

If you start forward (to the 1st implant GPM), I now find after experience with a lot of pcs, you restimulate too much. The pc always has a live goal (restimulated) before and behind and it's uncomfortable.

In backing the pc down you are following the pc's natural tendency and it's easier.

Further, all the GPM's after "to forget" (and including it) are a breeze. "To forget" is usually the basic GPM on stairs.

The fancy GPMs are all earlier (closer to the first one) and have spinning plates, fast rides etc., in them. They are not hard if the pc has the last 10 GPMs of the first series run first.

The more GPMs you restimulate and don't discharge, the more uncomfortable the pc will become and the less apparent gain per GPM.

I have now found and run the earliest GPMs "to be dead," which is followed by "to be hurt," "to experience nothing," "to be unbalanced" and "to be unconscious" and believe these are the standard sequence for all pcs in the first series. But they are pretty strong for a pc who hasn't had the end GPMs from "to forget" to "to be in heaven" discharged.

SUMMARY

1. The Helatrobis Implants run give enormous case gain session by session if run with attention to the points given in this HCO Bulletin.
2. They give, when run without the points in this HCO Bulletin cared for, a hard, exhausting struggle that is very slow going and wearing on both auditor and pc.
3. No matter how they're run they give case gain.

It's mainly a question of maintaining the thetan's morale and saving auditing time. It can take more than five times as long to run these implants if it is not done with this HCO Bulletin's view. And the pc can get pretty sick.

So for a comfortable run, easy on auditor and pc alike, and five times as fast or more, apply these technical points very carefully indeed. I speak from great experience in this matter.

On the question, do they have to be run, the answer is yes. Without running them the track remains too heavily burdened for the pc to get earlier with full perception. So there is the barricade. You won't find a new fad removing it. It can only be done smoothly by skilled auditing such as that done at Saint Hill.

They may have implanted heaven, but it's hell to run,
especially when you ignore the fine points.

L. RON HUBBARD
Founder

=====
088 HCOB 8 JUN 63 THE TIME TRACK AND ENGRAM RUNNING BY CHAINS, #2
(TV5 p. 287-91, NTV VII p. 187-192)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 8 JUNE AD13

Central Orgs
Franchise

THE TIME TRACK
AND
ENGRAM RUNNING BY CHAINS

BULLETIN 2

HANDLING THE TIME TRACK

Although finding and curtailing the development of the Time Track at genus is not improbable, the ability of the preclear to attain it early on is questionable without reducing the charge on the existing track. Therefore, any system which reduces the charged condition of the Time Track without reducing but increasing the awareness and decisionability of the preclear is valid processing. Any system which seeks to handle the charge but reduces the preclear's awareness and decisionability is not valid processing but is degrading.

According to early axioms, the single source of aberration is Time. Therefore any system which further confuses or overwhelms the preclear's sense of time will not be beneficial.

Thus the first task of the student of engram running is to master the handling of Time on the preclear's Time Track. It must be handled without question, uncertainty or confusion.

Failing to handle the Time in the pc's Time Track with confidence, certainty and without error will result in grouping or denying the Time Track to the pc.

The prime source of ARC break in engram running sessions is by-passing charge by Time mishandling by the auditor. As a subhead under this, taking and trying to run incidents which are not basic on a chain constitute an error in Time

and react on the pc like By-Passed RIs or GPMs.

An ARC break-less session requires gentle accurate time scouting, the selection of the earliest Timed incident available and the accurate Time handling of the incident as it is run.

There are only a few reasons why some cannot run engrams on pcs. These are:

1. Q and A with the pain and unconsciousness of incidents;
2. Failing to handle the Time Track of the pc for the pc;
3. Failure to understand and handle Time.

2 and 3 are much the same. However, there are three ways to move a Time Track about:

- (a) By Significance (the moment something was considered);
- (b) By Location (the moment the pc was located somewhere);
- (c) By Time alone (the date or years before an event or years ago).

You will see all three have time in common. "The moment when you thought _____" "The moment you were on the cliff _____" "Two years before you put your foot on the bottom step of the scaffold" are all dependent on Time. Each designates an instant on the Time Track of which there can be no mistake by either auditor or pc.

The whole handling of the Time Track can be done by any one of these three methods, Significance, Location, Time.

Therefore all projectionist work is done by the Time of Significance, the Time of Location or Time alone.

The track responds. Those auditors who have trouble cannot grasp the totality and accuracy and speed of that response. The idiotic and wonderful precision of the Time Track defeats the sloppy and careless. They wonder if it went. They question the pc's being there. They fumble about until they destroy their command over the Time Track.

"Go to 47,983,678,283,736 years 2 months, 4 days 1 hour and six minutes ago." Well, a clear statement of it, unfumbled, will cause just that to happen. The tiniest quiver of doubt, a fumble over the millions and nothing happens.

Fumbled dating gets no dates. One must date boldly with no throat catches or hesitations. "More than 40,000? Less than 40,000?" Get it the first read. Don't go on peering myopically at the meter asking the same question the rest of the session. Accurate, Bold, Rapid. Those are the watchwords of dating and Time Track handling.

In moving a Time Track about, move only the track. Don't mix it and also move the pc. You can say "Move to _____."

You don't have to say (but you can) "The somatic strip will move to _____." But never say "You will move to _____." And this also applies to Present Time. The pc won't come to Present Time. He's here. But the Time Track will move to the date of present time unless the pc is really stuck. In getting a pc to Present Time (unimportant in modern engram running) say "Move to (date month and year of PT)."

In scouting you always use To. "Move To _____." In running an engram or whatever, you always use THROUGH. "Move through the incident _____."

If an auditor hasn't a ruddy clue about the Time Track and its composition, he or she won't ever be able to run engrams. So, obviously, the first thing to teach and have passed in engram running is Time Track Composition. When the auditor learns that, he or she will be able to run engrams. If the auditor does not know the subject of the Time Track well, then he or she can't be taught to run engrams, for no rote commands that cover all cases can exist. You couldn't teach the handling of a motion picture projector by rote commands if the operator had never imagined the existence of film. An auditor sitting there thinking the pc is doing this or that and being in a general fuddle about it will soon have film all over the floor and wrapped about his ears. His plea for a rote command will just tangle up more film so long as he doesn't know it is film and that he, not the preclear, is handling it.

If an auditor can learn this, he will then be able to learn to run those small parts of the Time Track called engrams. If an auditor can't run a pc through some pleasant Time Track flawlessly, he or she sure can't run a pc through the living lightning parts of that Track called Engrams.

An auditor who cannot handle the Time Track smoothly can scarcely call himself an auditor as that's all there is to audit besides postulates, no matter what process you are using, no matter what process you invent and even if you tried what is laughingly called a "biochemical approach" to the mind. There's only a Time Track for the bios to affect.

There's a thetan, there's a Time Track. The thetan gets caught in the Time Track. The job of the auditor is to free the thetan by digging him out of his Time Track. So if you can't handle what you're digging a thetan out of, you're going to have an awful lot of landslides and a lot of auditing loses for both you and preclears.

Invent games, devices, charts and training aids galore and teach with them and you'll have auditors who can handle the Time Track and run engrams.

CHARGE AND THE TIME TRACK

Charge, the stored quantities of energy in the Time Track, is the sole thing that is being relieved or removed by the auditor from the Time Track.

When this charge is present in huge amounts the Time Track overwhelms the pc and the pc is thrust below observation of the actual Track.

This is the State of Case Scale. (All levels given are major levels. Minor levels exist between them.)

Level (1) NO TRACK - No Charge.

Level (2) FULL VISIBLE TIME TRACK - Some Charge.

Level (3) SPORADIC VISIBILITY OF TRACK - Some heavily charged areas.

Level (4) INVISIBLE TRACK - Very heavily charged areas exist
(Black or Invisible Field)

Level (5) DUB-IN - Some areas of Track so heavily charged pc is below consciousness in them.

[TVXI p. 25 corrects this to "unconsciousness". This appears as unconsciousness in NTV7 without noting the correction]

Level (6) DUB-IN OF DUB-IN - Many areas of Track so heavily charged, the Dub-in is submerged.

Level (7) ONLY AWARE OF OWN - Track too heavily charged
EVALUATIONS to be viewed at all.

Level (8) UNAWARE - Pc dull, often in a coma.

On this new scale the very good, easy to run cases are at Level (3). Skilled engram running can handle down to Level (4). Engram running is useless from Level (4) down. Level (4) is questionable.

Level (1) is of course an OT. Level (2) is the clearest clear anybody ever heard of. Level (3) can run engrams. Level (4) can run early track engrams if the running is skilled. (Level (4) includes the Black V case.) Level (5) has to be run on general ARC processes. Level (6) has to be run carefully on special ARC processes with lots of havingness. Level (7) responds to the CCHs. Level (8) responds only to reach and withdraw CCHs.

Pre-Dianetic and Pre-Scientology mental studies were observations from Level (7) which considered Levels (5) and (6) and (8) the only states of case and oddly enough overlooked Level (7) entirely, all states of case were considered either neurotic or insane, with sanity either slightly glimpsed or decried.

In actuality on some portion of every Time Track in every case you will find each of the Levels except (1) momentarily expressed. The above scale is devoted to chronic case level and is useful in Programming a case. But any case for brief moments or longer will hit these levels in being processed. This is the Temporary Case Level found

only in sessions on chronically higher level cases when they go through a tough bit.

Thus engram running can be seen to be limited to higher level cases. Other processing, notably modern ARC processes, moves the case up to engram running.

Now what makes these levels of case?

It is entirely charge. The more heavily charged the case, the lower it falls on the above scale. It is charge that prevents the pc from confronting the Time Track and submerges the Time Track from view.

Charge is stored energy or stored or recreatable potentials of energy.

The E-Meter registers charge. A very high or low tone arm, a sticky or dirty needle, all are registrations of this charge. The "chronic meter of a case" is an index of chronic charge. The fluctuations of a meter during a session are registering relative charge in different portions of the pc's Time Track.

More valuably the meter registers released charge. You can see it blowing on the meter. The disintegrating RR, the blowing down of the TA, the heavy falls, the loosening needle all show charge being released.

The meter registers charge found and then charge released. It registers charge found but not yet released by the needle getting tight, by DN, by a climbing TA or a TA going far below the clear read. Then as this cleans up, the charge is seen to "blow".

Charge that is restimulated but not released causes the case to "charge up", in that charge already on the Time Track is triggered but is not yet viewed by the pc. The whole cycle of restimulated charge that is then blown gives us the action of auditing. When prior charge is restimulated but not located so that it can be blown, we get "ARC Breaks".

The State of Case, the Chronic Level, as given on the above scale, is the totality of charge on the case. Level (1) has no charge on it. Level (8) is total charge. The day to day condition of a case, its temper, reaction to things, brightness, depends upon two factors, (a) the totality of charge on the case and (b) the amount of charge in restimulation. Thus a case being processed varies in tone by (a) the totality of charge remaining on the case (b) the amount of charge in restimulation and (c) the amount of charge blown by processing.

Charge is held in place by the basic on a chain. When only later than basic incidents are run charge can be restimulated and then bottled up again with a very small amount blown. This is known as "grinding out" an incident. An engram is getting run, but as it is not basic on a

chain, no adequate amount of charge is being released.

Later than basic incidents are run either (a) to uncover more basic (earlier) incidents or (b) to clean up the chain after basic has been found and erased.

No full erasure of incident on Time Track. You cannot have decent, honest or capable beings as long as they are trapped and overwhelmed. While this philosophy may be contrary to the intentions of a slavemaster or a degrader it is nevertheless demonstrably true. The universe is not itself a trap capable only of degradation. But beings exist who, beaten and overwhelmed themselves, can utilize this universe to degrade others.

The Mission of engram running is to free the charge which has accumulated in a being and so restore that being to appreciated life.

All cases, sooner or later, have to be run on engrams, no matter what else has to be done. For it is in engrams that the bulk of the charge on the Time Track lies. And it is therefore those parts of the Time Track called engrams which overwhelm the thetan. These contain pain and unconsciousness and are therefore the record of moments when a thetan was most at effect and least at cause. In these moments then the thetan is least able to confront or to be causative.

The engram also contains moments when it was necessary to have moved and most degrading to have held a position in space.

And the engram contains the heaviest ARC Break with a thetan's environment and other beings.

And all these things add up to charge, an impulse to withdraw from that which can't be withdrawn from or to approach that which can't be approached, and this, like a two pole battery, generates current. This constantly generated current is chronic charge. The principal actions are:

(a) When the attention of the thetan is directed broadly in the direction of such a track record the current increases.

(b) When the attention is more closely (but not forcefully) and accurately directed, the current is discharged.

(c) When the basic on the chain is found and erased, that which composes the poles themselves is erased and later incidents eased, for no further generation is possible by that chain and it becomes incapable of producing further charge to be restimulated. The above are the actions which occur during auditing. If these actions do not occur despite auditing, then there is no case betterment, so it is the auditor's responsibility to make sure they do occur.

As the Time Track is created by an involuntary response of the thetan, it is and exists as a real thing, composed of space, matter, energy, time and significance. On a Level

(8) Case the Time Track is completely submerged by charge even down to a total unawareness of thought itself. At Level (7) awareness of the track is confined by extant charge to opinions about it. At Level (6) charge on the track is such that pictures of pictures of the track are gratuitously furnished, causing delusive copies of inaccurate copies of the track. At Level (5) charge is sufficient to cause only inaccurate copies of the track to be viewable. At Level (4) charge is sufficient to obscure the track. At Level (3) charge is sufficient to wipe out portions of the track. At Level (2) there is only enough charge to maintain the existence of the track. At Level (1) there is no charge and no track to create it. All charge from Level (1) and up into higher states that is generated is knowingly generated by the thetan, whose ability to hold locations in space and poles apart results in charge as needful. This would degenerate again as he put such matters on automatic or began once more to make a Time Track, but these actions alone are not capable of aberrating a thetan until he encounters further violent degradation and entrapment in the form of implants. Aberration itself must be calculated to occur. The existence of a Time Track only makes it possible for it to occur and be retained. Thus a thetan's first real mistake is to consider his own pictures and their recorded events important, and his second mistake is in not obliterating entrapment activities in such a way as not to become entrapped or aberrated in doing so, all of which can be done and should be.

Engram running is a step necessary to get at the more fundamental causes of a Time Track and handle them.

So it is a skill which must be done and done well.

L. RON HUBBARD

LRH:dr.jh
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089 HCOPL 10 JUN 63 SCIENTOLOGY TRAINING, TECHNICAL STUDIES

(OEC V4 p 342)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 10 JUNE AD13

Central Orgs
Academies

SCIENTOLOGY TRAINING TECHNICAL STUDIES

All Academy Students will be expected as an early activity in training to acquire a knowledge of the Time Track and engram running. Modernized material on this subject is now being released.

A Revised Curriculum for Academies places in the hands of the HCA/HPA the fundamental skills of auditing as follows:

1. TheCCHs
2. Self Analysis version of ARC Processes (for training auditing practice)
3. The Time Track
4. ARC Straight Wire Modern Version
5. Withholds
6. Dating by meter
7. Locating and Indicating By-Passed Charge
8. Engram running by Chains
9. Routine 3N
10. Programming Cases

In addition it is expected that the common academic subjects be retained such as Model Session, Scales, Axioms, the E-Meter, etc.

However, it is clearly visible that no auditor would be worthy of the name if he or she did not have the above listed skills at his or her command. All other types of processing may be dropped.

L. RON HUBBARD

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090 HCOB 13 JUN 63 NEW TRAINING DRILLS

(Not in either set of tech vols. Since this was not by LRH, it has probably been regulated to the status of a BTB)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF JUNE 13, 1963

Central Orgs
Academies

NEW TRAINING DRILLS

LISTING AND FINDING TOP OPPTERM

Purpose: To train student how to find top oppterm.

Position: Coach and student seated facing each other. The student has an E-Meter in front of him.

It is not switched on.

Procedure: Coach uses pencil as needle and produces ticks, falls, RRs, etc., on certain items in answer to the question asked by the student. Unless random listing is done foolishly, the list should be about half a page with a clean needle. Nulling then commences. Each item is called out 3 times and the Big Mid Ruds are put in on the 2 or 3 items that stayed in. The student writes each item down. When the top oppterm is found it must be confirmed by "meter", that is, it is a first series top oppterm.

Patter: The student asks coach:- "What would be the final achievement of this goal?" (To catch catfish)

When the top oppterm has or has not been found the coach asks the following questions:- (1) Was the needle clean when you finished Listing?

(2) Did you put the big mid ruds in on the 2 or 3 items that stayed in?

(3) Did the item that stayed in RR?

(4) Did you confirm by meter that it was a first series oppterm?

Training stress:- If the student shows any uncertainty or comm lags during the drill, the coach asks "What happened?"

LISTING AND NULLING TO FIND THE NEXT GOAL

Purpose: To train the student how to find the next goal to be run.

Position: Coach and student seated facing each other. The student has an E-Meter in front of him.

It is not switched on.

Procedure: The coach uses pencil as needle and during the drill produces rocket reads and rockslams on certain goals. Student writes down each goal on paper. Nulling is not commenced until 50 goals have been listed beyond last RR or

RS and the needle is clean. If coach produces a dirty needle when student starts nulling, or more than one RR or RS, or an RR and RS, the student must then ask for more goals immediately.

Patter: Student asks coach "What goal would To Catch Catfish oppose?" When list is complete the student nulls the list by calling each item 3 times. This is done until one goal remains in that RRs.

When goal has or has not been found, the coach says "Thats it" and asks the following questions: (1) Did you list 50 items beyond the last RR or RS?

(2) Was the needle clean when you finished listing?

(3) Was the needle clean during nulling?

(4) If the needle dirties up during nulling, what should you do? (Ask for more goals) (5) If more than one RR or RS or an RR or RS appear during nulling, what should you do? (Ask for more goals)

(6) Did the needle dirty up?

(7) Did you see more than one RR or RS during the nulling?

(8) What happened?

(9) What did you do?

(10) Did you find the next goal?

Training stress:- If the student shows any uncertainty or comm lags during the drill, the coach asks "What happened?"

3N LISTING TR

Student and coach have a copy each of the line plot. Use goal such as TO CATCH CATFISH.

The coach uses a pencil as the meter needle and indicates to the student motions he will make to indicate a tick, choked RR and disintergrating RR etc.

The coach runs the TR as per session instructions in HCO Bulletin May 13, 1963. At any time, if the student shows any hesitation, the coach asks "What happened?" When the student has found one or more items the coach says "Thats it" and asks the following questions: (1) Did you ask the correct command?

(2) Did I give you the correct item?

(3) If the item RRs what do you do? (Say "thankyou, I'll read the item", then check to see if all charge is off)

(4) If there is any other reaction what do you do and in

what order? (Ask (1) "What happened?" (2) Suppress and Invalidate off the meter (3) Random list)

(5) What was the needle reaction when I gave you the item?

(6) What did you do?

(7) What was the needle reaction when you read back the item?

(8) What did you do?

(9) Did you get all the charge off the item?

(10) How could you tell all the charge was off?

MISSED WITHHOLDS

The student sits opposite coach. Student runs "Do birds fly?" or "Do fish swim?" on the coach.

The coach runs the process for a while and then dramatizes missed withhold manifestation. Student then locates missed withhold. The student may ask the coach any missed withhold question and ask it on "the meter" (coach's finger or pencil indicates reads). If, however, the ARC break is not showing on "the meter" the student has to dig to find it and clear the missed withhold. When this is done the coach asks the following questions:

(1) What is a missed withhold? (A nearly found out) (Another's person's actions) (2) Did you find out what had been done that had been missed?

(3) Did you find out when it was?

(4) Did you find out who missed it?

(5) Did you find out what it was the other person did that made them wonder if they knew? (6) Did you find out whether or not it had been missed by anyone else - auditor, etc.?

(7) Have you cleaned up the missed withhold?

(8) When has a missed withhold been cleared up?

Issued by: Jenny Edmonds
Practical Supervisor, SHSBC
for L. RON HUBBARD

Authorized by: L. RON HUBBARD

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091 HCOPL 17 JUN 63 STAFF CLEARING PROGRAM

(OEC V5 p 226-7)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 17 JUNE 1963
(Amends HCO Policy Letter of September 10, 1962)

CenOCon

STAFF CLEARING PROGRAM

This replaces all programs: there are no other Staff Clearing Programs of any kind, no auditing is being given to Staff. This doesn't disturb Staff families and so forth being fed into the HGC at unit rates as offered for DC only when you have a spare auditor or intern or something like that. But it does knock out all other Staff Clearing Programs.

In its place we put a Staff Clearing Program which we will call the Staff R3 Clearing Program. The essence of this is supervision and administration. The personnel required for it are a supervisor (Saint Hiller) and an Assistant. He has an office and auditing room which are the same thing - this auditing room also has in it an administrative desk for use after auditing hours.

The activity of the staff who are auditing each other is as follows:- A Problems Intensive, if necessary; then running on current goals procedures.

A Saint Hiller is appointed as Staff Supervisor of Staff Cases. He calls them in during the day, checks over cases and progress can even audit them. Does anything and everything to clear them.

Now there are two zones of activity: I. For the inexperienced, the untrained, or the fellow who doesn't think he is too competent to audit somebody. This we call the Staff Co-audit and that meets at least twice a week in the evening for a three hour session. They would give three hours and receive three hours. Like, they would give three hours on Tuesday, and receive three hours on Thursday. Now this activity is supervised by the part time Assistant of the Supervisor who is also the Administrator - he comes on duty at the end of the day's auditing in the HGC and does his administrative actions, and on the off evenings, when he's not supervising any class, he can catch up on his administrative work, reports and so on. This fellow has a

board which denotes the Staff Co-audit and how many people are on that.

Now we come to the second activity on staff which is a mutual auditing activity and everybody has a pc, and everybody is a pc. These hours of auditing are given at the discretion of these people. They can audit in their own rooms or most anyplace. Everyone of their sessions has to have a full auditing report which must be brought into the Administrator of the Staff Clearing Program, who is the staff Auditor who is also the Supervisor of the Staff Co-audit - and that auditor report must be checked out and OK'd and an eye must be kept on the progress of the sessions.

There's a rule here that a person may not receive more auditing hours than they give, so therefore the number of auditing hours received and given must be posted as part of the posting on the lists of this mutual auditing activity. Of course the Staff Co-audit keeps itself more or less straight, but if somebody's absent from that God knows what happens. This must be discouraged.

On goof-offs no persuasive action will be taken - we will just say, "This is the way it is, this is what you do, and God help you if you don't. If you're not interested in clearing somebody in the Staff Clearing Program we don't think you're interested in being part of this Org." We won't threaten with immediate excommunication because people get restimulated and everything else, but don't expect on a Clearing Program everything is going to go smooth and everybody's going to stay in session - because they're not. There will be a lot of randomness and it takes just pure unadulterated force to keep it in line.

Now there must be checking of Rudiments, and checking for Missed W/Hs and such activities as that. How these are arranged is relatively unimportant but they must exist.

If the Supervisor or Technical Director finds that a Staff Auditor is goofing up on his Staff Clearing Program pc, there should be an investigation of HGC to find out what that Staff Auditor is doing to the public pcs.

The Co-audit Supervisor moves as rapidly as possible to get as many goals run out as possible.

When a new person comes on staff he is added to the bottom of the list. Order of seniority must be established.

From time to time introduce any necessary training to keep the members of the Co-audit abreast of current technique.

The Supervisor finding bad sessions going on should make some duressful action - he should say, "The Bulletins were available, you didn't read them - what the hell was wrong with you?" This is tough. This program is not the courtesy staff mutual co-audit or staff clearing we've had in the past where we were being nice to everybody and marking time. There's a vast difference here - this is our

determination to get everybody cleared on Staff. It takes somebody's determination to get people cleared; a person himself bucking into this line is apt to quail and fall back, so therefore you have to keep the determination high to get the project completed. It's not courtesy; our feeling is if a person does not want to get cleared or help clear somebody he has no business whatsoever in the Organization. That's Just That! Bang!

The Administrator makes the team assignments, but appeal may be made to the Supervisor or Technical Director, whose adjudication is final. You can have an additional Part Time Administrator to help out - and if you have another, well fine. There's no limit on this except the amount of talent. YOU MUST NOT PUT A NON STHIL GRADUATE ON THE POST OF SUPERVISOR. It would cause the demise of the Org.

This program abolishes the responsibility of the D of P for Staff state of case, that all goes under the Supervisor's hat. The Supervisor could be the Technical Director or another Saint Hill graduate working under Technical Director.

Co-audit teams which exist already on staff and which are successful should not be broken up. This would be a breach of the Auditor's Code - "Do not permit a frequent change of auditors."

That is the program as I see it.

If this is carried forward quite forcefully and quite persuasively and without anybody listening to any nonsense, and so forth, you're going to wind up with, in a very few months, a bunch of clears on Staff.

ARC Break assessments are done where necessary. Anything and everything is done to help clearing of staff.

If you kept this program going forward and furnished people for training to Sthil on whom you could count when they came home in sufficient number so that you've got them for the public and you've got them for Staff you'll wind up with a completely OT Staff before you get through.

And I can see that this is well within our existing Technical Reality.

Two further notes:

An eye should be kept on the progress of cases and it should be part of the Supervisor's Hat to check such cases that are listing to clear, and frankly his time from the time he ceases to audit on his regular auditing period during the day, to the end of the working day, should be more or less consumed with checking over cases and seeing how they are going rather than doing administration. These cases should be checked over for free needle and this and that and the other thing.

The Missed W/H program run on staff by Org Sec or through

HCO or by HGO or by the Org Sec Sec or anything else, any security program of any kind or any Missed W/H program of any kind, has absolutely nothing to do with the Staff Clearing Program.

L. RON HUBBARD

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095 HCOPL 18 JUN 63 STUDENTS BLOWING (CANC PER OEC)

(OEC V4 p 432)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 18 JUNE 1963

Sthil
Students

STUDENTS BLOWING

It is the general responsibility of all students to prevent other students from blowing and to bring back on Course any student who has "blown". It is the particular responsibility of the student's auditor.

In future if a student "blows" it is up to his or her auditor to get him or her back and to take the student into the Chapel and pull the missed withholds.

Infractions will be awarded to the blowing pc's auditor on the following basis:

Student blowing from a study period but not leaving the premises and grounds - 500 words minimum.

Student blowing and leaving premises and grounds during course time or failing to return to Course in the morning, after lunch or after dinner - 1,000 words minimum.

If auditor fails to get student back within 4 hours (course time) an additional 2,000 words minimum.

Issued by: Reg Sharpe
Course Secretary SHSBC
for L. RON HUBBARD

Authorized by: L. RON HUBBARD

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097 HCOB 24 JUN 63 ROUTINE 3, ENGRAM RUNNING BY CHAINS, BULLETIN 3
(TV5 p. 292-6, NTV VII p. 193-9)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 24 JUNE AD13

Central Orgs
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ROUTINE 3
ENGRAM RUNNING BY CHAINS

BULLETIN 3

ROUTINE 3-R
ENGRAM RUNNING BY CHAINS

Given a knowledge of the Composition and Behavior of the Time Track, engram running by chains is so simple that any auditor begins by overcomplication. You almost can't get uncomplicated enough in engram running.

In teaching people to run engrams in 1949, my chief despair was summed up in one sentence to the group I was instructing: "All auditors talk too much." And that's the first lesson.

The second lesson is: "All auditors acknowledge too little." Instead of cheerily acking what the pc said and saying "continue", auditors are always asking for more data, and usually for more data than the pc ever could give. Example: Pc: "I see a house here." Auditor: "Okay. How big is it?"

That's not engram running, that's just a lousy Q and A.

The proper action is: Pc: "I see a house here." Auditor: "Okay. Continue."

The exceptions to this rule are non-existent. This isn't a special brand of engram running. It is modern engram running. It was the first engram running and is the last and you can put aside any complications in between.

The auditor is permitted ONE question per each hew point of track and that is ALL. Example: Auditor: "Move to the

beginning of the 88 plus trillion year incident. (Waits a moment.) What do you see?" Pc: "It's all murky." Auditor: "Good. Move through the incident."

Wrong Example: Auditor: "Move to the beginning of the 88 plus trillion year incident. (Waits a moment.) What do you see?" Pc: "It's all murky." Auditor: "Can you see anything in the murk?" FLUNK! FLUNK! FLUNK!

The rule is ACKNOWLEDGE WHAT THE PC SAYS AND TELL HIM TO CONTINUE.

Then there's the matter of being doubtful of control. Wrong Example: Auditor: "Move to yesterday. Are you there? How do you know it's yesterday? What do you see that makes you think...." FLUNK FLUNK FLUNK.

Right Example: Auditor: "Move to yesterday. (Waits a moment.) What do you see? Good."

Another error is a failure to take the pc's data. You take the pc's data. Never take his orders.

Right Example: Auditor (meter dating): "Is it greater than eighteen trillion, less than eighteen trillion (gets contradictory reads or a DN). (Off meter.) Are you thinking of something?" Pc: "It's less than 18 trillion." Auditor: "Thank you. (On meter.) Is it greater than seventeen trillion five hundred billion. Less than...." Pc: "It's seventeen trillion, nine hundred and eight billion, four hundred and six million, ninety-five thousand, seven hundred and six years ago." Auditor (having alertly written it all down): "Thank you." (Ends dating.)

Wrong Example: Auditor: "Is it greater than eighteen trillion, less than eighteen tr...." Pc: "It's less than eighteen trillion." Auditor: "OK. Is it greater than eighteen trillion, less than eighteen...." FLUNK FLUNK FLUNK.

In dating, the pc's contrary data unspoken and untaken can give you a completely wrong date. Your data comes from the pc and the meter always for anything. And if the pc's data is invalidated you won't get a meter's data. If the pc says he has a PTP and the meter says he doesn't, you take the pc's data that he does. In dating, an argument with the pc can group the track.

So take the pc's data. And if the pc is a dub-in, you should be running the ARC processes not engrams anyway as the case is over-charged for engrams. If the pc isn't a dub-in then the pc's data is quite reliable.

Also, minimize a pc's dependency on a meter. Don't keep confirming a pc's data by meter read with, "That reads. Yes, that's there. Yes, there's a rocket read...." Just let the pc find his own reality in running an engram. "All auditors talk too much." You can date on a meter but only so long as the pc doesn't cognite on the date. You can help a pc identify or choose an area of track but only if he

specifically asks you to. Example: Pc: "I've got two pictures here. Can you find out which one is the earlier? One is of a freight engine, the other is a whole train." Auditor: (on meter) "Is the freight engine earlier than the whole train? Is the whole train earlier than the freight engine? (To pc) The whole train reads as earlier."

Now, however, if the pc has two facsimiles, your problem is only that you've missed something.

RULE: WHENEVER CHARGE IS MISSED THE TIME TRACK TENDS TO GROUP.

This does not mean the Auditor has to do something about it unless the pc gets confused and asks for help, at which time the only action is to spot on the meter what charge has been missed and tell the pc.

ARC BREAKS

All Routine 3 ARC Breaks, including R3-N and R3-R, are handled the same way, an exact way. There is no deviation from this.

If the pc becomes critical of anything outside the engram (room, auditor, Scientology, the technology) it is an ARC Break. ARC Breaks are of greater and lesser magnitude ranging throughout the misemotional band of the tone scale.

The handling of ARC Breaks always follows this rule:

ARC BREAK RULE 1: IF THE PC ARC BREAKS, ISSUE NO FURTHER AUDITING COMMANDS UNTIL BOTH PC AND AUDITOR ARE SATISFIED THAT THE CAUSE OF THE ARC BREAK HAS BEEN LOCATED AND INDICATED.

Do not issue more orders, do not run a process, do not offer to run a process, do not sit idly letting the pc ARC Break. Follow this rule.

ARC BREAK RULE 2: WHEN A PC ARC BREAKS OR CAN'T GO ON FOR ANY REASON, DO AN R3-R ARC BREAK ASSESSMENT AND LOCATE AND INDICATE TO THE PC THE BY-PASSED CHARGE.

The only harm that can be done in R3-R (or R3-N) is issuing further orders to the pc or trying to run something before the by-passed charge has been located and indicated.

Given this handling of ARC Breaks and an exact adherence to the rote of R3-R, all former problems of engram running vanish!

EARLY ENGRAM RUNNING

No auditor who knew earlier than June 1963 engram running should consider he or she knows how to run engrams.

Routine 3-R is itself. It has no dependence on earlier methods of running engrams. Failure to study and learn R3-R "because one knows about engram running" will cause a lot

of case failure.

Early engram running was often attempted on cases below Case Level 4. The technology, further, was too varied. Too much was demanded of the pc. Too little effort was put into finding the basic on a chain. Too many forcing techniques were used. Too often the auditor ran just any engram he could get. These and other faults prevented engrams from being run.

R3-R is a rote procedure. That is a victory in itself. But it is a better procedure.

If you know old-time engram running, there is no attempt here to invalidate you or that knowledge or make you wrong in any way. Those are all ways to run engrams and gave you a better grasp on it. I only wish to call to your attention that R3-R is not old-time engram running but is a Scientology Routine designed to achieve the state of OT and is not designed for any other use than freeing the spirit of man.

Therefore, study and use R3-R and don't mix it with any earlier data on engram running. Anything you know about engram running will help you understand R3-R. But it won't help your pc if mixed in with R3-R. I couldn't put this too strongly. You'll trace any failure in the auditor with R3-R to:

1. Inability to execute the auditing cycle;
2. Inability to run a session;
3. Failure to study and understand the Time Track;
4. Failure to follow R3-R exactly without deviation;
5. Failure to handle ARC Breaks as above;
6. Using R3-R on lower level cases not prepared by pre-engram running processes.

ROUTINE 3-R

Engram Running by Chains is designated "Routine 3-R" to fit in with other modern processes.

It is a triumph of simplicity. It does not demand visio, sonic or other perception at once by the pc. It develops them.

The ordinary programming of the lowest level case would be Reach and Withdraw Processes, CCHs, Repetitive Processes, R3-R, R3-N, R3-R.

Routine 3-R is the process that leads to Case Level 2. Only some additional exercises are needed, then, to attain the next level, OT.

So R3-R is the fundamental bridge step to OT. And we're going only for OT now for various reasons including political. We have by-passed clear which remains only as a courtesy title denoting one or more GPMs run.

Many cases, even the Black V, can begin at once on R3-R.

R3-R BY STEPS

R3-R is run in the 3N model session.

PRELIMINARY STEP:

Establish the type of chain the pc is to run by assessment.

STEP ONE:

Locate the first incident by dating.

STEP TWO:

Move pc to the incident with the exact command, "Move to (date)."

STEP THREE:

Establish duration (length of time) of incident.

(An incident may be anything from a split second long to 15 trillion trillion years or more long.)

STEP FOUR:

Move pc to beginning of incident with the exact command, "Move to the beginning of the incident at (date)." Wait until meter flicks.

STEP FIVE:

Ask pc what he or she is looking at with the exact command, "What do you see?" (If pc's eyes are open, tell pc first, "Close your eyes.") Acknowledge whatever pc says. Do not ask a second question, ever.

STEP SIX:

Send the pc through the incident with the exact command, "Move through the incident to a point (duration -) later."

STEP SEVEN:

Ask nothing, say nothing, do nothing (except observe meter

or make quiet notes) while pc is going through the incident. If the pc says anything at all, just acknowledge and let him continue, using this exact command softly, "Okay, Continue."

Do not coax, distract, or question pc during this period.

Exception: only if the pc ARC Breaks, take action and then only do the R3-R ARC Break Assessment.

If the pc gets stuck, bounces, gets into another incident or if the somatic strip sticks or refuses to obey the auditor, only do an ARC Break Assessment. Do not force the pc onward by any command or question.

STEP EIGHT:

When the pc reaches the end of the incident (usually pc moves or looks up) say only, "What happened?"

Take whatever pc says, acknowledge only as needful. Say nothing else, ask nothing else. When pc has told little or much and has finished talking, give a final acknowledgement.

STEP NINE:

Repeat exactly and only Steps Two to Eight.

Continue to do so until pc either

- (a) Spots an earlier incident or
- (b) Gets no change on a run through the incident from the run just before.

In event of either (a) or (b) do Steps One to Eight exactly and only on the new incident.

STEP TEN:

At the end of any session of R3-R leave the pc where he is on the time track. Do not attempt to bring the pc to present time or take the pc to a rest point, as these actions may very well by-pass charge. End any R3-R session with very careful goals, gains (as the pc is usually rather anaten) and any needed havingness, but keep the havingness very brief, only enough to restore can squeeze.

Do not end a session on a boil-off or ARC Break.

STEP ELEVEN:

At the beginning of any new R3-R session, if you finished the last engram you were working on, begin precisely and anew with Step One. If you are still working on an engram already found, begin precisely with Step Four and carry on.

STEP TWELVE:

If the pc gets into trouble in the session do not use Mid Ruds or ask for missed withholds. Mid Ruds will mush an engram. Missed withholds, unless found as part of the ARC Break Assessment, may move the pc violently about through recently found engrams.

Do only the ARC Break Assessment, and locate and indicate charge accordingly if the session goes wrong.

(Since the last time I audited you Mid Ruds and missed withholds are permissible at session start before any R3-R action is taken in that session.)

STEP THIRTEEN:

When encountering a goals engram such as the Helatrobus Implants lay aside R3-R and use R3-N.

When encountering a goals engram prior to the Helatrobus Implants or subsequent to them use R3-M2 but only when such an engram has RIs.

STEP FOURTEEN:

When Basic on any chain is found flatten it fully and permit it to be stripped of any lock engrams or earlier incidents that appear. (In finding basics remember that the Time Track by my most recent measurements considerably exceeds a trillion, trillion, trillion years. Basics may occur as early as they occur but seldom nearer PT than 200 trillion years ago, and quite ordinarily at 15 trillion, trillion years ago.)

END OF STEPS

There is no variation of these steps for any reason. This is the most exact procedure known. And there you have it, rote engram running, superior to any engram running ever done and giving superior and faster results.

Future HCO Bulletins will expand the reasons for these steps, give exact methods of dating, give the ARC Break Assessment for R3-R, the assessment for types of chains, and the administration.

L. RON HUBBARD

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099 HCOB 25 JUN 63 ROUTINE 2H, ARC BREAKS BY ASSESSMENT

(TV5 p. 297-8, NTV VII p. 200-202)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 25 JUNE AD13

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ROUTINE 2H
ARC BREAKS BY ASSESSMENT

This is not just a training process. It is a very valuable unlimited process that undercuts Repetitive Processes and produces tone arm action on cases that have none on repetitive processes.

R2H, however, is a training must before an auditor is permitted to run engrams. It does not have to be run on a pc before engrams are run. Only when an auditor can produce results with R2H should he or she run engrams on any pc. For R2H combines the most difficult steps of engram running, dating, assessing, locating and indicating by-passed charge. If an auditor can date skillfully and quickly handle ARC Breaks (and handle the Time Track) he or she is a safe auditor on R3R. If not, that auditor will not produce results with R3R or make any OTs.

In Academies and the SHSBC, R2H is placed after skill is attained in Model Session and repetitive processes. In auditing programming R2H comes immediately after Reach and Withdraw and the CCHs.

For sweetening a pc's temper and life, R2H has had no equal for cases above but not including level 8.

ARC stands for the Affinity - Reality - Communication triangle from which comes the Tone Scale and is best covered by the booklet "Notes on Lectures".

By-passed charge is covered very fully in recent HCOBs on ARC Breaks.

R2H BY STEPS

The auditing actions of Routine 2H are complex and must be done with great precision.

The actions are done in Routine 3 Model Session. Mid Ruds and Missed Withholds may be used.

STEP ONE:

Tell the pc, "Recall an ARC Break."

When pc has done so acknowledge that the pc has done so. Do not ask the pc what it is. If pc says what it is, simply acknowledge. It is no business of R2H to know what the ARC Break consists of!

STEP TWO:

Date the ARC Break on the meter. If the pc volunteers the date do not verify it on the meter further. Accept it at once and write it down. The date is more important than the content of the ARC Break.

STEP THREE:

Assess the ARC Break for by-passed charge, using the attached list.

Find the greatest read.

The assessment is seldom gone over more than once as a whole and those that read are then read again until one remains.

This is a rapid action on the meter. Look only for tiny ticks or falls or a small left to right slash of the needle. Do not expect large reactions. The Mark V meter is indispensable.

STEP FOUR:

Indicate to the pc what charge was missed in that ARC Break he or she has recalled.

The pc must be satisfied that that was the charge missed.

The pc may try to recall what it was that was indicated. This is not a vital part of the drill but THE PC MUST BE SATISFIED THAT THE LOCATED BY-PASSED CHARGE WAS THE SOURCE OF THE ARC BREAK.

There is a danger here of a great deal of auditor ad-libbing and tanglefoot. If the pc is not satisfied and happier about it, the wrong by- passed charge has been found and Step Three must be re-done.

It is no part of this process to run an engram or secondary thus located.

THE ASSESSMENT FORM

This is a sample form. It may be necessary to add to it. Some lines of it may eventually be omitted. However, this

form does work. The auditor may add a few lines to it.

In asking the questions preface the whole assessment with, "In the ARC Break you recalled _____." Do not preface each question so unless pc goes adrift.

A dirty needle means pc has started to speculate. Ask, "Have you thought of anything?" and clean needle.

Had an engram been missed?

Had a withhold been missed?

Had some emotion been rejected?

Had some affection been rejected?

Had a reality been rejected?

Had a communication been ignored?

Had a similar incident occurred before?

Had a goal been disappointed?

Had some help been rejected?

Was an engram restimulated?

Had an overt been committed?

Had an overt been contemplated?

Had an overt been prevented?

Was there a secret?

Routine 2H is a skilled operation. Practice gives the auditor a knack of doing it rapidly.

An ARC Break should be disposed of about every fifteen minutes of auditing time. Longer shows ineptitude.

L. RON HUBBARD

LRH:dr.cden
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100 HCOB 1 JUL 63 ROUTINE 3R, BULLETIN 4, PRELIMINARY STEP

(TV5 p. 299-305, NTV VII p. 204-13)

HUBBARD COMMUNICATIONS OFFICE

Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 1 JULY AD13

Central Orgs
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ROUTINE 3R
BULLETIN 4

PRELIMINARY STEP

The R3R Preliminary Step is done to assure that the correct incident chain is run on the pc for that pc.

Many chains, locks, secondaries and engrams, are available on any pc. But some of them are beyond the pc's reality and ability and some of them are too featherweight to get any case gain.

The basic problem in starting a case on R3R is to run the pc on a chain that will (a) improve the case, (b) hold the pc's interest, (c) be within the pc's current ability to handle.

The establishing of the correct chain was a missing element in all earlier engram running. Almost any pc from Level 7 upwards could have run engrams if the exact chain necessary to resolve the case could have been established. This is accomplished now by an accurate assessment using a sensitive E-Meter and the following form and procedure.

It does not matter if the pc begins on a chain of locks, secondaries or engrams so long as running it does (a), (b) and (c) above. You do not have to specify in R3R whether you are running engrams, secondaries or locks. The word "Incident" covers all.

Also, it does not matter if the pc stays within this lifetime or goes whole track so long as the assessed chain is followed and a basic eventually discovered for it. The chain leads where the chain leads.

But once having found the proper chain the auditor must follow that chain, not skip about. To do this, the auditor, when asking for an earlier incident in later R3R steps always specifies the proper chain found in this assessment by the Level + Item result of this Preliminary Step Assessment. For example, if the chain found here in the Preliminary Step is "Decisions to die" (Level found = Decided + Item Found = To die), one obtains earlier incidents by always saying, "Is the next earlier decision to die more than years ago? Less than years ago?"

Thus the result obtained in the Preliminary Step is used on and on until an actual basic is reached. This may be fifty

or more engrams run and perhaps even some R3N in the middle of the chain if the chain leads into a GPM by normal rote use of R3R.

When a basic is reached and discharged and the chain being run now gives little or no TA action (or even free needle), a new Preliminary Step is done. But until that happens, this Preliminary Step is not repeated with the other steps. Once it has happened (a basic found and run), however, a new Preliminary Step is done exactly as given here for the first chain assessment.

You find the chain.

You run engram after engram on that chain (or lock after lock or secondary after secondary).

You find a basic.

You run the basic thoroughly.

With TA action now gone on the chain found you do a new Preliminary Step.

RULE: TA ACTION EXISTS ON THE CORRECT CHAIN.

RULE: A CHAIN ONCE ASSESSED MUST BE FULLY RUN.

RULE: TA ACTION CEASES ON A DISCHARGED CHAIN.

RULE: A NEW ASSESSMENT IS DONE ONLY WHEN A CHAIN IS DISCHARGED.

RULE: ANY PROPERLY ASSESSED CHAIN WILL PRODUCE TA ACTION.

RULE: IF A CHAIN ASSESSED DOES NOT PRODUCE IMMEDIATE TA ACTION WITH SKILLED R3R THE ASSESSMENT (OR THE RESULTING QUESTION FORMED) IS INCORRECT.

The exact procedure of assessment is:

1. Assess pc by elimination as below for a R3R Form Level.
2. List the Form Level found to a completed List.
3. Nul the completed list to a single subject.
4. Use the Form Level plus subject to designate the character of the incident to be found every time an incident is looked for.

All rules of listing as developed in R2-12 apply to this Preliminary Step. They are not repeated here.

One is not looking for RRs or RSeS in the Preliminary Step Assessment. Any type of read is valid.

ARC BREAKS

When doing this step of R3R use the ARC Break Assessment for Listing Form, not the R3R ARC Break Assessment Form. The main sources of ARC Breaks in the Preliminary Step are:

1. Wrong level assessed.
2. The listed list incomplete.
3. The wrong Item taken from the list.
4. A former chain or engram abandoned to do a new assessment.
5. Earlier levels restimulated (old Pre-Hav auditing).
6. Earlier listing restimulated.

Such forms will be published from time to time as they tend to change and improve.

EARLIER ASSESSMENTS DONE

The very earliest assessment (1948) used was "What the pc could see" when he closed his or her eyes. This was then run.

This was followed by an arbitrary method of assigning necessary incidents to be run such as birth and prenatals.

The next earliest assessment (1949) was to ask each time for "the incident necessary to resolve the case". An automaticity known as the "File Clerk" was depended upon, impinged into action by finger snapping.

The next period (1951) concerned whole track exploration running whatever you could get to read on a meter.

The next period (1952) concerned overt engrams located by what the pc seemed to be doing physically.

This ended the Dianetic period where engrams were run to clear but mainly to cure psychosomatic illnesses.

Variations of these assessments were revived from time to time in Dianetic uses, culminating in the 5th London ACC where overt engrams were run with confront and great stress was laid on getting the postulates out of them. The meter and shrewd guesses played their part in assessments.

Up to this time there was a great dependence on "insight" and judgment. We were barred to some degree by my own ability to see other people's pictures which made engram running very easy for me to do, along with my general knowledge of the whole track and the mind. This led me to be very hard to convince that engram assessment was a subject at all or that most auditors couldn't do it.

With the advent of Scientology with its complete shift from Dianetic goals, healing went out as a reason for running engrams and concern about the body vanished as an auditing target. This led to stresses on exteriorization of the spirit, moving it away from the body. As the reactive bank was thought to be part of the body, its engrams received no further attention.

Eventually I discovered that the thetan had engrams and that these were being automatically (involuntarily) created by him.

Engram running has vanished as a healing process. Engram handling by chains has emerged as an entirely reoriented subject, not even vaguely connected with the body and with the target not of a human clear but of Operating Thetan.

The assessment for engram chains (or any kind of chain) emerges finally in Routine 3R. This assessment technology from beginning to end is Scientology. None of it was ever heard of in Dianetics. Therefore we have crossed a bridge. I have finally understood that precise assessment is vital for an auditor and that an auditor can learn the exact chain to be run on the pc without any intuition or second sight and that even my own auditing is bettered thereby, and that the thetan cannot be freed and re-empowered without an assessment and rote technology for engram running. This is R3R.

The earliest R3R assessment for chains was done by pc interest and the button Protested, The pc was merely asked, "In this Lifetime what have you protested?" and with no listing, whatever the pc said and seemed interested in was taken.

This however did not often produce adequate TA action when the chain was then run.

The next improvement was using the 18 Prepcheck buttons. This drew a blank on some pcs, no level reacting.

Accordingly, I then developed a new Pre-Hav Scale, based mainly on flows. It is Protest that is basically responsible for making a mental image picture. However, very few cases are up to this level. In order to bring more levels of case under engram running and to get more TA action for any case, I developed this Preliminary Step Scale.

The present scale takes some account of (1) The old Pre-Hav Scale, (2) The Know-to-Mystery Scale, (3) The Chart of Attitudes, (4) The 18 Buttons and (5) The Flows Scale, as well as some old well-known buttons.

Several possible levels (such as Create) have been left out because they would go at once into the GPM or Implant Goals. It may not be important that they do. Indeed, with experience we may even come to guide the pc at them. But for the moment they are left out.

There would be nothing wrong in borrowing further from these sources to draw up a longer Preliminary Step Scale, but I think this should cover most pcs.

The three most important visible factors in R3R are:

- (a) Pc's interest.
- (b) Tone Arm Action.
- (c) The ability of the pc to run the incidents.

If the auditor can see these he knows his Preliminary Assessment was right.

Interest does not mean happiness and joy. Interest is only absorbed attention and a desire to talk about it. Tears, terror or agony may be present without the Interest factor being absent. A chain of engrams is expected to produce pain and anaten. A chain of secondaries is expected to produce misemotion. These have nothing in them to head an auditor off a chain.

Equally, significance and story content have no bearing on the rightness or wrongness of a chain selected. They are entirely incidental to judging the correctness of a chain.

All the auditor is interested in is whether (a) the pc is interested; (b) the TA action is good and (c) can the pc run the incidents on the chain with correct and exact R3R.

That careless auditing and bad R3R can influence (c), leaves us with only two exact criteria for a correct assessment:

- (a) Pc's Interest and
- (b) TA Action while running incidents.

Only these two things tell us the assessment was right. The assessment can be right and unskilled R3R can wreck both in the later steps, a fact which has to be taken into account in reviewing cases in progress.

R3R ASSESSMENT

This is the Assessment for R3R Preliminary Step.

In this form will be recognized the old Pre-Hav Scales and others, but improved for the purpose of engram chain assessment.

This assessment must be done accurately. It is hard to do if the pc doesn't understand a level during assessment, ks startled by one or disagrees. These will make the assessment inaccurate. If the assessment is inaccurately done, the pc will ARC Break or the resulting engram chain will not give TA action when being run.

The final level assessed will probably give TA action at once when found if right.

The key sentence in assessing is "In this lifetime have you mainly (level)." This is repeated for each level called. Levels are called once, as in ordinary elimination. Those that stayed in are reassessed the same way. The one form can be used for many additional assessments on the same pc as chains are run out.

The use of this form brings R3R down to Case Level 7 in workability. A chain of engrams being run must give TA action. If none is present in running engrams and the TA stays high or low the assessment was wrong.

The level found here is used to make and complete a list with the question, "In this lifetime what have you (level found)?" "In this lifetime" is used not because we only want chains in this lifetime but to keep pc from going all over the track during the preliminary assessment, this making it too long. The chain you want comes into this lifetime. All rules of listing apply as in R2-12A in doing this list.

In event of an ARC Break while doing the Preliminary Step, use the ARC Break Assessment for Listing.

If needle dirties up in assessing this form, give form to pc and ask "What happened?" and if that fails, get in BMRs "On this Assessment".

SUPPRESSED

WITHHELD

FAILED TO SUPPRESS

FAILED TO WITHHOLD

NOT SUPPRESSED

NOT WITHHELD

INVALIDATED

PROTESTED

FAILED TO INVALIDATE

FAILED TO PROTEST

NOT INVALIDATED

NOT PROTESTED

BEEN CAREFUL

WITHDRAWN

FAILED TO BE CAREFUL

FAILED TO WITHDRAW

NOT BEEN CAREFUL

NOT WITHDRAWN

SUGGESTED

CONVINCED

FAILED TO SUGGEST

FAILED TO CONVINCED

NOT SUGGESTED

NOT CONVINCED

PROVEN

FAILED TO PROVE

NOT PROVEN

HIDDEN

FAILED TO HIDE

NOT HIDDEN

REVEALED

FAILED TO REVEAL

NOT REVEALED

MADE MISTAKES

FAILED TO MISTAKE

NOT MADE MISTAKES

ASSERTED

FAILED TO ASSERT

NOT ASSERTED

CHANGED

FAILED TO CHANGE

NOT CHANGED

DAMAGED

FAILED TO DAMAGE

NOT DAMAGED

REMAINED

FAILED TO REMAIN

NOT REMAINED

PREVENTED

AGREED

FAILED TO AGREE

NOT AGREED

DISAGREED

FAILED TO DISAGREE

NOT DISAGREED

IGNORED

FAILED TO IGNORE

NOT IGNORED

DECIDED

FAILED TO DECIDE

NOT DECIDED

PROPITIATED

FAILED TO PROPITIATE

NOT PROPITIATED

HELD OFF

FAILED TO HOLD OFF

NOT HELD OFF

PULLED IN

FAILED TO PULL IN

NOT PULLED IN

HELPED

FAILED TO HELP

NOT HELPED

KNOWN

FAILED TO PREVENT
NOT PREVENTED

FAILED TO KNOW
NOT KNOWN

PRESSED ON
FAILED TO PRESS ON
NOT PRESSED ON

CAUSED
FAILED TO CAUSE
NOT CAUSED

BEEN RIGHT
FAILED TO BE RIGHT
NOT BEEN RIGHT

BELIEVED
FAILED TO BELIEVE
NOT BELIEVED

BEEN WRONG
FAILED TO BE WRONG
NOT BEEN WRONG

CURED
FAILED TO CURE
NOT CURED

WON
FAILED TO WIN
NOT WON

LIKED
FAILED TO LIKE
NOT LIKED

LOST
FAILED TO LOSE
NOT LOST

AVOIDED
FAILED TO AVOID
NOT AVOIDED

BLOCKED
FAILED TO BLOCK
NOT BLOCKED

BEEN BORED
NOT BEEN BORED

RETREATED
FAILED TO RETREAT
NOT RETREATED

BEEN ANTAGONISTIC
NOT BEEN ANTAGONISTIC

REACHED
FAILED TO REACH

ENDURED
FAILED TO ENDURE
NOT ENDURED

NOT REACHED

ABANDONED

FAILED TO ABANDON

ATTACKED

NOT ABANDONED

FAILED TO ATTACK

NOT ATTACKED

GIVEN UP

STOPPED

FAILED TO GIVE UP

FAILED TO STOP

NOT GIVEN UP

NOT STOPPED

BEEN SANE

CONFRONTED

FAILED TO BE SANE

FAILED TO CONFRONT

NOT BEEN SANE

NOT CONFRONTED

BEEN CURIOUS

COMMUNICATED

FAILED TO BE CURIOUS

FAILED TO COMMUNICATE

NOT BEEN CURIOUS

NOT COMMUNICATED

DESIRED

BEEN PRIDEFUL

FAILED TO DESIRE

FAILED TO BE PROUD

NOT DESIRED

NOT BEEN PRIDEFUL

ENFORCED

SYMPATHIZED

FAILED TO ENFORCE

FAILED TO SYMPATHIZE

NOT ENFORCED

NOT SYMPATHIZED

INHIBITED

RECOVERED

FAILED TO INHIBIT

FAILED TO RECOVER

NOT INHIBITED

NOT RECOVERED

BEEN ANGRY

HAD

FAILED TO BE ANGRY

FAILED TO HAVE

NOT HAD

RESENTED

LOOKED	FAILED TO RESENT
FAILED TO LOOK	NOT RESENTED
NOT LOOKED	
	FEARED
SERENE	FAILED TO FEAR
FAILED TO BE SERENE	NOT FEARED
BEEN ENTHUSIASTIC	BEEN IN GRIEF
FAILED TO BE ENTHUSIASTIC	FAILED TO CRY
BEEN CONSERVATIVE	BEEN APATHETIC
FAILED TO BE CONSERVATIVE	FAILED TO BE APATHETIC
INFLOWED	THOUGHT
FAILED TO INFLOW	FAILED TO THINK
STOPPED INFLOW	NOT THOUGHT
OUTFLOWED	EVALUATED
FAILED TO OUTFLOW	FAILED TO EVALUATE
STOPPED OUTFLOW	NOT EVALUATED
	HAD OPINIONS ABOUT
	FAILED TO HAVE OPINIONS ABOUT
	NOT HAD OPINIONS ABOUT

In nulling this scale the pc may suddenly break down emotionally or get an overpowering reaction. (Not just a twinge or an interest in a level, since the pc will not know the real level until it is found.) If so, STOP, don't go on. Go back to above the point where pc was all right and then carefully null back down to where you stopped. Go over this area getting in suppress and invalidate if needful and you'll have the pc's level found. You may lead into ARC Breaks if you persist in going on as you have by-passed charge. But the pc's reaction must be large for you to use this mechanism. Beware of a "sell" by the pc. A pc doesn't know the level until it is actually found. Some pcs will decide on a level and it will then read. In such a case get in Protested and Decided with "On this scale have

you " by fast check. Don't let your pc mess up an assessment by a "sell" or decision. But don't keep on down a long assessment of this scale with the pc shattered by pain or emotion as the pc will suppress the right level.

When you have found the pc's level on the above scale by elimination, then list the following question, using that level found: "In this lifetime what have you (level found)?"

List the list to a clean needle so that it nuls very easily, leaving a very few in on the first nulling, only two or three in on the second nulling of what has been left in. Put mid ruds in on these if necessary. Nul out to the final Item.

Combine the Level found and the Item found. This is a very simple step. The wording may have to be altered in tense but not in sense. "Decided" may become "Decision". "Failed to think" may become "Failure to think". In the Item found some shift of the pc's wording may be needful. But be very careful that you get a combination of Level and Item that makes sense to the pc and reads on the meter without protest reading too. These reads are often not very large and at best assume steep falls with TA action. So be careful to add up the Level and the Item found to a sensible statement that does not alter the sense. For instance you can err greatly if the Level was "Fear" and the Item was "Entrapment" if you vary it to "Fear of Traps". That won't give you the same chain at all. The correct one is "Fear of Entrapment" of course.

You can have a correct Level, a correct Item and then fail to combine the two sensibly. If so you will get (a) A confused pc and (b) A wrong chain. Either way you'll get little TA action and no R3R done.

The Level "Failed to Convince" and the Item "Father" had better be left just that way. It gives a short chain, this lifetime, soon done. By changing the Item "Father" to "Fathers" you would go whole track but the significance is wildly altered and might not run at all. The less alteration the better. And never alter the sense of it.

Use the question: "Is the first available (Level) (Item) incident earlier than five years ago? Later than five years ago?" And using times to suit, go on with Step One of R3R.

(Note: The above scale is in random order of arrangement at this time and positions of levels on the scale have no significance.)

L. RON HUBBARD

LRH:dr.rd

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101 HCOTF 1 JUL 63 LINE PLOT, FIRST SERIES HELOTROBUS IMPLANTS

(Not in either set of Tech Vols. Previously considered confidential.
Probably omitted from NTV because it is not an HCOB)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO TECHNICAL FORM OF JULY 1, AD13

LINE PLOT, FIRST SERIES HELOTROBUS IMPLANTS, 43 TRILLION

Preclear: _____ Auditor: _____

GOAL: _____

Date: _____

WHO OR WHAT WOULD OPPOSE _____? WHO OR WHAT WOULD _____ OPPOSE?

Block One

1. RR _____ TOP OPPTERM _____ NIX _____ RR 2.

TA _____ TA

3. RR _____ ABSOLUTEABLY _____ NIX ABSOLUTEABLY _____ RR 4.

TA _____ TA

5. RR _____ PERFECTABLY _____ NIX PERFECTABLY _____ RR 6.

TA _____ TA

7. RR _____ SUPERIORABLY _____ NIX SUPERIORABLY _____ RR 8.

TA _____ TA

9. RR _____ INCOMPARABLY _____ NIX INCOMPARABLY _____ RR 10.

TA _____ TA

11. RR _____ FASCINATEABLY _____ NIX FASCINATEABLY _____ RR 12.

TA _____ TA

13. RR _____ HIGHLY ACCEPTABLY _____ NIX HIGHLY ACCEPTABLY _____ RR 14.

TA _____ TA

15. RR _____ RECOMMENDABLY _____ NIX RECOMMENDABLY _____ RR 16.
TA _____ TA

17. RR _____ ACCEPTABLY _____ NIX ACCEPTABLY _____ RR 18.
TA _____ TA

19. RR _____ ENGROSSABLY _____ NIX ENGROSSABLY _____ RR 20.
TA _____ TA

21. RR _____ VITALABLY _____ NIX VITALABLY _____ RR 22.
TA _____ TA

23. RR _____ EAGERABLY _____ NIX EAGERABLY _____ RR 24.
TA _____ TA

25. RR _____ ENTHUSIASTICABLY _____ NIX ENTHUSIASTICABLY _____ RR 26.
TA _____ TA

27. RR _____ ENJOYABLY _____ NIX ENJOYABLY _____ RR 28.
TA _____ TA

29. RR _____ PLEASUREABLY _____ NIX PLEASUREABLY _____ RR 30.
TA _____ TA

31. RR _____ AGREEABLY _____ NIX AGREEABLY _____ RR 32.
TA _____ TA

33. RR _____ DEDICATEABLY _____ NIX DEDICATEABLY _____ RR 34.
TA _____ TA

35. RR _____ COMMENDABLY _____ NIX COMMENDABLY _____ RR 36.
TA _____ TA

37. RR _____ DESIREABLY _____ NIX DESIREABLY _____ RR 38.
TA _____ TA

39. RR _____ WANTABLY _____ NIX WANTABLY _____ RR 40.
TA _____ TA

41. RR _____ COVETABLY _____ NIX COVETABLY _____ RR 42.
TA _____ TA

43. RR _____ HOPEABLY _____ NIX HOPEABLY _____ RR 44.
TA _____ TA

45. RR _____ DECIDEABLY _____ NIX DECIDEABLY _____ RR 46.
 TA _____ TA

47. RR _____ CREDITABLY _____ NIX CREDITABLY _____ RR 49.
 TA _____ TA

49. RR _____ DEMANDABLY _____ NIX DEMANDABLY _____ RR 50.
 TA _____ TA

51. RR _____ BOREABLY _____ NIX BOREABLY _____ RR 52.
 TA _____ TA

53. RR _____ DEJECTABLY _____ NIX DEJECTABLY _____ RR 54.
 TA _____ TA

55. RR _____ DEGRADEABLY _____ NIX DEGRADEABLY _____ RR 56.
 TA _____ TA

57. RR _____ IDIOTABLY _____ NIX IDIOTABLY _____ RR 58.
 TA _____ TA

59. RR _____ LOSEABLY _____ NIX LOSEABLY _____ RR 60.
 TA _____ TA

61. RR _____ BADABLY _____ NIX BADABLY _____ RR 62.
 TA _____ TA

63. RR _____ UNWANTABLY _____ NIX UNWANTABLY _____ RR 64.
 TA _____ TA

65. RR _____ PLAYABLY _____ NIX PLAYABLY _____ RR 66.
 TA _____ TA

67. RR _____ ABANDONABLY _____ NIX ABANDONABLY _____ RR 68.
 TA _____ TA

69. RR _____ NIX _____ RR 70.
 TA _____ ING TA

71. RR _____ NIX _____ RR 72.
 TA _____ ERS TA

73. RR _____ NIX _____ RR 74.

TA _____ INGNES _____ INGNES TA
 75. RR _____ NIX _____ RR 76.
 TA _____ ISHNESS _____ ISHNESS TA
 77. RR _____ NIX _____ RR 78.
 TA _____ ATIVES _____ ATIVES TA
 79. RR _____ NIX _____ RR 80.
 TA _____ IVITY _____ IVITY TA

Block Two

81. RR _____ GOAL TO _____ NIX TO _____ RR 82.
 TA _____ TA
 83. RR _____ ABSOLUTEABLE TO _____ NIX ABSOLUTEABLE TO _____ RR 84.
 TA _____ TA
 85. RR _____ PERFECTABLE TO _____ NIX PERFECTABLE TO _____ RR 86.
 TA _____ TA
 87. RR _____ SUPERIORABLE TO _____ NIX SUPERIORABLE TO _____ RR 88.
 TA _____ TA
 89. RR _____ INCOMPARABLE TO _____ NIX INCOMPARABLE TO _____ RR 90.
 TA _____ TA
 91. RR _____ FASCINATEABLE TO _____ NIX FASCINATEABLE TO _____ RR 92.
 TA _____ TA
 93. RR _____ HIGHLY ACCEPTABLE TO _____ NIX HIGHLY ACCEPTABLE TO _____ RR 94.
 TA _____ TA
 95. RR _____ RECOMMENDABLE TO _____ NIX RECOMMENDABLE TO _____ RR 96.
 TA _____ TA
 97. RR _____ ACCEPTABLE TO _____ NIX ACCEPTABLE TO _____ RR 98.
 TA _____ TA
 99. RR _____ ENGROSSABLE TO _____ NIX ENGROSSABLE TO _____ RR 100.
 TA _____ TA
 101. RR _____ VITALABLE TO _____ NIX VITALABLE TO _____ RR 102.

	TA _____		TA _____	
103.	RR _____ EAGERABLE TO _____		NIX EAGERABLE TO _____	RR 104.
	TA _____		TA _____	
105.	RR _____ ENTHUSIASTICABLE TO _____		NIX ENTHUSIASTICABLE TO _____	RR 106.
	TA _____		TA _____	
107.	RR _____ ENJOYABLE TO _____		NIX ENJOYABLE TO _____	RR 108.
	TA _____		TA _____	
109.	RR _____ PLEASUREABLE TO _____		NIX PLEASUREABLE TO _____	RR 110.
	TA _____		TA _____	
111.	RR _____ AGREEABLE TO _____		NIX AGREEABLE TO _____	RR 112.
	TA _____		TA _____	
113.	RR _____ DEDICATEABLE TO _____		NIX DEDICATEABLE TO _____	RR 114.
	TA _____		TA _____	
115.	RR _____ COMMENDABLE TO _____		NIX COMMENDABLE TO _____	RR 116.
	TA _____		TA _____	
117.	RR _____ DESIREABLE TO _____		NIX DESIREABLE TO _____	RR 118.
	TA _____		TA _____	
119.	RR _____ WANTABLE TO _____		NIX WANTABLE TO _____	RR 120.
	TA _____		TA _____	
121.	RR _____ COVETABLE TO _____		NIX COVETABLE TO _____	RR 122.
	TA _____		TA _____	
123.	RR _____ HOPEABLE TO _____		NIX HOPEABLE TO _____	RR 124.
	TA _____		TA _____	
125.	RR _____ DECIDEABLE TO _____		NIX DECIDEABLE TO _____	RR 126.
	TA _____		TA _____	
127.	RR _____ CREDITABLE TO _____		NIX CREDITABLE TO _____	RR 129.
	TA _____		TA _____	
129.	RR _____ DEMANDABLE TO _____		NIX DEMANDABLE TO _____	RR 130.
	TA _____		TA _____	
131.	RR _____ BOREABLE TO _____		NIX BOREABLE TO _____	RR 132.

TA _____ TA
 133. RR _____ DEJECTABLE TO _____ NIX DEJECTABLE TO _____ RR 134.
 TA _____ TA
 135. RR _____ DEGRADEABLE TO _____ NIX DEGRADEABLE TO _____ RR 136.
 TA _____ TA
 137. RR _____ IDIOTABLE TO _____ NIX IDIOTABLE TO _____ RR 138.
 TA _____ TA
 139. RR _____ LOSEABLE TO _____ NIX LOSEABLE TO _____ RR 140.
 TA _____ TA
 141. RR _____ BADABLE TO _____ NIX BADABLE TO _____ RR 142.
 TA _____ TA
 143. RR _____ UNWANTABLE TO _____ NIX UNWANTABLE TO _____ RR 144.
 TA _____ TA
 145. RR _____ PLAYABLE TO _____ NIX PLAYABLE TO _____ RR 146.
 TA _____ TA
 147. RR _____ ABANDONABLE TO _____ NIX ABANDONABLE TO _____ RR 148.
 TA _____ TA
 149. RR _____ NIX _____ RR 150.
 TA _____ ING _____ ING TA
 151. RR _____ NIX _____ RR 152.
 TA _____ ERS _____ ERS TA
 153. RR _____ NIX _____ RR 154.
 TA _____ INGNESS _____ INGNESS TA
 157. RR _____ NIX _____ RR 158.
 TA _____ ATIVES _____ ATIVES TA
 159. RR _____ NIX _____ RR 160.
 TA _____ IVITY _____ IVITY TA

Block Three

161. RR _____ GOAL MINUS "TO" _____ NIX (GOAL MINUS "TO") _____ RR 162.

- TA _____ ING TA
163. RR _____ NIX _____ RR 164.
- TA _____ ING _____ ING TA
165. RR _____ NIX _____ RR 166.
- TA _____ ERS _____ ERS TA
167. RR _____ NIX _____ RR 168.
- TA _____ INGNESS _____ INGNESS TA
169. RR _____ NIX _____ RR 170.
- TA _____ ISHNESS _____ ISHNESS TA
171. RR _____ NIX _____ RR 172.
- TA _____ ATIVES _____ ATIVES TA
173. RR _____ NIX _____ RR 174.
- TA _____ IVITY _____ IVITY TA

Block Five ING FORM OF GOAL

175. RR _____ THOSE WHO ARE _____ SOMEONE WHO ISN'T EVER__ RR 176.
- TA _____ ING _____ ING TA
177. RR _____ SOMEONE WHO HATES _____ RR 178.
- TA _____ ING _____ ING TA
179. RR _____ ACTIVE _____ SOMEONE WHO DOESN'T _____ RR 180.
- TA _____ ING WANT _____ ING TA
181. RR _____ ANY NECESSITY FOR _____ SOMEONE WHO SEES NO _____ RR 182.
- TA _____ ING NECESSITY FOR _____ ING TA
183. RR _____ ANY ACTIONS OF _____ NIX ANY ACTIONS OF _____ RR 184.
- TA _____ ING _____ ING TA
185. RR _____ A BELIEF IN _____ NIX A BELIEF IN _____ RR 186.
- TA _____ ING _____ ING TA
187. RR _____ THE PROPONENTS OF _____ NIX THE PROPONENTS OF _____ RR 189.
- TA _____ ING _____ ING TA
189. RR _____ THE FANTASTIC IMP- _____ THE UNIMPORTANCES _____ RR 190.

TA _____ ORTANCES OF _____ ING OF _____ ING TA

191. RR _____ THE OBSESSIONS FOR NIX THE OBSESSIONS FOR RR 192.
 TA _____ ING _____ ING TA

193. RR _____ THE INTERESTING- NIX THE INTERESTINGNESS RR 194.
 TA _____ NESS OF _____ ING OF _____ ING TA

197. RR _____ THE UPSETS ABOUT _____ NIX THE UPSETS ABOUT _____ RR 198.
 TA _____ ING _____ ING TA

199. RR _____ THE DESPERATIONS NIX THE DESPERATIONS OF RR 200.
 TA _____ OF _____ ING _____ ING TA

201. RR _____ THE FRENZIEDNESS NIX THE FRENZIEDNESS OF RR 202.
 TA _____ OF _____ ING _____ ING TA

203. RR _____ THE HOPELESSNESS NIX THE HOPELESSNESS OF RR 205.
 TA _____ OF _____ ING _____ ING TA

Block Six ER FORM OF GOAL

205. RR _____ THE EXHAUSTION OF AN EXHAUSTED _____ RR 206.
 TA _____ ING _____ ER TA

207. RR _____ THE STUPIDITY OF _____ A STUPIFIED _____ RR 208.
 TA _____ ING _____ ER TA

209. RR _____ THE EFFORTS OF _____ AN ENEFFORTIZED _____ RR 210.
 TA _____ ING _____ ER TA

211. RR _____ THE UNREWARDING- AN UNREWARDED _____ RR 212.
 TA _____ NESS OF _____ ING _____ ER TA

213. RR _____ THE COMPLICATIONS A COMPLICATED _____ RR 214.
 TA _____ OF _____ ING _____ ER TA

215. RR _____ THE DEMANDS OF _____ A DEMANDING _____ RR 216.
 TA _____ ING _____ ER TA

217. RR _____ THE DETERMINATIONS A DETERMINED _____ RR 218.
 TA _____ OF _____ ING _____ ER TA

219. RR _____ THE LIMITATIONS OF A _____ ING RR 220.

TA _____ ING _____ ER TA

221. RR _____ THE OPPONENTS OF _____ A _____ RR 222.

TA _____ ING _____ ER TA

223. RR _____ THE HATRED OF _____ RR 224.

TA _____ ING _____ ING TA

225. RR _____ STOPPED _____ SOMEBODY WITH THE GOAL RR 226.

TA _____ ING TO _____ TA

227. RR _____ ANY IMPOSSIBILITY _____ SOMEBODY OR SOMETHING RR 228.

TA _____ OF _____ ING WITH THE GOAL TO _____ TA

229. RR _____ THE NON EXISTENCE _____ THE GOAL TO _____ RR 230.

TA _____ OF _____ ING _____ TA

231. RR _____ BOTTOM OPTERM _____ TO _____ RR 232.

TA _____ Next goal + this goal _____ TA
 or this goal + next
 goal. Sometimes Not
 or Nix has to be added. "What goal would _____ oppose?"
 (50 beyond last RS or RR)

1. (Top opterm of next goal)

[No signature line. Note that it was sometimes omitted on forms remimeoed for HGC use]

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 102 HCOPL 3 JUL 63 CHANGE OF ROUTING ORG TECH REPORTS

(OEC V4 p 36)

HUBBARD COMMUNICATIONS OFFICE
 Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 3 JULY 1963

CenOCon

CHANGE OF ROUTING: ORG TECHNICAL REPORTS

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L. RON HUBBARD

LRH:jw.rd
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103 HCOB 5 JUL 63 ARC BREAK ASSESSMENTS

(TV5 p. 306-9, NTV VII p. 214-219)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 5 JULY AD13

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ALL ROUTINES

(HCO Secs: Check out all ARC Break Assessment HCO Bulletins on all executives including registrars and on all staff auditors and Instructors)

ARC BREAK ASSESSMENTS

These lists are valuable. Intelligently used they put an auditor or Scientology staff or executive at cause over all session ARC Breaks and Scientology upsets.

The following Assessments are for use in finding by-passed charge in various auditing activities.

The source of all ARC Breaks is by-passed charge. There is no other source of ARC Breaks. The type of charge that can

be by-passed varies from one auditing activity to another (R3R, 3N, etc). Therefore different lists for assessment are necessary for different Routines in auditing. Another list for general auditing is also necessary.

Everything that has been written about by-passed charge is valid. All by-passed charge is in some degree a missed withhold, missed by both auditor and pc.

Having these lists for assessment, there is no excuse for an ARC Break to long continue in a session or for anyone to remain ARC Broken with Scientology.

The following assessments find what kind of charge has been missed. It is then up to the auditor to locate it more precisely as to character and time and indicate it to the pc. The pc will feel better the moment the right type of by-passed charge is identified by assessment and indicated by the auditor. If the pc does not feel better but further ARC Breaks then the assessment is either incomplete or incorrect.

Many complicated ways exist for a charge to be by-passed. There is no reason to go into these. You will find it is always by-passed charge and that it could have been located and indicated in any ARC Break.

R2H is the training process for use of these lists. In R2H devoted to "In auditing" or when an ARC Break is found in a past auditing session during an R2H session the type of list that applied to that session is used.

There are four ways of using these lists. The first is to assess by elimination and come up with one list line still reading on the meter and indicate it as the charge to the pc. The second is to go down a list taking each one that reads and clearing it up with the pc, finishing the whole list and then finally indicate what read the most. The third way is like the second except that the pc is required to help find what made the type of charge read and actually identify it as a particular thing. The fourth way is to assess only for biggest read or one line and have the pc help spot it.

The third way is the one most commonly used at the end of a session where it is just cleaning up the session, and each question is completely cleaned on the needle in turn. The first way is most used on violent ARC Breaks. The second or the fourth ways are used in R2H.

Assessment often has to be done through a dirty needle. No effort is made to clean it up before assessment. And just because the needle is dirty is no reason to call them all "in". Learn to read through a DN for both ARC Break Assessments and dating. It is rather easy to do with a Mark V meter as the characteristic of the DN shifts when one is "in".

No effort has been made here to convert the words to

non-Scientology language, as the sense would be lost to a Scientologist.

These lists are all bare-bone and contain only the usual types of by- passed charge. They may be added to as experience with them increases. They become too unwieldy when they are too long. The only way you can get confused as to how to locate and indicate charge is by finding the wrong charge.

GENERAL ARC BREAK ASSESSMENT

Used in general sessions of all kinds where an ARC Break has occurred, or at session end in all routines and for R2H.

The prefix sentence "In this session has???" is used when cleaning up a session at its end or during the session. "At that time had"??" is used for R2H. The actual date may be occasionally substituted for "time" to keep the pc oriented but only if necessary.

LIST L-1

a withhold been missed?

some emotion been rejected?

some affinity been rejected?

a reality been refused?

a communication been cut short?

a communication been ignored?

an earlier rejection of emotion been restimulated?

an earlier rejection of affinity been restimulated?

an earlier refusal of reality been restimulated?

an earlier ignored communication been restimulated?

a wrong reason for an upset been given?

a similar incident occurred before?

something been done other than what was said?

a goal been disappointed?

some help been rejected?

a decision been made?

an engram been restimulated?

an earlier incident been restimulated?
there been a sudden shift of attention?
something startled you?
a perception been prevented?
a willingness not been acknowledged?
there been no auditing?

(Note: If "overt" is added to this list or any BMR buttons, the scale cannot be used in an R3R or 3N session as these "mush" up engrams.)

(Note: If this list is used do not also use any other end rudiments except goals, gains and pc's havingness.)

ASSESSMENT SESSIONS
LISTING SESSIONS
PRELIMINARY STEP R3R
THE ARC BREAK FOR ASSESSMENTS LIST

When doing any listing step or type of auditing use the following list for ARC Break Assessment in event of an ARC Break in the session or at session end.

The prefix "In this session has..." is used for a listing session, and "In that session had..." if a listing session ARC Break is recalled by the pc doing R2H.

LIST L-2

an incorrect level been found?
an incorrect item been found?
a list not been completed?
a level abandoned?
an item abandoned?
you not given items you thought of?
a goal been restimulated?
an implant been restimulated?
an engram been restimulated?
a withhold been missed?
earlier listing been restimulated?

earlier wrong levels been restimulated?

earlier wrong items been restimulated?

earlier listing ARC Breaks been restimulated?

ROUTINE R3R
ENGRAM RUNNING BY CHAINS

In all engram running sessions, and those combined with 3N in that session, use the following list.

Prefix each question with "In this session have..." in event of an ARC Break or at session end. For R2H where an ARC Break is discovered in an earlier engram running session (clear back to 1950), prefix with "In that session had the auditor..." and omit "I" and "we".

LIST L-3

I found an incorrect date?

I found an incorrect duration?

I demanded more than you could see?

two or more engrams been found on the same date?

you skidded to another incident?

we moved to another chain?

we gotten to a goals implant?

we scanned through a GPM?

we restimulated an earlier incident?

we restimulated an earlier implant?

we restimulated an earlier ARC Break on engrams?

we failed to find the real beginning of the incident?

we by-passed important data?

we skipped an incident?

two or more incidents been confused?

I missed a withhold on you?

we left an incident too heavily charged?

we scanned through one or more series of goal implants?

we abandoned a chain?

we abandoned an incident?

I prevented you from running an incident?

I changed processes on you?

(Note: Do NOT use any BMR buttons during engram running or add overts to this list as they will "mush" engrams.)

ROUTINE 3N
GPMs, ALL GOALS SESSIONS

When a session is being run on GPMs or goals no matter with what routine, use the following ARC Break assessment when any ARC Break, great or small, occurs (or when pc becomes critical of the auditor even "playfully"). If R3R and R3N are both run in the same session, do both L - 3 and L - 4.

Prefix the lines with "In this session have...", or for R2H ARC Breaks found in goals sessions "In that session had the auditor..." and omit "I" or "we". In event that the current pc was the auditor in that session and ARC Broke (applies also to List L - 3 above) use List L - 1.

LIST L-4

I given you an incorrect item?

I given you a wrongly worded goal?

I given you a wrong goal?

I left an Item charged?

I skipped an Item?

I skipped more than one Item?

I skipped a goal?

I skipped more than one goal?

we restimulated an earlier wrong goal?

we restimulated an earlier wrong item?

we restimulated an earlier implant?

I failed to give you a goal?

I failed to give you an item?

I misdated a goal?

you run items out of different GPMs (or goals)?

we run more than one series of goals?

we restimulated an earlier goals series?

we restimulated an earlier engram?

you skidded on the time track?

we gone over an engram inside this GPM?

we restimulated another GPM?

we missed part of the incident?

I given you no auditing?

I missed a withhold on you?

we missed some other kind of charge?

we abandoned a goal?

we abandoned an item?

I given you more Items than are here?

I given you more goals than are here?

we listed an item wrong way to?

I restimulated earlier errors in running GPMs?

we slipped into a later goals series?

I changed processes on you?

L. RON HUBBARD

LRH:jw.cden

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[Ed. The following note appears at the end in the old tech volumes but is omitted from the new ones]

[The above lists have been later revised by HCO Bs 19 March 1971, List-1-C, Volume VII, page 203; 11 April 1971RA, Revised 8 March 1974, L3RD - Dianetics and Int RD Repair List, Volume VIII, page 265; and 15 December 1968R, Revised 2 June 1972, L4BR - For Assessment of All Listing Errors, Volume VIII, page 138.]

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104 HCOB 5 JUL 63 CCHS REWRITTEN

(TV5 p. 310-13, Omitted from NTV)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 5 JULY 1963

(REPLACED - see HCO B 1 Dec 65 Old Volume VI - 118)

CenOCon
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CCHs REWRITTEN

(Replaces HCO Bulletin of 2 November 1961, "Training CCHs"
and HCO Policy Letter of 15 May 1962, "CCHs Rewritten")

The following revised rundown on the CCHs is to be used by
all Students in Scientology Orgs.

CONTROL-COMMUNICATION-HAVINGNESS PROCESSES

The following rundown of CCH 1, 2, 3 and 4 has been
slightly amended. They are for use in training. CCHs are
run as follows:

CCH 1 to a flat point then CCH 2 to a flat point then CCH 3
to a flat point then CCH 4 to a flat point then CCH 1 to a
flat point, etc.

To bring the CCH training into line with current methods of
teaching TRs, etc, at the end of each drill a list of
Coach's questions is given. In addition Coach should take
instructions from the "Commands" and "Training Stress" and
frame them in the form of questions. For example, in CCH 1
Coach could ask, "Did you make every command and cycle
separate?"

Coach must avoid invalidating Student and not ask questions
on what Coach thinks the Student has done wrong. The
correct method is to ask a few questions at a time choosing
and forming questions at random. On the other hand Coach
should not ask a question about something that has not
happened in the drill. For example, in CCH 3, if Coach has
not manifested a "dope-off", Coach would not ask, "When I
doped off did you take my hand and execute the command one
hand at a time?"

No. CCH 1.

NAME: GIVE ME THAT HAND. Tone 40.

COMMANDS: GIVE ME THAT HAND. Physical action of taking hand when not given and then replacing it in the Coach's lap. Making physical contact with the Coach's hand if Coach resists. THANK YOU ending each cycle. All Tone 40 with clear intention, one command in one unit of time. Take up each new physical change manifested as though it were an origin by the Coach, when it happens, and querying it by asking "What's happening?" This two-way comm is not Tone 40. Run only on the right hand.

POSITION: Student and Coach seated in chairs without arms. Student's knees on outside of both Coach's knees.

PURPOSE: To demonstrate to pc that control of pc's body is possible, despite revolt of circuits, and inviting pc to directly control it. Absolute control by auditor then passes over towards absolute control of his own body by pc.

TRAINING STRESS: Never stop process until a flat place is reached. Freezes may be introduced at end of cycle, this being after the THANK YOU and before the next command, maintaining a solid comm line, to ascertain information from the Coach or to bridge from the process. This is done between two commands, holding the Coach's hand after acknowledgement. Coach's hand should be clasped with exactly correct pressure. Make every command and cycle separate. Maintain Tone 40, stress on intention from Student to Coach with each command. To leave an instant for Coach to do it by own will before Student decides to take hand or make contact with it. Stress Tone 40 precision; can be coached for some time silently with Coach looking for silent Student intention. Student indicates hand by nod of head.

COACH'S QUESTIONS:

- CCH 1: 1. What is a Tone 40 Command?
(Intention without reservation)
2. Did you give me a Tone 40 Command?
3. Was the command executed?
4. What is a change?
(Any physical observed manifestation)
5. Did you notice any change?
6. What was it?
7. Did you take it up with me?
8. Did you introduce a freeze at end of cycle to ascertain information from me or to bridge from the process?

HISTORY: Developed by L. Ron Hubbard in the 17th ACC Washington DC, 1957.

No. CCH 2.

NAME: TONE 40 8C.

COMMANDS:

YOU LOOK AT THAT WALL. THANK YOU.
YOU WALK OVER TO THAT WALL. THANK YOU.
YOU TOUCH THAT WALL. THANK YOU.
TURN AROUND. THANK YOU.

Take up each new physical change manifested as though it were an origin by the Coach, when it happens, and querying it by asking "What's happening?" This two-way comm is not Tone 40. Commands smoothly enforced physically when necessary. Tone 40, full intention.

POSITION: Student and Coach ambulant, Student in physical contact with Coach as needed.

PURPOSE: To demonstrate to pc that his body can be controlled and thus inviting him to control it. To orient him in his present time Environment. To increase his ability to duplicate and thusly increase his Havingness.

TRAINING STRESS: Absolute Student precision. No drops from Tone 40. No flubs. Total present time. Student on Coach's right side. Student's body acts as block to forward motion when Coach turns. Student gives command, gives Coach a moment to obey, then enforces command with physical contact of exactly correct force to get command executed. Student does not block Coach from executing commands. Method of introduction as in CCH 1. Freezes may be introduced at the end of cycle, this being after the THANK YOU and before the next command, maintaining a solid comm line, to ascertain information from the Coach or to bridge from the process, this being the acknowledgement "THANK YOU" after the command "TURN AROUND".

COACH'S QUESTIONS:

- CCH 2:
1. What is a Tone 40 Command?
(Intention without reservation)
 2. Did you give me a Tone 40 Command?
 3. Was the command executed?
 4. What is a change?
(Any physical observed manifestation)
 5. Did you notice any change?
 6. What was it?
 7. Did you take it up with me?
 8. Did you introduce a freeze at end of cycle to ascertain information from me or to bridge from the process?)

HISTORY: Developed by L. Ron Hubbard in Washington DC, in 1957 for the 17th ACC.

No. CCH 3.

NAME: HAND SPACE MIMICRY.

COMMANDS: Student raises 2 hands palms facing Coach's about an equal distance between the Student and Coach and says "PUT YOUR HANDS AGAINST MINE, FOLLOW THEM AND CONTRIBUTE TO THEIR MOTION." He then makes a simple motion with right

hand then left. "DID YOU CONTRIBUTE TO THEIR MOTION?" Acknowledge answer. Student allows Coach to break solid comm line. When this is flat, the Student does this same with a half inch of space between his and the Coach's palms. The command being "PUT YOUR HANDS FACING MINE ABOUT 1/2 INCH AWAY, FOLLOW THEM AND CONTRIBUTE TO THEIR MOTION." "DID YOU CONTRIBUTE TO THEIR MOTION?" Acknowledge. When this is flat, Student does it with a wider space and so on until Coach is able to follow motions a yard away.

POSITION: Student and Coach seated, close together facing each other, Coach's knees between Student's knees.

PURPOSE: To develop reality on the auditor using the reality scale (solid communication line). To get pc into communication by control and duplication. To find auditor.

TRAINING STRESS: That Student be gentle and accurate in his motions, all motions being Tone 40, giving pc wins. To be free in 2-way communication. That process be introduced and run as a formal process. To teach student that if coach dopes off in this process Student may take Coach's wrist and help him execute the command one hand at a time. That if Coach does not answer during anaten to question "DID YOU CONTRIBUTE TO THEIR MOTION?", Student may wait for normal comm lag of that Coach, acknowledge and continue process.

COACH'S QUESTIONS:

- CCH-3:
1. What is a Tone 40 motion?
(Intention without reservation)
 2. Did you give me a Tone 40 motion?
 3. Was the motion executed?
 4. What is a change?
(Any physical observed manifestation)
 5. Did you notice any change?
 6. What was it?
 7. Did you take it up with me?
 8. Did you do a simple movement?
 9. Define two-way communication.
(One question - the right one.)
 10. Did you receive a verbal origination?
 11. Did you understand it?
 12. Did you acknowledge it?
 13. Did you return me to session?
 14. Did you double question me?
 15. Did you change because I had changed?
 16. Did you follow my instruction?
 17. What did you do?
 18. What happened?

HISTORY: Developed by L. Ron Hubbard in Washington DC, 1956, as a therapeutic version of Dummy Hand Mimicry. Something was needed to supplant 'Look at me' 'Who am I?' and 'Find the auditor' part of rudiments.

NAME: BOOK MIMICRY.

COMMANDS: THERE ARE NO SET VERBAL COMMANDS. Student makes simple motions with a book. Hands book to the Coach. Coach makes motion, duplicating Student's mirror-image-wise. Student asks pc if he is satisfied that the Coach duplicated the motion. If Coach is and Student is also fairly satisfied, Student takes back the book and goes to next command. If Coach is not sure that he duplicated any command, Student repeats it for him and gives him back the book. If Coach is sure he did and Student can see duplication is pretty wrong, Student accepts Coach's answer and continues on a gradient scale of motions either with the left or right hand till Coach can do original command correctly. This ensures no invalidation of the Coach. Tone 40, only in motions, verbal 2-way quite free.

POSITION: Student and Coach seated facing each other, a comfortable distance apart.

PURPOSE: To bring up pc's communication with control and duplication (control and duplication = communication).

TRAINING STRESS: Stress giving Coach wins. Stress Student's necessity to duplicate his own commands. Circular motions are more complex than straight lines. Tolerance of plus or minus randomness are apparent here and the Student should probably begin on the Coach with motions that begin in the same place each time and are neither very fast nor very slow, nor very complex. Introduced by the Student seeing that Coach understands what is to be done, as here is no verbal command, formal process.

COACH'S QUESTIONS:

- CCH 4:
1. What is a Tone 40 motion?
(Intention without reservation)
 2. Did you give me a Tone 40 motion?
 3. Was the motion executed?
 4. What is a change?
(Any physical observed manifestation)
 5. Did you notice any change?
 6. What was it?
 7. Did you take it up with me?
 8. Did you do a simple movement?
 9. Define two-way communication.
(One question - the right one.)
 10. Did you receive a verbal origination?
 11. Did you understand it?
 12. Did you acknowledge it?
 13. Did you return me to session?
 14. Did you double question me?
 15. Did you change because I had changed?
 16. Did you follow my instruction?
 17. What did you do?
 18. What happened?

HISTORY: Developed by L.R.H. for the 16th ACC in Washington DC, 1957. Based on duplication. Developed by L.R.H. in

London, 1952.

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[This HCO B is replaced by HCO B 1 December 1965, CCHs,
Volume VI, page 118. See also HCO PL 17 May 1965, CCHs,
Volume VI, page 40, which says that processes may not be
used as drills.]

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105 HCOB 9 JUL 63 A TECH SUMMARY, THE REQUIRED SKILLS OF PROC. AND WHY

(TV5 p. 314-7, NTV VII p. 220-4)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 9 JULY 1963

Central Orgs
Franchise

A TECHNICAL SUMMARY

THE REQUIRED SKILLS OF PROCESSING AND WHY

Here is where we stand and where we're going.

An auditor, to make a Clear or OT, has to be able to handle
confidently certain skills.

Today we assume that every successful process we ever had
is and was a valid process. We are at a point of summation
and valuation as we are achieving excellent and steady
progress even on the most unlikely cases. I consider that
the period of basic mental research has ended and the
period of adjustment of skills, on which I will for some
time be engaged, has been entered upon.

I list here the auditor skills which are requisite to
handle any case.

SKILLS BY CASE LEVEL

Case Levels 8, 7 and 6

Objective Processes

Reach and Withdraw Commands
CCHs
Havingness Processes

Case Levels 7, 6 and 5

Model Session
Repetitive Command Processes
R2H
Meter Reading
Simple Assessment of a form

Case Levels 6, 5, 4 and 3

Assessment of Levels
Listing and nulling Lists
R3R
3N

These constitute, to use another table, the following exact skills:

Handling the pc's body (as in Reach and Withdraw or 8c).

Ability to execute the auditing cycle.

Ability to give repetitive commands.

Ability to handle a meter.

Ability to run a Model Session and keep the pc in session.

Ability to read a Tone Arm.

Ability to accurately meter date.

Ability to run R2H.

Ability to locate and handle ARC Breaks.

Ability to assess a simple form.

Ability to find a level.

Ability to list, complete and nul a list.

Ability to run R3R.

Ability to do 3N.

Ability to do a form Line Plot for a GPM.

Ability to do a Line Plot for an off-beat GPM.

Ability to list for and find a goal.

Ability to list for and find a top oppterm.

Knowledge of the Time Track.

Knowledge of the Thetan.

Knowledge of the basics of Life.

A General Knowledge of Scientology.

(Note: The abilities of R3R, R3N and R2H are also listed separately in the above.)

These, briefly, are the skills required to make an OT. They are well taught at Saint Hill. They are practiced in Central Orgs as fast as released. HCO Bulletins exist on nearly all this material, except some fine points of R3R which are known but not yet written up, and some of the R3N Line Plots not yet issued.

BASIC SKILLS

If you examine the above you will find that where the auditor cannot do the required skill the faults are only one or more of the following:

Cannot execute the auditing cycle.

Cannot execute an auditing cycle repetitively.

Cannot handle a session.

Cannot read a meter.

Cannot study and apply Scientology data.

Given the ability to execute the auditing cycle once or repetitively, handle a session, read a meter and study and apply procedures, all the above listed auditing skills are easily acquired and successfully done.

Therefore in looking for the reasons for no results, one finds the failure to apply the required procedure and in tracing that, one inevitably finds one or more of these five basics amiss in the auditor.

It is no longer a question of whether Scientology works, it is only a question of whether the auditor can work Scientology. If he or she can't, then the trouble lies in one or more of these basics.

The trouble does not lie with the procedure or with the pc. Of course some procedures above are harder to do than others and some pcs can worry an auditor far more than others, but these are incidental and are very junior to the five basics above.

The lower the case level of the auditor, the harder time he or she will have grasping the know-how and using it. For instance a squirrel is only a dramatizing Case Level 6 or 7. A student having a rough time is a Case Level 6 or 5. Somebody almost heartbreaking to teach is a Case Level 7 or 8. BUT, with alert guidance and even making mistakes, I have seen Case Levels from 3 to 8 alike getting wins and finally smoothing out on the five basics above. I've seen it myself in the past two years of training at Saint Hill. So I've discarded Case Level as an index of auditing ability, it is only an index of how-hard-to-train.

The question of psychotic or neurotic does not enter. These are artificial states and have no real bearing, surprisingly enough, on Case Level. My belief in an auditor's ability to audit has far more bearing on his auditing than his or her aberrations.

The only factor left is auditor judgment. This varies about and improves with wins. But processes are so arranged that it is a question only of what is the highest process that gives TA action, rather than pre-session case estimation. Trial and error is the best test. I would use it myself, for I have often found the most unlikely preclear (at first glance) capable of running high level processes and some very "capable" people (at casual inspection) unable to see a wall. So I always run the highest level that I hope pc can run, and revise on experience with the pc if necessary.

FORMER TRAINING

As all modern courses and Academies have stressed basic skills as above for some time, no past training has been lost.

Those who learned R2-12 are much better fitted to do R3R and 3N than those who did not.

We look on any auditor today to be able to do repetitive processes but remember, that was sometimes a hard-won ability and old Book and Bottle was developed to assist it.

People who learned Pre-hav assessing or goals finding are definitely well progressed.

Anyone who can do the CCHs successfully will always find them handy.

So I count no training lost. And I am about to collect ill earlier processes that worked on psychosomatic ills and publish them, since being careful not to do healing has not protected us at all and we might as well take over the medical profession for I now find that only their trade association has been firing at us in the press. So that opens up a use for almost all training on processes ever given.

If an auditor has learned the above basics he or she can easily do the long list of skills required for Clearing or OT.

CLEARING

We can clear to keyed-out clear or clear stably. I have considered it necessary to stress thorough clearing. We are on a longer road but a more certain and stable road when we erase the Time Track or sections of it. Clear is now Case Level 2.

The main goal, however, is OT, due to the general situation. When we were attacked I decided on a policy of:.

1. Hold the line on the Legal Front and
2. Accelerate research to OT as our best means of handling the situation.

Both these policies are being successful in the extreme and I hope you agree with them.

By courtesy, one GPM run gives a first goal clear. No further test is done.

One chain of engrams completed is an R3R one-chain clear. This is easier than you might think.

Theta clear at this time is a Case Level 2 that is exterior.

OT is a Case Level 1 complete with skills rehabilitated.

The route to these states is very well established and is contained in the first list above.

HOURS OF PROCESSING

Cases require as many hours as they are located on the Case Level Scale. The lower they are the more hours they require. The higher they are the less they require.

As some index, I have had about 800 hours lately including all techniques from R2-12 forward, much of it purely research auditing on myself as a pc, developing procedures and getting line plots. Barely 250 hours of this was effective auditing. And I am definitely on the easy last half to OT.

In a period of about half that, Mary Sue achieved 10 goal clear and has just completed her first assessed R3R chain. This included all the R3 goals work, the research of R2-12 on her as a pc, as well as R3N and R3R. Effective Auditing, given the data now known, amounted to about 150 hours or less.

A guess to OT, given a skilled auditor and training on all modern data as above, and an able pc, would be less than 500 hours to a one chain R3R clear. This expectancy is being fulfilled on the Saint Hill Course for those now in Z Unit. To this would have to be added any processing time necessary to get the pc up to R3R. I consider that OT lies

on the sunny side of 1,000 hours of processing now for cases that can be audited.

DIFFICULTY OF CLEARING

No case is really easy. A higher state attained is an uphill fight. So don't underestimate the difficulty of clearing.

We went too long on the Time Track before developing and working at Scientology.

BUT we can do it. And it is a lot more than worthwhile - it is vital that we do do it. If we miss now, we may be finished. For there is no help elsewhere and there never has been this technology or any successful mental technology. And just now nobody cares but us. When we've succeeded all the way everybody will want on. But not yet.

My own job is very far from an end. The job of getting the purely technology developed and organized is practically over, unless you consider a recording of the full technology as part of the job. I've only recorded essentials and am just writing the last bulletins on those. But ahead is a vast panorama of research on other dynamics and enormous amounts of other technology.

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106 HCOPL 9 JUL 63 HPA/HCA CERTIFICATE CHECKSHEET

(OEC V4 p 342-3)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 9 JULY 1963

CenOCon

HPA/HCA CERTIFICATE CHECK SHEET

The attached check-sheet is to be put into effect for all new HPA/HCA students and for all those students presently attending Academies.

I do not want to have any more certification delays.

An HPA/HCA student should not be regarded as graduated and should not be released from the Academy until his check sheet as attached is fully completed.

L. RON HUBBARD

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HPA/HCA CERTIFICATE CHECK SHEET

ROUTE IN ORDER:

1. DIRECTOR OF TRAINING ORIGINATES ON DAY STUDENT ENTERS CLASS WORK.

PRINT NAME AS STUDENT WANTS IT ON CERTIFICATE _____

Signature of Director of Training _____ (date) _____

2. HCO BOARD OF REVIEW/CERTIFICATIONS

A. Certificate sent to be made up _____ (date). Number _____

B. Recorded in log book and sent to WW for LRH to sign. _____ (date)

C. Received back and filed in Val Doc _____ (date).

Signature _____

3. ACCOUNTS

Is course paid for or other satisfactory arrangement made for payment?

Yes _____ No _____ Signature Accts _____ (date) _____

4. MEMBERSHIPS

Does student have International Membership in force? Yes _____ No _____

Expiration Date _____ Signature Memberships _____ (date) _____

5. DIRECTOR OF TRAINING

Student has completed class work _____ (date)

Signature Director of Training _____

6. DIRECTOR OF PROCESSING

Oral Exam given _____ (date), Written Exam given _____ (date)

Signature Director of Processing _____

(Attach Oral Exam Check Sheet, Auditor Reports and student's Answer Sheets)

7. HCO BOARD OF REVIEW

A. Oral and Written Exams reviewed and graded _____ (date)
Flunked Oral _____ (date) Flunked Written _____ (date)
Passed Oral _____ (date) Passed Written _____ (date)

If either or both flunked, Check Sheet is returned to Director of Training and exam papers sent to Academy Admin to file in Student's Folder. If both exams passed, student may then make certificate application, and exam papers are sent to Academy Admin to file in Student's Folder.

B. Certificate Application completed ___ Not completed ___ (date) ___

If Certificate Application is not completed, Check Sheet is returned to Director of Training and Certificate Application form sent to Academy Admin to file in Student's Folder. If Certificate Application form completed, it is attached to Check Sheet and:-

8. HCO BOARD OF REVIEW/CERTIFICATIONS

A. Memberships rechecked if past expiration date in 4 above. If no present membership graduate is told to get one immediately.

B. Certificate dated (), sealed and issued to graduate _____ (date)

C. Recorded in log book _____ Address/CF informed _____
HCO WW informed _____

Signature of HCO Bd Review/Certifications _____

9. ACADEMY ADMINISTRATOR files Check Sheet and Certificate Application form in Student's Folder and transfers folder to Auditor's file.

10. If graduate not going on staff, HCO FRANCHISE SECRETARY WW notified of name and address of graduate for inclusion of HCO WW Field mailings. Alternatively graduate applies for HCO Franchise immediately on graduation, if situated outside a promulgated Central Org Control Area. If situated within a Central Org Control Area, graduate placed on Interim DO arrangements.

=====

(TV5 p. 318, not in NTV VII)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 11 JULY 1963

Sthil
SHSBC

AUDITING RUNDOWN

MISSED WITHHOLDS
TO BE RUN IN X 1 UNIT

1. Complete a list on the following question:

"In this lifetime what have you done that you have withheld from someone?"

2. On each withhold listed ask:

- (a) "When was it?"
- (b) "Where was it?"
- (c) "Who failed to find out about it?"
- (d) "Who nearly found out about it?"
- (e) "Who still doesn't know about it?"

Each answer must be written down and the sheet of answers showing to which withhold they relate must be turned in with the auditing report.

The answer sheet will be made available to all instructors on the Course.

The above suggestion was made by Bernie Pesco, Saint Hill Special Briefing Course student, and accepted for use.

L. RON HUBBARD

LRH:gl.bh
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[This HCO B is superseded by HCO B 23 July 1963, Auditing Rundown - Missed Withholds - To be Run in X 1 Unit.]

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110 HCOB 14 JUL 63 ROUTINE 3N, LINE PLOTS

(NTV VII p. 225-9, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 14 JULY AD 13

Central Orgs
Missions

ROUTINE 3N

LINE PLOTS

Attach to this HCOB, HCOB 17 April AD 13 A COMPLETE GPM PATTERN.

Correct HCOB 17 April 1963 as follows:

Omit introductory paragraphs and Points of Interest.
Substitute the text of this HCO Bulletin.

In the pattern, change "Beings (People) (Those) who never goal" to BEINGS WHO NEVER GOAL.

Change "A Being (someone) who never goals." to A BEING WHO IS NEVER GOALING.

Omit "(Someone)" wherever it appears in the pattern.

Change "Fervent Believers in Goaling" to ANY FERVENT BELIEVERS IN GOALING.

Change "No Goalishness" to NO BEING GOALISHNESS for the BE form of goal.

Change " Some Bad Condition Dependent on next goal" to THE NEXT GOAL PLUS NO or NOT PLUS THIS GOAL.

In the example- "To Create" change oppterm "Creationishness" to CREATINGISHNESS and make other pattern changes as indicated above.

TEXT FOR HCO BULLETIN

THE AIRCRAFT DOOR GOALS

This goal pattern (HCO Bulletin of 17 April 1963 as changed) was in use in an aircraft-type set between 315 trillion years ago and 216 trillion years ago and less, and is the pattern which precedes the Helatrobis Implants in this galaxy. It remains to be seen if all preclears have it.

The goals were given with one or more goals in a series,

usually one, and that goal was To Create. The preclear possibly has this goal several times during this period.

It was given in the mocked-up fuselage of an aircraft with the thetan fixed before an aircraft door. (There are also two or more aircraft fuselages used in the Helatrobus Implants, but the preclear moved through them, was not fixed in them.) The date is the way to tell the pattern. The Helatrobus Implants existed only between 52 trillion and 38 trillion years ago, the total life span of the Helatrobus government. If the goal is found to lie earlier, between 315 trillion and 216 trillion or later, up to 52 trillion years ago, then it is probably this pattern.

The goal items were laid in with explosions.

THE GORILLA GOALS

This same pattern, but given in an amusement park with a single tunnel, a roller coaster and a Ferris wheel, was used between about 319 trillion years ago to about 256 trillion trillion years ago, a long span.

The symbol of a Gorilla was always present in the place the goal was given.

Sometimes a large gorilla, black, was seen elsewhere than the park. A mechanical or a live gorilla was always seen in the park.

This activity was conducted by the Hoipolloi, a group of operators in meat body societies. They were typical carnival people. They let out concessions for these implant "Amusement Parks." A pink-striped white shirt with sleeve garters was the uniform of the Hoipolloi. Such a figure often rode on the roller coaster cars. Monkeys were also used on the cars. Elephants sometimes formed part of the equipment.

The Hoipolloi or Gorilla goals were laid in with fantastic motion. Blasts of raw electricity and explosions were both used to lay the items in.

The series is always five goals. These are very simple goals, no long words. To End, To be Dead, To be Asleep, To be Solid, To Create, To Find, To be Visible, To be Sexual (not To have Sex as some pcs give it), To be Invisible, To Postulate and a very few more were used, always five goals in a series. The series usually started with To be Dead, but To End, To Sleep and To be Asleep must also be investigated as the first goal of each series.

The pattern in HCOB 17 Apr. AD 13 is correct for all of these goals, as changed in this HCO Bulletin.

THE BEAR GOALS

From about 256 trillion trillion years ago to about 370 trillion trillion years ago the GPMs are the Bear Goals.

These use the same pattern, similar amusement park arrangements, the same type of goals as the Gorilla Goals.

The only real difference is that instead of a mechanical gorilla a mechanical or live bear was used, and the motion was even more violent.

There is, however, a change of pattern in the Bear Goals in that TWO RIs were added. These come as a pair just below "The Vast Value of Goaling." They are oppo term "Any worries about being or goaling" opposed by terminal "A worried goaler." Aside from this addition, the pattern is the same as the Gorilla Goals.

Mostly raw electric sprays are used in the Bear Goals to drive in the items.

The Bear Goals were handled by a group called, I think, "The Brothers of the Bear" and were the ancestors of the Hoipolloi.

THE BLACK THETAN GOALS

From about 390 trillion trillion years to 370 trillion trillion years ago, the Black Thetan goals were given.

These were given in a glade surrounded by the stone heads of "black thetans" who spat white energy at the trapped thetan. The trapped thetan was motionless.

The pattern is the earliest "To" form of GPM now known.

There were six RIs per goal, consisting of:

Accomplished	Not Accomplished
Action (ing)	Never Action (ing)
Goal	Not Goal

There were from 15 to 18 goals in the series, all of a simple nature such as To End, To be Dead, To be Asleep, etc.

The full series will be published at a later date but is easily reconstructed, always following the same pattern of six.

THE INVISIBLE PICTURE GOALS

From somewhere around 110,000 trillion trillion years ago or earlier to 390 trillion trillion years ago, the most difficult GPMs on the track were given. These contain four RIs per set, positive-negative in dichotomy, (example:

Wake, Never Wake, Sleep, Never Sleep), the four given five times for every one picture shown. This makes 20 firings per picture.

But the first picture is invisible and the thetan afterwards is not expected to find then the first twenty firings of RIs (four in a row, repeated five times). This makes a "vacuum" for a picture and groups the bank. This type of implant is probably the source of vacuums in the reactive mind.

The remaining pictures vary during different periods of the sequence, but consist usually of a scene of a cave, a railway, an airplane, a view of a sun and planets. The first "picture" making the total number of five is invisible and is no picture.

The pictures have a moving object in each (except the invisible one) which backs up halfway through the series.

The trick is to get the RIs out of the invisible picture, particularly the basic first four.

The RIs also fire right left, then left right so that the "Never" RI the next time has swapped sides. They go positive, negative, then, with swapped sides, positive negative.

They are simple aberrative words. Start, Never Start, End, Never End are always the first firings, followed by Begin, Never Begin, Stop, Never Stop for the second whole series of firings. The same four run through all five pictures. Then the next four go through all five, etc.

There are many words used.

Early in the series 3-dimensional sets were used, late in the series only 2-dimensional pictures were employed.

There may be earlier GPM-type implants but the Goal idea does not go back earlier evidently than 390 trillion trillion years-in the "Black Thetan" Implants. Earlier material is only positive, negative and dichotomies according to present data. But the earlier ones are more aberrative to the pc.

PROGRAMING

The trick is to run a full series through on any of these as found, no matter how late it is in the period, then find the first time the series was given the pc and run the complete series. Then get the next earlier type of series and do the same thing.

Your pc may not have been in the areas where these patterns were used and may have different types of implants. If so, make sure first that the implant you have found does not contain one of these patterns before going to the hard labor of trying to make one up with the pc.

LATER DAY IMPLANTS

Between 38 trillion years ago and present time a lot of off-beat implants can be found. They sometimes have only pictures, sometimes only items, sometimes items and pictures both. They are usually short, often have no goal in them, only positive-negative commands, and are not hard to work out. The pc can usually get them easily if they're on his assessed R3R chain.

WARNING

In a complex GPM pattern almost anything can be made to fire until the exact RI is found. Then no RR is left.

Wrong RIs leave white mass and eventually crumple up the engram.

Missed RIs leave black strips or patches.

Partially discharged RIs leave gray patches.

Restimulated but not run RIs turn everything black in the picture.

Scan a pc through RIs you don't suspect and it all goes black.

Get a wrong date or wrong duration and the pc has no visio or pictures that don't belong there.

SUMMARY

This is a rapid resume of principal GPMs on the track. Where the pattern applies it must be done exactly as given.

(Note: All trillions used are US trillions which are 1,000 million.)

L. RON HUBBARD
Founder

=====
111 HCOB 17 JUL 63 ERRORS IN RUNNING 3N

(Not in either set of tech volumes, previously considered confidential, probably omitted from the NTV because of

being reclassified as a BTB)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF JULY 17, 1963

Central Orgs
Tech Directors
Franchise for info

ERRORS IN RUNNING 3N

The following dispatch sent to Ron by Guy Eltringham, D of P Los Angeles, points out errors observed in running 3N, and may be of value to other Orgs: -

Re: Probable Field and Org alter-is on the running of 3-N.

On my return here I found the following errors (among others) being committed in the running of 3N by the HGC auditors (and even worse in the staff co-audit); I fear they may be occurring elsewhere.

1. Confusions in the blue Line Plot. (HCO Technical Form of May 26, AD13) (a) In block two - goal being directly added into blue Line Plot which already has "TO" written in - producing e.g. ABSOLUTABLE TO TO Forget, NIX ABSOLUTABLE TO TO Forget etc. (Very common, and apparently getting some sort of RR's on them when "found" (in great numbers)). Also To To Forgetting etc., in the 149 - 160 band.

(b) In block five - inserting the "ing" form of the goal in the blank while an "ing" is sitting on the line already - producing e.g. Those Who Are Forgetting ing, Someone Who Isn't Ever Forgetting ing. (there is no extra "ing")

(c) In block six - incorporating the "er" into the "oppterm" side - producing - The Exhaustion Of Forgetering, The Stupidity of Forgetering. (There isn't any "er" on the oppterm side) (d) In block five and block six - attempting to form the "ing" form of the goal by adding "ing" to the goal minus to (which as far as I can see would only occur at item 163 - 164). Thus producing many items with a section reading such as "Go Awaying", not "Going Away" and "Be In Heavening", not "Being In Heaven". Even though the earlier Line Plot (red) has the "ing" form of these goals indicated in the block.

2. Re-running GPMs after they had been run through to bottom oppterm rather than finding next goal and going on (one poor SOB had partly run GPMs (first 3) and then "To Be In Heaven" (run as next goal in series). I say partly, because of chocked RRs. One of them re-run twice and one re-run once. And a goal oppose (long!!) done done on "To Remember" after "To go away" had been run - which action

apparently sticks batches of the other goals on the list.
All this done with the sickened-up line plots as shown above.

3. Despite clarity of appropriate Bulletins; run "To Be In
Heaven" with and assertion that it is the 4th goal of the
series.

I'd recommend a clarification on the Blue Plot and a
warning to be published on at least the 2nd point.

(Auditors tend to look at the goal as re-runnable after that
goal has been gone all the way through once).

GUY ELRINGHAM

D OF P Los Angeles

(Note by LRH: The proper RI, A Forgetting Forgetter, is
also often gotten wrong. And one auditor found an Item "The
Ing Form Of The Goal". LRH)

Issued by: PETER HEMERY
HCO Secretary WW
for L. RON HUBBARD

Authorised by: L. RON HUBBARD

LRH: dr
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112 HCOB 21 JUL 63 CO-AUDIT ARC BREAK PROCESS

(TV5 p. 319-20, NTV VII p. 230-231)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 21 JULY 1963

Central Orgs
Franchise for info

CO-AUDIT

ARC BREAK PROCESS

A despatch from Dennis Stephens, DScn, Acting Assoc Sec
Sydney, is informative in handling a co-audit on the ARC
Break Process.

The Commands of the ARC Break Process are not entirely fixed at this time but are more or less as follows, each command being called a "leg".

What Attitude has been rejected?

What Reality has been refused?

What Communication has been ignored?

In private sessions each leg of this process is run flat (more or less) before the next is run and so on and on, around and around, some effort being made to give each leg an equal time. The rules of ARC (to raise one that is low, raise the other two) apply so that no great stress is given an inability on one leg, but all are treated equally.

The process fits in at Case Level 5, is a bit higher than R2H.

L. RON HUBBARD

The despatch follows:

Dear Ron,

The new ARC 1963 Process is producing good results here in Sydney.

We have recently introduced it onto our public co-audit. Certain problems introduced themselves in the application of this process to a group of unskilled auditors who were not trained in the use of E-Meters, etc. The process as given was to be run a leg at a time, each leg to quiet TA or 3 equal comm lags, or a cognition.

Now to run it against the TA on public co-audit meant each student had a meter (which they haven't) and the idea was rejected as impractical. Similarly training them in spotting cognitions and comm lags was also rejected as being time consuming. The other possibility was the supervisors go around continuously and take TA reads. Now this system is not good because the supervisor coming up and taking reads disturbs the pc and so disturbs the TA and so defeats its own purpose. The other possibility was an elaborate series of wiring where each pc is switched in to a Master Board and the supervisor, by switches, plugs each pc onto the meter at his desk. We haven't got such equipment and can barely afford its installation. Anyway that was discarded too.

How to run it? Well, I tried the following system out and it works like a dream. Other orgs might find it useful too.

The pc runs the first leg until he has no more answers, he then goes to second leg until he has no more answers, and

similarly with the 3rd leg. He then returns to the first leg, etc, etc. If the pc should ever (heaven forbid! and it's never happened yet) have "no more answers" for each and every leg he either has a thumping ARC Break or needs a "prod" from the meter. So the supervisor would just meter check one of the legs and steer the pc's attention to the answer and he's off on another chain!

The system works OK because the pc is going round and round the same series of commands and always gets another chance to look at each question. Run in this manner the process becomes virtually unlimited.

This system of running the process is particularly applicable where raw people are concerned, with not even a comm course under their belt and fresh from PE course.

Anyway it works very well.

Very best,

DENNIS

L. RON HUBBARD

LRH:dr.jh
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=====
113 HCOB 22 JUL 63 I YOU CAN BE RIGHT

(TV5 p. 321-3, NTV VII p. 232-6)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 22 JULY 1963

MA
Franchise
BPI

YOU CAN BE RIGHT

Rightness and wrongness form a common source of argument and struggle.

The concept of rightness reaches very high and very low on the Tone Scale.

And the effort to be right is the last conscious striving of an individual on the way out. I-am-right-and-they-are-wrong is the lowest concept that can be formulated by an unaware case.

What is right and what is wrong are not necessarily definable for everyone. These vary according to existing moral codes and disciplines and, before Scientology, despite their use in law as a test of "sanity", had no basis in fact but only in opinion.

In Dianetics and Scientology a more precise definition arose. And the definition became as well the true definition of an overt act. An overt act is not just injuring someone or something: an overt act is an act of omission or commission which does the least good for the least number of dynamics or the most harm to the greatest number of dynamics. (See the Eight Dynamics.)

Thus a wrong action is wrong to the degree that it harms the greatest number of dynamics. And a right action is right to the degree that it benefits the greatest number of dynamics.

Many people think that an action is an overt simply because it is destructive. To them all destructive actions or omissions are overt acts. This is not true. For an act of commission or omission to be an overt act it must harm the greater number of dynamics. A failure to destroy can be, therefore, an overt act. Assistance to something that would harm a greater number of dynamics can also be an overt act.

An overt act is something that harms broadly. A beneficial act is something that helps broadly. It can be a beneficial act to harm something that would be harmful to the greater number of dynamics.

Harming everything and helping everything alike can be overt acts. Helping certain things and harming certain things alike can be beneficial acts.

The idea of not harming anything and helping everything are alike rather mad. It is doubtful if you would think helping enslavers was a beneficial action and equally doubtful if you would consider the destruction of a disease an overt act.

In the matter of being right or being wrong, a lot of muddy thinking can develop. There are no absolute rights or absolute wrongs. And being right does not consist of being unwilling to harm and being wrong does not consist only of not harming.

There is an irrationality about "being right" which not only throws out the validity of the legal test of sanity but also explains why some people do very wrong things and insist they are doing right.

The answer lies in an impulse, inborn in everyone, to try to be right. This is an insistence which rapidly becomes divorced from right action. And it is accompanied by an effort to make others wrong, as we see in hypercritical cases. A being who is apparently unconscious is still being right and making others wrong. It is the last criticism.

We have seen a "defensive person" explaining away the most flagrant wrongnesses. This is "justification" as well. Most explanations of conduct, no matter how far-fetched, seem perfectly right to the person making them since he or she is only asserting self-rightness and other-wrongness.

We have long said that that which is not admired tends to persist. If no one admires a person for being right, then that person's "brand of being right" will persist, no matter how mad it sounds. Scientists who are aberrated cannot seem to get many theories. They do not because they are more interested in insisting on their own odd rightnesses than they are in finding truth. Thus we get strange "scientific truths" from men who should know better, including the late Einstein. Truth is built by those who have the breadth and balance to see also where they're wrong.

You have heard some very absurd arguments out among the crowd. Realize that the speaker was more interested in asserting his or her own rightness than in being right.

A thetan tries to be right and fights being wrong. This is without regard to being right about something or to do actual right. It is an insistence which has no concern with a rightness of conduct.

One tries to be right always, right down to the last spark.

How then, is one ever wrong?

It is this way:

One does a wrong action, accidentally or through oversight. The wrongness of the action or inaction is then in conflict with one's necessity to be right. So one then may continue and repeat the wrong action to prove it is right.

This is a fundamental of aberration. All wrong actions are the result of an error followed by an insistence on having been right. Instead of righting the error (which would involve being wrong) one insists the error was a right action and so repeats it.

As a being goes down scale it is harder and harder to admit having been wrong. Nay, such an admission could well be disastrous to any remaining ability or sanity.

For rightness is the stuff of which survival is made. And as one approaches the last ebb of survival one can only insist on having been right, for to believe for a moment one has been wrong is to court oblivion.

The last defense of any being is "I was right". That applies to anyone. When that defense crumbles, the lights go out.

So we are faced with the unlovely picture of asserted rightness in the face of flagrant wrongness. And any

success in making the being realize their wrongness results in an immediate degradation, unconsciousness, or at best a loss of personality. Pavlov, Freud, psychiatry alike never grasped the delicacy of these facts and so evaluated and punished the criminal and insane into further criminality and insanity.

All justice today contains in it this hidden error - that the last defense is a belief in personal rightness regardless of charges and evidence alike, and that the effort to make another wrong results only in degradation.

But all this would be a hopeless impasse leading to highly chaotic social conditions were it not for one saving fact:

All repeated and "incurable" wrongnesses stem from the exercise of a last defense: "trying to be right". Therefore the compulsive wrongness can be cured no matter how mad it may seem or how thoroughly its rightness is insisted upon.

Getting the offender to admit his or her wrongness is to court further degradation and even unconsciousness or the destruction of a being. Therefore the purpose of punishment is defeated and punishment has minimal workability.

But by getting the offender off the compulsive repetition of the wrongness, one then cures it.

But how?

By rehabilitating the ability to be right!

This has limitless application - in training, in social skills, in marriage, in law, in life.

Example: A wife is always burning dinner. Despite scolding, threats of divorce, anything, the compulsion continues. One can wipe this wrongness out by getting her to explain what is right about her cooking. This may well evoke a raging tirade in some extreme cases, but if one flattens the question, that all dies away and she happily ceases to burn dinners. Carried to classic proportions but not entirely necessary to end the compulsion, a moment in the past will be recovered when she accidentally burned a dinner and could not face up to having done a wrong action. To be right she thereafter had to burn dinners.

Go into a prison and find one sane prisoner who says he did wrong. You won't find one. Only the broken wrecks will say so out of terror of being hurt. But even they don't believe they did wrong.

A judge on a bench, sentencing criminals, would be given pause to realize that not one malefactor sentenced really thought he had done wrong and will never believe it in fact, though he may seek to avert wrath by saying so.

The do-gooder crashes into this continually and is given his loses by it.

But marriage, law and crime do not constitute all the spheres of living where this applies. These facts embrace all of life. The student who can't learn, the worker who can't work, the boss who can't boss are all caught on one side of the right-wrong question. They are being completely one-sided. They are being "last-ditch-right". And opposing them, those who would teach them are fixed on the other side "admit-you-are-wrong". And out of this we get not only no-change but actual degradation where it "wins". But there are no wins in this imbalance, only loses for both.

Thetans on the way down don't believe they are wrong because they don't dare believe it. And so they do not change.

Many a preclear in processing is only trying to prove himself right and the auditor wrong, particularly the lower case levels, and so we sometimes get no-change sessions.

And those who won't be audited at all are totally fixed on asserted rightness and are so close to gone that any question of their past rightness would, they feel, destroy them.

I get my share of this when a being, close to extinction, and holding contrary views, grasps for a moment the rightness of Scientology and then in sudden defense asserts his own "rightnesses", sometimes close to terror.

It would be a grave error to go on letting an abuser of Scientology abuse. The route is to get him or her to explain how right he or she is without explaining how wrong Scientology is, for to do the last is to let them commit a serious overt. "What is right about your mind" would produce more case change and win more friends than any amount of evaluation or punishment to make them wrong.

You can be right. How? By getting another to explain how he or she is right - until he or she, being less defensive now, can take a less compulsive point of view. You don't have to agree with what they think. You only have to acknowledge what they say. And suddenly they can be right.

A lot of things can be done by understanding and using this mechanism. It will take, however, some study of this article before it can be gracefully applied - for all of us are reactive to some degree on this subject. And those who sought to enslave us did not neglect to install a right-wrong pair of items on the far back track. But these won't really get in your way.

As Scientologists, we are faced by a frightened society who think they would be wrong if we were found to be right. We need a weapon to correct this. We have one here.

And you can be right, you know. I was probably the first to believe you were, mechanism or no mechanism. The road to rightness is the road to survival. And every person is somewhere on that scale.

You can make yourself right, amongst other ways, by making others right enough to afford to change their minds. Then a lot more of us will arrive.

L. RON HUBBARD

LRH:gl.jh.cden
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(Note: This is the first in a series of HCO Bulletins designed for publication in Continental Magazines. I am developing a whole presentation of Scientology at this level for general use in life. Follow this HCO Bulletin with the next in magazines.)

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114 HCOB 22 JUL 63 III ORG TECHNICAL, HGC PROCESSES AND TRAINING

(TV5 p. 324-7, NTV VII p. 237-41)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 22 JULY 1963
Issue II

Central Orgs
Tech Depts

ORG TECHNICAL

HGC PROCESSES AND TRAINING

(HCO Secs: Check out on all technical staff Star Rating.)

It is of the utmost importance that HGC Technical continues to be maintained as the world's best auditing.

The whole repute of Scientology on a continent ultimately depends on the quality of technical delivered by Central Organizations.

In times of shifting technology this may be considered difficult. However, nothing in the book maintains that an HGC must only deliver "the latest". The book only says the best.

Staff morale, the unit, broad dissemination depend basically upon technical quality.

If you will look into even the oldest HGC files you will find profiles with fine gains. This does not mean, then,

that today's research line has to be installed at once to get gains on pcs.

Of course to attain clear or OT today's research line is vital.

But the problem is not upper echelon processing in HGCs, it is lower level cases.

If you go not on the basis of "make clears and OTs" but solely on the basis of "get maximum Tone Arm Action on the pc" you will have very happy pcs and eventual OTs.

To get Tone Arm Action it is necessary to

1. Have pcs who are getting wins and
2. Have staff auditors doing processes they can do successfully.

HGC Gains then depend on:

- A. Getting Tone Arm Action on every pc; and
- B. Training Auditors to handle the five basics well.

Programming for HGC pcs depends on the pc and the auditor available.

PROGRAMMING PCS

The stable datum for programming a pc is:

RULE: RUN THE HIGHEST LEVEL PROCESS ON THE PC THAT CAN BE RUN THAT PRODUCES GOOD TONE ARM ACTION.

The stable don't for programming a pc is:

RULE: DON'T RUN A PROCESS A PC FEELS HE OR SHE CANNOT DO OR THE AUDITOR CANNOT DO.

You don't need to predetermine (and sometimes downgrade) a pc's level in order to process him or her.

Programming has nothing to do with tests or hope or critical opinion.

Programming is a trial and error proposition based on:

- C. What highest process gives the pc TA Action?
- D. What process has the pc been interested in?
- E. What process can the auditor do confidently?

PC INTEREST is a nearer certainty of needle reads on the meter and Tone Arm Action than many other methods of assessment.

Any pc who has had earlier auditing can tell you what was or was not interesting. A discussion of this with the pc will establish which type of process it was. Don't necessarily just go on doing that process. But use it to classify what type of process the pc will most likely have wins doing - i.e. objective processes, repetitive processes, engram running, etc. A lot of pcs are audited at levels they have no idea they can do. They will do them, but a simple discussion about processes they have been interested in doing will reveal to them and the auditor where they are most likely to get TA Action with no strain.

GAINS

Gains on a pc can be measured in terms of charge discharged, not necessarily in goals run out or some specific action done.

You can run out goals with no TA Action, run out engrams with no TA Action and yet the pc does not change.

The goals set by the pc at session beginning change on a changing pc. In reviewing cases watch those goals on the auditor's report. If they deteriorate the auditor has messed it up, leaving by-passed charge. If they remain the same session after session there was no real TA Action. If the goals change session by session there's lots of TA Action, too.

You can just get lots of TA Action, whatever you run, and eventually see a cleared pc.

No matter what is run, lack of TA Action will clear no one.

Wrong time is the exclusive source of no TA Action. Therefore as a pc's time concept is improved or his dates corrected you will see more TA Action. But many things contribute to wrong time, including bad meter dating and time disorienting implants. The question is not what corrects the pc's time so much as: is the pc getting the Tone Arm Action that shows Time is being corrected. Well done auditing cycles alone correct a flawed Time Concept.

So you have PC INTEREST, and TONE ARM ACTION that tell you the programming is right and if the pc is going Clear and OT. Buck these things and the pc won't go anywhere no matter what is run.

PRECAUTIONS

Wrong dates, wrong goals, wrong Items, by-passing charge, never flattening a process, running a pc beyond regaining an ability or cogniting the process flat account for most upset in auditing.

There is no valid reason for a pc getting upset now that ARC Break assessments exist, providing that the auditor is

auditing as per the next section.

AUDITOR SKILL

Basic Auditor Skill consists of five things. If an auditor can do these five, little further trouble will be found.

Any staff training program, any Academy basic goal any HGC Auditing that produces results depend on these five basics.

If you review staff auditors or examine students on these basics by themselves, all auditing would rest on solid ground and get gains. Where any one of the following are out in an auditor there is going to be trouble all along the line. No fancy new process will cure what is wrong in a session if these things are not present.

The Basic Auditing Skills are:

1. ABILITY TO EXECUTE THE AUDITING CYCLE.
2. ABILITY TO EXECUTE THE AUDITING CYCLE REPETITIVELY.
3. ABILITY TO HANDLE A SESSION.
4. ABILITY TO READ A METER:
5. ABILITY TO STUDY AND APPLY SCIENTOLOGY DATA.

It takes very little to establish the presence or absence of these abilities in an HGC Auditor or a Student. Each one can be reviewed easily.

View an auditor's ability to audit in the light of the above only. Put him on TV for a half-hour rudiments and havingness actual session of any Model Session he or she is trained to use, and watch 1 to 4 above. Then give him or her an unstudied short HCO Bulletin and see how long it takes for the auditor to pass a verbal exam on it.

A comparison of this data with a number of the staff auditor's HGC case reports will show direct co-ordination. To the degree that few results were obtained the auditor missed on 1 to 5 above. To the degree that good results were obtained the auditor could pass 1 to 5 above. Inspection of half a dozen different cases the auditor has done is necessary to see a complete co- ordination.

There is your training stress for staff training programs. Only when the above skills are polished up do you dare to go into involved processes with the auditor. For a more complicated process further throws out any existing errors in the above five abilities and makes hash out of the lot.

During such a period, one can fall back on auditor confidence. What process is the auditor confident he or she will get wins with? Well let him or her run it on the current pc. And meanwhile, with training, smooth the

auditor out and get him or her genned in on higher level or more recent processes.

Without an auditor, a case will not progress. And a case will progress more with a confident auditor who can do something of what he or she is doing than with an auditor who is shaky. For the shakiness will magnify any faults in the five skills that the auditor has.

Auditors do by and large a pretty fine job. It takes a while to gen in a new skill. I can do it in one or two sessions so it's not causing me any strain. Mary Sue can get one straight in about four sessions. So nobody expects a new skill to appear magically perfect in no time at all. But the length of time it will take to groove in on a new skill depends on the five abilities above.

The main auditor faults will be found in auditors who are trying so hard themselves to be right that thee and me must be proven wrong. That shows up most strongly in No. 5 above. The degree of disagreement an auditor has with data measures the degree of unworkability that auditor will enter into processing and this is the same degree that that auditor thinks he or she has to preserve his or her survival by making others wrong. This also enters into the other four abilities by a covert effort to make the pc wrong. This is rare. But it is best measured by an inability to accept data, and so can be tested by No. 5 above.

Processing on rightness and wrongness remedies this. Other processing remedies it. And just practice remedies it. This factor is easily disclosed as unhandled in some training courses where a blowing student sometimes gives long dissertations on "What they don't agree with in Scientology." That what they say doesn't exist in Scientology does not deter them from believing it does, for their last spark of survival demands that only they be right and all others wrong. Such a state of mind doesn't make a good auditor since both Scientology and the pc must be made wrong. Squirrels are only Case Levels 7 or 6 dramatizing alter-is on Scientology instead of their track. Even they can be made to audit by long training even in the absence of processing. They aren't just trying to make others wrong. Essentially that is the characteristic of a Case Level 8, Unaware. There aren't many of these around. Auditing and training can handle them, even if it takes a long time. Such people would almost die literally if they found they had ever been wrong and they get quite ill with aplomb just to prove you are wrong; it goes that far.

Case Level or sanity have little to do with anything when it comes to training auditors. Insanity is a goal "To be Insane", not an index of potential auditing ability. And only Case Level 8 does a complete shatter of a session as an auditor.

Take these factors into first account in an HGC.

Don't keep a staff upset by shifting processes continually.

Processing is pretty stable which is why I can give you this expectancy for a new high level performance in HGC. Groove the staff auditor in for wins and TA Action. And all will be well. Groove them in by processes only and all will be chaos.

And in the Academy stress this data and teach the five abilities above beyond all other data and you'll have auditors. If the HGC could expect from an Academy graduates who had the five abilities listed above, everyone would get more comfortable.

An HGC need not have to run a school of its own to provide itself with auditors.

SUMMARY

The data I have given you in this HCO Bulletin is not subject to change or modification.

HGC pcs will only win if they are run so as to obtain good TA Action.

The HGC will have trouble achieving that only to the degree that its staff has not achieved the five abilities above.

We are building on very solid ground. All actions we now undertake in the HGC and Academy should contribute to successful auditing, for out of that alone can clearing be achieved.

L. RON HUBBARD

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115 HCOB 23 JUL 63 AUDITING RUNDOWN, MISSED W\Hs, TO BE RUN IN X1 UNIT
(TV5 p. 328, NTV VII p. 242)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 23 JULY 1963

Central Orgs for info
Sthil
SHSBC

AUDITING RUNDOWN

MISSED WITHHOLDS

TO BE RUN IN X 1 UNIT

(supersedes HCO Bulletin of July 11, 1963, same title,
which was issued to Sthil SHSBC only)

1. Ask pc following question:

"In this lifetime what have you done that you have
withheld from someone?"

2. When pc has answered ask:

- (a) "When was it?"
- (b) "Where was it?"
- (c) "Who failed to find out about it?"
- (d) "Who nearly found out about it?"
- (e) "Who still doesn't know about it?"

Each withhold and answer must be written down and the sheet
of withholds and answers must be turned in with the
auditing report.

The sheet will be made available to all instructors on the
Briefing Course.

The above suggestion was made by Bernie Pesco, Saint Hill
Special Briefing Course student, and accepted for use.

L. RON HUBBARD

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116 HCOPL 23 JUL 63 RETREADS ON SAINT HILL SPECIAL BRIEFING COURSE

(OEC V4 p 432)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 23 JULY 1963

Orgs
Sthil
Franchise

RETREADS ON SAINT HILL SPECIAL BRIEFING COURSE

Students on the Special Briefing Course who require leave of absence for emergencies may do so under the following conditions, otherwise they will be charged a retread fee irrespective of the length of time they have already been on Course.

2 weeks absence (with permission only)

3 months (by very special arrangements beforehand).

Other than that, any student leaving Course for any reason whatsoever will be charged a retread fee on returning. No part of the original fee is returnable.

L. RON HUBBARD

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117 HCOB 24 JUL 63 R3N CORRECTIONS

(Not in either set of tech volumes)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF JULY 24, AD13

Central Orgs
Franchise

R3N

CORRECTIONS

This HCO Bulletin corrects HCO Bulletin of July 14, AD13. Please note and attach to all copies HCO Bulletin of July 14, AD13 and HCO Bulletin of April 17, AD13.

LINE PLOT RI

Omit the fourth paragraph of the HCO Bulletin of July 14, AD13. Substitute "In the pattern change "Beings (People) (Those) who goal" to "Beings who (last word of goal)" for a non "To Be" goal and "beings who are (last word of goal" for a to be type of goal. Example: for To Find, the RI is "Beings who find".

For "To Be Dead", the RI is "Beings Who Are Dead".

DATE CHANGES

Due to the track grouping incidents in the Between Lives Implants, the actual periods of the goal types have been hard to verify. I have now done this and the following is a table of the actual periods as verified.

Correct all prior dates given where they are at variance with this table: (All trillions given are one million million)

Heletrobus Implants

38.2 trillion years ago to
52 trillion years ago

Aircraft Door Implants

216 trillion years ago to
315 trillion years ago

The Gorilla Goals

319 trillion years ago to
83 trillion trillion trillion years ago

The Bear Goals

83 trillion trillion trillion years ago to about
40.7 trillion trillion trillion years ago

The Glade Implants

(Called Black Thetan in the discussion on
HCO Bulletin of July 14, AD13. Please change to
"Glade Implants"

40.7 trillion trillion trillion trillion years ago to
5.9 trillion trillion trillion trillion trillion years ago

The Invisible Picture Goals

5.9 trillion trillion trillion trillion trillion years ago to
(Found but not fully determined yet)

The Minion Implants

Not yet determined to
Not yet determined
Pattern not determined yet

An Undetermined Series

That goes "Sleep, Sleep, Sleep,
Sleep, Sleep, Don't Sleep, Can't Sleep"

And other commands similarly arranged,
which may be the first GPM.

There are at least two series of Time Grouping Type Implants that stretch and restimulate and date first trillion trillion trillion trillion trillion years ago of the Time Track from the Year Zero. One of these extends from Present Time back to one's arrival on Earth. Another similar one may be earlier. These sometimes interfere with years ago dating. These dates from beginning of track are correct, however.

FALSE PICTURE IMPLANTS

There are several of these, the Darwinian Implant being the most notable in recent times.

The earliest Implant found yet is "The Story of Creation" which contains multiple endings and false durations (it is about 7 1 / 2 weeks long) and some purposefully indecipherable pictures. It is around 70 trillion trillion trillion trillion trillion years ago.

THE LENGTH OF TRACK

The best current data on the length of the time track is estimated at about one trillion trillion trillion trillion trillion trillion trillion trillion trillion trillion trillion or less. The earliest date yet found is "The Story of Creation", but an earlier incident is known to exist.

(Note: Correct also the note at the end of HCO Bulletin of July 14, AD13. Instead of: "All trillions used are U.S. trillions which are 1,000 million"

It should be corrected to:

"All trillions used are U.S. trillions which are 1,000,000 million (one million million)"

L. RON HUBBARD

LRH:dr
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118 BTB 26 JUL 63 TRAINING TECHNOLOGY COACHING THEORY

[Not in either set of tech volumes. This was originally an HCOB and was later reissued as a BTB. We do not have the original HCOB version, but this BTB should be close. It is from an SHSBC pack circa 1980. Note that it has been REVISED rather than simply re-issued. If someone has an older unrevised version, please post it. - Ed.]

BOARD TECHNICAL BULLETIN

26 JULY 1963R

Revised & Reissued 6 December 1974 as BTB
CANCELS HCO BULLETIN OF 26 JULY 1963 SAME TITLE

Remimeo
Supervisors
Students
Estos
Central Orgs
Tech Depts

TRAINING TECHNOLOGY

COACHING THEORY MATERIAL

All stress in the Theory Section of the Course is on duplicating and understanding the correct data.

The student must duplicate the data before he can understand it. However, simple duplication with the use of "a memory machine" does not mean that the understanding is present.

If the student understands the data, he will find that he has little difficulty in duplicating, retaining and applying it.

I have tried out a method of coaching theory on the Saint Hill Special Briefing Course that has gotten amazing results when it was correctly applied.

"WHAT DO YOU CONSIDER THAT MEANS?"

COACHING ORILL

The student and the coach sit opposite each other, each holding a copy of the material to be learned.

STEP ONE: The coach has the student read aloud the rule, axiom, definition, sentence or short paragraph to be learned. (The coach must ask for only one major thought at a time.) When the student has read what was asked for, the coach acknowledges. The coach repeats this step until the student reads the exact material as written.

STEP TWO: The coach asks the exact question, "What do you consider that means?" and always acknowledges whatever answer the student gives.

STEP THREE: Repeat Step One and Step Two until the student duplicates the material to be learned in response to the question, "What do you consider that means?" The coach then asks the question, "Do you understand what it means?" If the student doesn't or is not sure the coach gets the student to define each word on the line, clearing up any that he was not sure of or hesitated over-with a good dictionary. The coach makes sure that all definitions of a word are cleared and gets the student to use them in sentences until he understands them. Then he repeats Steps One and Two until the student is able to duplicate the material and understands what it means.

The coach then takes up the next major thought.

SAMPLE "WHAT DO YOU CONSIDER THAT MEANS?"
COACHING SESSION

COACH: Read the 1st ARC Break Rule aloud.

STUDENT: All ARC Breaks are caused by by-passed charge.

COACH: Good. What do you consider that means?

STUDENT: Well (pause) All ARC Breaks are caused by by-passed charge.

COACH: Thank you. Do you understand what it means?

STUDENT: Yes. All ARC Breaks are caused by BY-PASSED CHARGE.

COACH: VERY GOOD. Now read the 2nd ARC Break Rule.

STUDENT: To turn off an ARC Break find and indicate the by-passed charge. (Left out "correct".)

COACH: O.K. Read that again.

STUDENT: To turn off an ARC Break find and indicate the ... Oh CORRECT by-passed charge.

COACH: Thank you. What do you consider that means?

STUDENT: (Goes into an explanation)

COACH: (When student is finished) Thank you. Read the 2nd ARC Break Rule.

STUDENT: (Does so.)

COACH: Thank you. What do you consider that means?

STUDENT: (Shorter explanation.)

COACH: Thank you. Read it again.

STUDENT: (Does so.)

COACH: Thank you. What do you consider that means?

STUDENT: Let's see In order to handle an ARC Break find and indicate the by-passed charge?

COACH: Thank you. Read it again.

STUDENT: To turn off an ARC Break find and indicate the correct by-passed charge.

COACH: Good. What do you consider that means?

STUDENT: To turn off an ARC Break find and indicate the correct by-passed charge.

COACH: Thank you. Do you understand what it means?

STUDENT: Yes.

COACH: Good. Read the next sentence.

STUDENT: Charge can be by-passed by, One, going later than basic on any chain without further search for basic.

COACH: Good. What do you consider that means?

STUDENT: Well You can by-pass charge by going after something closer to present time than the basic on the chain and stopping there without further search for basic.

COACH: (Exact word for word duplication not being necessary for something not in capital letters) Good. Do you understand what it means?

STUDENT: Yes.

COACH: Good. Read the next sentence. (Etc.)

ANOTHER EXAMPLE

COACH: Read the 1st ARC Break Rule.

STUDENT: All ARC Breaks are caused by by-passed charge.

COACH: Good. What do you consider that means?

STUDENT: All ARC Breaks are caused by by-passed charge.

COACH: Thank you. Do you understand what it means?

STUDENT: I'm not sure.

COACH: Has the student define each word and c/ears up any word he is not sure of with a good dictionary. The coach makes sure that all definitions of a word are c/eared and gets the student to use them in sentences until he understands them.

STUDENT: (Does so.)

COACH: Good. What do you consider that means?

STUDENT: (Gives an explanation.)

COACH: Good. (Continues Steps One and Two until student gives exact duplication of the rule in response to "What do you consider that means?") Good. Do you understand what it means?

STUDENT: Yes

COACH: Good. Read the 2nd ARC Break Rule. (Etc.)

TIPS TO COACHES

The exactness of duplication required is dependent on the importance of the material. Axioms, rules, stable data in capitals and patten must be duplicated word for word and understood. Definitions must be closely duplicated and understood. General theory and examples must be understood. If you are in doubt whether the student has duplicated the data well enough continue the drill.

This coaching method works well only if it is tightly muzzled. Any extra questions or additives to the exact procedure of Steps One, Two and Three are destructive. The coach may understand and acknowledge student originations, but he must do nothing else not designated in the Drill.

Coaches will flnd that some students may spend some time on the first few bulletins coached in this manner. However, the student's ability to duplicate and understand will improve rapidly and his learning rate will come way up. If the student has too much difficulty doing this drill, run Reach and Withdraw on the material to be learned to a flat point and return to the drill.

If you haven't done this drill you won't know that it works. Do it, do it exactly as written, and you'll be

winning from there on out in learning Theory.

Issued by:
Fred Hare

Revised & Reissued as BTB
by Flag Mission 1234
I/C: CPO Andrea Lewis
2nd: Molly Harlow
Authorized by AVU

for the
BOARDS OF DIRECTORS
of the
CHURCHES OF SCIENTOLOGY

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119 HCOB 28 JUL 63 TIME AND THE TONE ARM

(TV5 p. 329-31, NTV VII p. 243-6)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 28 JULY AD13

Central Orgs
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STAR RATING

TIME AND THE TONE ARM

(HCO Secs: Check out on all Technical staff except
for percentage of cases which is not Star Rated)

I recently completed a study begun many years ago which
gives us new hope and easier auditing of difficult cases.

We have known for many years (Dianetic Axioms) that Time is
the Single Source of human aberration. This did not have
the importance it deserved.

To make an OT one has to clear the Time Track.

This seemed very easy when I discovered a few months ago
that anybody can run an engram. The reasons one can't are
just (1) wrong time of the incident, (2) wrong duration of
the incident, (3) incident may contain an implanted GPM or
(4) it may be false track (therefore having wrong time and

wrong duration).

So anybody that can be put into an auditing session can run Time Track with good perception. If the perceptions aren't there it's just wrong time or wrong duration or both, or it's a GPM in which case one reverts at once to R3N, or it's false track in which event one finds accurately when it was installed and the duration of that incident.

All apparent grouping of the track comes either from wrong time or false track (which is also wrong time). Either one looks like incidents are grouping.

Well, that seemed to wrap up clearing and OT, but I still didn't broadly release it; I wanted to be sure. I don't mind being wrong but I dislike making you wrong in your auditing, it's already happened too often.

So I carefully researched this all over again and found it was not enough just to clean track. One had to run track with TONE ARM MOTION.

That's the real barrier to clear and OT, given the above data. One can run incidents and GPMs but do these when run give Tone Arm Motion?

Without Tone Arm Motion no charge is being released and no actual case betterment is observed beyond a few somatics removed. The pc's session goals stay the same. The pc's life doesn't change.

So the clue to OT (and clear) is Tone Arm Motion. It must exist during the session. If it doesn't something is wrong.

At first I thought that a dating prepcheck "On Dating" or "On Dates" would re-establish all ceased TA action. It will up to a point and is valuable.

Repair of cases must contain such a Prepcheck and also discovering wrong dates and durations on engrams and GPMs. This is vital.

But it will not make some cases continue to get TA motion on the Time Track.

If a case, even when cleaned up on dating and properly assessed for level and Item in R3R or on R3N, does not then get TA motion on running track, another factor is present.

What is that factor? The pc has a "fragile Tone Arm". Just one wrong date or duration in R3R or just one wrong RI in R3N and Tone Arm Action ceases, the TA going way up or down and staying there. Stuck TA cases then give us a type of case.

So I knew there was another factor involved rather than Time alone. Time remains the single source. But a pc's regard for or attitude about Time can make it difficult for the auditor to run R3R or R3N.

Regard for Time sums up, of course, into ARC about Time, or just ARC.

THE MECHANICS OF TIME

As in earlier writings Time is actual but is also an apparency. (See Dianetics '55 or other similar material.) Time is measured by motion. Motion is Matter with energy in space. Thus a person can conceive of Time as only Matter and energy in space. Such as a clock or a planetary rotation. Time is actual. But the person has become so dependent on Matter moving in space to tell Time that his Time Sense has become dependent on Matter, energy and space.

We care only for TA action. Our opinion of a pc's Time Sense is unimportant. Does the pc get TA action on R3R and/or R3N? If so, the pc's Time Sense is okay for making OT straight away. If not, if the TA is "fragile" (sticks easily high or low) then the pc's Time Sense needs improving.

Time Sense deteriorates to the degree that one has depended upon Matter, energy and space to tell Time (and on Time Confusing Implants such as false track; however, running out false track on a no TA motion case is not an answer).

The dwindling spiral was as follows:

State A - Time Sense.

State B - Time Sense dependent upon Matter, Energy and Space.

State C - ARC Breaks with Matter, Energy, Space and other beings.

State D - Deteriorated Time Sense.

By the time State D is thoroughly reached, you have a pc who gets no TA motion running track, as energy will not flow in the absence of Time.

There are four degrees of "Poor Time Sense". The first is average and common but is not enough to impair TA action. The TA sticks but getting wrong dates off restores TA action which then continues. The second is a case that has to be continuously repaired and delicately handled to get any TA action at all. The third is a case that gets TA action on repetitive processes or rudiments but not on GPMs or engram running (while silently moving through an engram few people get TA action; this comes when they answer "What happened?": the third under consideration doesn't get any TA even when answering "What happened?" and rarely if ever RRs). The fourth is a case that gets no TA action on repetitive processes and very little if any on Rudiments.

The four types of "Poor Time Sense" compare to

Case Level 5 - (first type above) Gets TA action only when wrong dates are cleaned up.

Case Level 6 - (second above) Gets TA action only with constant careful handling and TA action always packing up.

Case Level 7 - (third above) TA action only on some repetitive processes and rudiments.

Case Level 8 - (fourth above) No TA action on repetitive processes and only now and then on rudiments.

Case Levels 2 to 4 get TA action no matter what happens.

This then (TA Action) is your best index of Case Levels. IQ, graphs, tests, behavior in life are all incidental.

Identification (A=A=A) is most easily present when Time Sense is awry, therefore, the degree a person Identifies different things establishes the degree of aberration.

PROGRAMMING

Cases are programmed only against TA Action obtainable in auditing.

A case must not be run without TA Action or with minimal TA Action.

A case may be a Case Level 5 and need only a few wrong dates and durations corrected to get good TA Action. But it may also be a Case Level 6, 7 or 8.

Trial and error programming is best. Program high and drop low, no matter what the morale factor may be.

Try to run GPMs, the Goal to Forget, etc, with R3N. If it can't be done, assess for R3R (Preliminary Step) and run a chain of engrams. If still no TA, drop to processes for Case Level 7. If still no TA, drop to processes for Case Level 8.

You may see by the pc's past auditor's reports what the Case Level is. How stuck has that TA been?

Don't run a case lower than it easily gets TA Action.

And don't brand a case at a low case level and then never graduate it upwards. When the lower process is flat, the upper process should now be runnable.

The story is told by the TA with one exception - auditor ability and training. But Case Levels 2, 3, 4 are not all that influenced by the auditor ability. The auditor's skill has to be pretty good to run Case Level 5 on R3R and R3N.

The auditor doesn't live who can run R3R or R3N on Case Levels 6, 7 or 8. It just won't run.

In the guess department the bulk of the cases about are 4s and 5s. A good-sized percentage are 6s and 7s. About 10% are Case Level 8. About 1% are Case Level 3. Therefore

about 30% of a usual group of pcs will run with good TA on the Time Track, given trained auditing, without trouble. Another 30% will run with good TA on the Time Track with careful coddling and no serious date goofs. Except for the 1% Case 3, the rest will fall into Case Levels 6, 7 and 8, meaning that about 39% of the cases in Scientology won't run at once on R3R or R3N, and another 30% (Case Level 5s) need a Saint Hiller hanging over the auditor's shoulder or in the chair. And the other 30% (Case Level 4s) will run very well and easily on R3R and R3N.

So the biggest percentage group (Case Levels 6, 7, 8 combined) need special processes to graduate up to action with R3R and R3N.

These Case Level 6, 7 and 8 processes now exist and are being released as rapidly as they are demonstrated workable. R2H for Case Levels 5 and 6 has already been released. R2HL for Case Levels 6 and 7 is being readied up for bulletin. The Corner Process and others for Case Level 8 are tested and the data is being assembled. And other advances can be made.

To audit easily and relaxed with good TA Action on the pc is my immediate desire for auditors and auditing supervisors. I feel we are over the hump on this. The fundamental solution to it - Time and the Tone Arm - is contained in this HCO Bulletin.

Don't audit a pc without getting TA Action. Either repair the wrong dates and durations before going on or drop to processes of a lower case level or both.

ARC Breaks in session won't stop a TA. Only Time errors.

L. RON HUBBARD

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120 HCOB 29 JUL 63 SCIENTOLOGY REVIEW

(TV5 p. 332-3, NTV VII p. 247-9)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 29 JULY 1963

Central Orgs
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SCIENTOLOGY REVIEW

(HCO Secs, take up at a Staff Meeting.
Field Auditors, take up at group meetings.)

Exactly where are we technically, personally and organizationally?

It may be of some surprise to you that we have just about arrived. We've been so long on the road that some fainter hearts have begun to despair and less high case levels have begun to gloom.

Since last October I have been cracking through trying to get there before we were got.

It now is obvious that we have made it and even if we were hard hit socially or politically we would still make it. For we have the data.

I have not had time to get it all to you yet, but the data is now assembled for OT for everyone who can be audited at all. You already have most of it.

On the various PTPs of Scientology we have had some very significant wins as follows:

1. The discoveries about Time and the Tone Arm (HCO Bulletin of July 28, AD13) related to case levels tells us if a case is winning, why it isn't winning and how to make it win, and gives us far less worries as auditors auditing cases. For some time now, overlooking four score of cases, many very rough, I have been breathing easy. And they're all winning.

2. Getting cases to RR on GPMs is entirely a matter of auditing those cases who don't on current basic processes until they do. So it isn't a worry about getting the case to RR. It's only how to get the case to run with TA action and get high enough to RR and run GPMs. We have the patterns and technology needful now.

3. ARC Breaky Cases. The ARC Break Assessments correctly done finish the problem of the consequences of ARC Breaks and put the Auditor at cause over ARC Breaks.

4. Natter. Persons who get auditing and natter, staff members who snap and snarl, bad morale, all wrap up in the ARC Break Assessments. This, done weekly in any group on group members, clearing every line, restores a theta atmosphere.

5. Incredulity of our data and validity. This is our finest asset and gives us more protection than any other single thing. If certain parties thought we were real we would have infinitely more trouble. There's actual terror in the breast of a guilty person at the thought of OT, and without a public incredulity we never would have gotten as far as we have. And now it's too late to be stopped. This protection was accidental but it serves us very well indeed. Remember that the next time the ignorant scoff.

6. The cold war has gotten less threatening, differences are less violent. We have had the time we needed.

7. Government attacks have entered a more desultory stage. Meters will go to jury trial eventually and we will certainly win. The U.S. Government Attorney handling the case became terribly ill and had to resign it.

8. Economic Problems. In organizations gross income is generally on the increase throughout the world, and shows no signs of dwindling and all this in the face of bad press. Personal income depends upon steady organizational gains and more positive results on pcs. Future personal income is without ceiling.

9. Personal States of Case. If you heed HCO Bulletin of July 28, AD 13 and are getting good Tone Arm action on any process you will eventually make OT. OT is wholly a matter of consistent Tone Arm motion, session after session, not the significance of what is run.

10. State of Training as Auditors. Although I would like to see more auditors trained at Saint Hill, general training has improved and training data is complete. Shortened training time will soon be a reality. A new positive goal for HPA/HCA's will make more good auditors. I feel very good about general auditing ability. I recently summed up the basic skills of auditing and find that over the years we have been working right along and winning on training. All training done has been to the good. Changing technology has not influenced the basic skills and forthcoming material follows the pattern in which we have been trained.

OTHER PROBLEMS

Solutions unexpectedly leaped up in fields where we were only vaguely aware of problems.

We bought an awful lot of time with the discovery of the exact nature of between lives implants and how it's worked. Using this data it is possible to keep any Scientologist from ever getting another one of those implants. As the general course of living is therapeutic, it takes violent implants such as Earth people get at every death to keep people unaware of former lives and aberrated. Just by omitting those implants and using their reporting technology to keep in touch amongst ourselves, we would salvage the lot in a few hundred years in any event. Our data is too widely disseminated to be re-collected and burned.

And just the other day I was personally looking over their shoulders.

World clearing is possible without extensive Auditing if we just keep our own show on the road and keep track of each other.

This was a breakthrough I didn't expect. And it's all ours.

The discovery of false pasts and futures was also a bonus. For it means more TA action on more cases and faster clearing. It's doubtful if ordinary track ever hurt anybody.

SUMMARY

All we've got to do is keep going as we are for things to improve now.

The only thing which could slow us down is our own self-created dissidence. All we have to do is do our jobs and keep the peace and we've got it.

The make-break point is behind us. Ahead are only better days, improving little by little, day by day.

We've made it over the worst part.

L. RON HUBBARD

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121 HCOB 29 JUL 63 R3R-R3N-R3T, CAUTIONARY HCOB

(NTV VII p. 250-1, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 29 JULY AD 13
Issue II

Remimeo

R3R-R3N-R3T

CAUTIONARY HCOB

I have been working hard to clarify time track, work which was more or less left off in 1952.

With the discovery of the relationship of time and the tone arm, I immediately went to work to see if any eager loops had used time confusion in order to immobilize and incapacitate a thetan.

I found almost at once that false timing of incidents was

not only used but very nearly specialized in. The exact character of the between-lives implants only then came to view and could be mapped, and other implants of earlier times were disclosed.

Entire false pasts and futures have been installed and even actual dates and incidents have been grouped.

This is good news rather than bad news for it gives one a measure of the effort necessary to keep a thetan aberrated and gives us the reason some persons won't RR or get TA motion who otherwise might, for all GPMs may be falsely dated and if correctly dated might run.

This does not mean that R3N or R3R are in any way changed or that one does not run GPMs.

It does mean that a slight variation in R3R is needed when false track is found in order to make the dating easier on it. This will be called R3T. It consists of R3R plus clever methods of dating that get past implanted dates.

Meanwhile, be very careful in dating. No dates released on anything may be accurate including the Helatrobus Implants. I'm sorry if this held anybody back. But as usual you know as soon as I know.

So carry on. Get TA action on your pc. But be very cautious about accepting dates without checking "Is this incident and date in a false past? Is this incident and date in a false future?" The best trick is to find if "Right now" or, as in the between-lives implants, "The year zero" exists in the false track and date it. "Was the year zero hundreds of years ago, thousand . . ., etc." Clever, eh?

Some of you have been groaning about these skillions of trillions of years. They're usually found early on in auditing only on false track.

Good hunting.

L. RON HUBBARD
Founder

=====
122 HCOPL 30 JUL 63 CURRENT PLANNING

(OEC V4 p 344-5)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 30 JULY 1963

CenOCon
Franchise

Students Still
Not for M.A.

CURRENT PLANNING

(Staff Meeting Material)

It may help you to know the immediate future planning in Scientology.

Research-wise O.T. is wrapped up. It's just a matter of getting the data out, getting it applied. The Track is complicated. The length of time in processing is long. But this is offset by the fact that IF YOU GET CONSISTENT TA ACTION THE CASE WILL EVENTUALLY MAKE O.T.

ORGANIZATION OF SUBJECT

I am dividing Scientology data into five levels and I think you will see the usefulness of this.

FIRST LEVEL: SCIENTOLOGY ONE

Useable data about living and life, applicable without training, presented in Continental Magazines and booklets. This is for anyone. It contains assists as its auditing level. You have much of this already around. It is a complete unit in itself. "Be Right With Scientology."

SECOND LEVEL: SCIENTOLOGY TWO

Academy HPA/HCA accomplishment level. Scientology for use in spiritual healing. This is a healing strata, using the wealth of past processes which produced results on various illnesses. I am shortly sending out questionnaires to get all Healing process results as a research project. The auditing level is Reach and Withdraw and Repetitive Processes. The target is human illness. We have never entered this field but as we are not thanked for staying out of it, we might as well dominate it. It is a good procurement area.

THIRD LEVEL: SCIENTOLOGY THREE

Clearing and O.T. preparatory levels including advanced auditing above HPA/HCA Level. The work on this was more or less suspended when it became obvious that O.T. had to be attained. Includes key out clearing and other sub O.T. states. However, much technology exists on it. This is the level of the better human being.

FOURTH LEVEL: SCIENTOLOGY FOUR

Processes to O.T., Saint Hill Special Briefing Course 1963
type technology and targets.

FIFTH LEVEL: SCIENTOLOGY FIVE

Scientology applied at a high echelon to social, political and scientific problems. This requires the earlier levels and a high state of training on theoretical and wide application levels.

Data for levels one to four is mostly already researched, most of it is in your hands and many publications already exist. Level Three needs a lot of codifying but is not difficult to assemble. You'll see a lot of Level One now from me for magazines and a lot of new booklets using older materials. Level Four is more or less complete, more so now than three.

This brings a lot of order to our technical and gets us past the "past lives" scramble and other points which slow dissemination by relegating these to upper levels. Lord knows we have enough fascinating data at Level One without feeding the public Level Four.

ORGANIZATIONAL STRUCTURE

We are neatening up the corporate structures of Scientology, using each org as a company whose majority shares are owned by a central company. This makes the structure easier to handle and better off for tax purposes. The instructions on this will soon be released. Shares and Life Memberships will all be properly adjusted.

ORGANIZATIONAL ATTITUDE

Finding exactly who we're up against on Earth (the A.M.A.) helped. But finding exactly what each one of us faces and how in the Between Lives Area bids for a change of mood.

We're not now in this for play. Our personal futures depend on keeping going and making no major flubs. It isn't a question of is there something else. There isn't. Nobody can be half in and half out of Scientology. Scientologists are Scientologists no matter what they do for a living.

If we're going to make this we have to work at it personally, administratively and as a group and work well.

The prize is regaining self and going free. The penalty for our failure is condemnation to an eternity of pain and amnesia for ourselves and for our friends and for this planet.

If we fail we've had it. It's not just a matter of getting killed. It's a matter of getting killed and killed and

killed life after life forever more. Even if you have no great reality on this now you will soon enough. But probably you already understand it.

Those guys up there mean business. We've got to match or better their energy level and dedication or we lose.

We've been given this priceless chance.

We must make good.

The hour lost on natter, the slow down time because of some petty ARC Break have to be salvaged.

We haven't any time for doubts and maunderings.

We're the elite of Planet Earth, but that's only saying we're the not quite gone in the graveyard of the long gone.

Somehow, despite our condition and the degraded environment we're in, we've got to keep the dedication and the guts to carry through no matter what comes. And carry through.

And that's our future.

L. RON HUBBARD

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[See also HCO Policy Letter 21 August 1963, Change of Organization Targets, OEC Volume 2, Page 95.]

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123 HCOPL 2 AUG 63 PUBLIC PROJECT ONE

(OEC Vol 2 p. 93-4, NTV VII p. 253-4)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 2 AUGUST 1963

BPI
MA
HCO Secs

URGENT

PUBLIC PROJECT ONE

All Scientologists with or without certificates and particularly those who are in continuous contact with the

public are urgently requested to advise me concerning data from Scientology they have found particularly acceptable to the general public.

I have been waiting a long time until research was wrapped up to O.T. to put heavy power on public dissemination.

Scientology is now partitioned into five levels, as follows:

FIRST LEVEL: SCIENTOLOGY ONE

Useable data about living and life, applicable without training, presented in Continental Magazines and booklets. This is for anyone. It contains assists as its auditing level. You have much of this already around. It is a complete unit in itself. "Be Right with Scientology."

SECOND LEVEL: SCIENTOLOGY TWO

Academy HPA/HCA accomplishment level. Scientology for use in spiritual healing. This is a healing strata, using the wealth of past processes which produced results on various illnesses. I am shortly sending out questionnaires to get all Healing process results as a research project. The auditing level is Reach and Withdraw and Repetitive Processes. The target is human illness. We have never entered this field but as we are not thanked for staying out of it, we might as well dominate it. It is a good procurement area.

THIRD LEVEL: SCIENTOLOGY THREE

Clearing and O.T. preparatory levels including advanced auditing above HPA/HCA Level. The work on this was more or less suspended when it became obvious that O.T. had to be attained. Includes key out clearing and other sub O.T. states. However, much technology exists on it. This is the level of the better human being.

FOURTH LEVEL: SCIENTOLOGY FOUR

Processes to O.T., Saint Hill Special Briefing Course 1963 type technology and targets.

FIFTH LEVEL: SCIENTOLOGY FIVE

Scientology applied at a high echelon to social, political and scientific problems. This requires the earlier levels and a high state of training on theoretical and wide application levels and the personal state of O.T.

The subject of this Policy Letter is Scientology One. You know far more about acceptability of data at public levels than I do. Please then help me re-assemble this data.

Address your communication directly to me. Label it at the top:

SCIENTOLOGY ONE.

Then give me a complete and legible (since I'LL be reading it) account of what Scientology data you have found of alert interest to the general public, friends, acquaintances, just people, professional people, etc., etc.

Tell me where the data came from (what publications or lectures) if possible.

Tell me how you have presented this data.

Tell me what data you found was NOT acceptable to the casual public.

Give me all the data you use, alter-ised or not.

Give me any suggestions you may have for compiling Scientology One data into acceptable form.

Take the matter up with your group or friends to find out what they find acceptable-unacceptable, interesting-uninteresting in Scientology.

The object here is to obtain data for and compile very basic texts for public use and for basic texts for people presenting Scientology to the public.

Scientology One is itself divided into Theory (data about life, the mind, beingness and the universe), Practical (Drills one can do to raise one's ability to handle others and situations), and Auditing (Assists, ways to get relaxed, ways to cheer up, ways to handle situations, etc., in the everyday business of living, ways to process people without knowing much about processing, ways to get people to pass exams, do their work, get along).

Please, I need your dissertation on this. Don't think somebody else will do it.

We are answering the questions:

What should compose Scientology One? What Theory do we present that is highly acceptable? What Practical Drills should we include? What Auditing should we recommend that we think anybody can do?

My HCO Secretary in any area will assist you in sending what's wanted. Don't tell her the data, tell me, for I'm the one that has to compile it. My HCO Communicator will send it through direct on my lines.

It is needed. It will be read. It will be used.

L. RON HUBBARD

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124 HCOPL 2 AUG 63 SAINT HILL COURSE CHANGES

(OEC V4 p 433)

HUBBARD COMMUNICATIONS OFFICE Saint Hill Manor, East
Grinstead, Sussex

HCO POLICY LETTER OF 2 AUGUST 1963

Students
Central Orgs

SAINT HILL COURSE CHANGES

The following changes in the Saint Hill Special Briefing
Course are made effective 6 August AD13.

THEORY SECTION - Jenny Edmonds, HSG, D.Sc. Will specialize
in the 5th Basic (Ability to Study and Apply
Scientology Data), and will handle any non-progressing
student without regard to case reasons for inability to
achieve this basic. Instead the student will be undercut in
data in accordance with the new levels of Scientology (HCO
Poi Ltr of July 30, AD13), omitting Level Two and using
Glossary only at Level Three, but treating students that do
progress at Level Four with only a brief review of Levels
One and Three.

PRACTICAL SECTION - H. Parkhouse, HSG, D.Sc. To work out
and, use the new Auditing Cycle Data as eight new TRs, one
for each Comm Cycle and the last for consecutive use of all
the Comm Cycles contained in the Auditing Cycle.

AUDITING SECTION - F. Hare, HSG, D.Sc. W Unit to
specialize in definition of an Auditor "To Listen". To use
only the TA of the meter. And to use all former auditing as
potential charge to be taken off pc's case using mainly
only the pc to auditor comm line. X Unit to be divided into
three parts, X one using MS, ruds, hav and Comm Cycle, X
two using MS, ruds, hav, Comm Cycle and meter, X three
using R2H. Z Unit to use R3N, R3R and R3T (dating and comm,
3N and 3R where necessary, the Case Level 2 process).

No other changes are made. All former check sheets and
materials to continue as before. The above changes of post
are a reversion to earlier posts held. The auditing change

is due to new discoveries about the Auditing Cycle and making cases move by TA action. Reach and Withdraw processes where used in W will specialize in the pc to auditor Comm Cycle.

Considerable speed up of length of time on course is expected by reason of these improvements.

L. RON HUBBARD

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125 HCOB 4 AUG 63 E-METER ERRORS, COMMUNICATION CYCLE ERROR

(TV5 p. 334-7, NTV VII p. 255-9)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 4 AUGUST 1963

Central Orgs
Franchise

ALL ROUTINES

E-METER ERRORS

COMMUNICATION CYCLE ERROR

The E-Meter has its role in all processing and must be used well. However an E-Meter can be misused in several ways.

METER DEPENDENCE

The meter in actual fact does nothing but locate charged areas below the awareness of the pc and verify that the charge has been removed. The meter cures nothing and does not treat. It only assists the auditor in assisting the preclear to look and verify having looked.

A pc can be made more dependent upon the meter or can be made more independent of the meter, all in the way a meter is used by the Auditor.

If a pc's case is improving the pc becomes more independent of the meter. This is the proper direction.

Meter dependence is created by invalidation by or poor acknowledgement of the Auditor. If the Auditor seems not to

accept the pc's data, then the pc may insist that the Auditor "see it read on the meter". This can grow up into a formidable meter dependence on the part of the pc.

The rise of the TA is a "What's It?" The Fall of a meter TA is an "It's a _____." To get maximum charge off, the pc's groping (What's It) must become a pc's finding (It's a). If the pc asks the Auditor what or which reads on the meter and the Auditor always complies, the pc's TA will rise more and fall less as the pc is saying, "What's It?" and only the meter is saying, "It's a _____."

A pc must be carefully weaned of meter dependence, not abruptly chopped off. The pc says, "What's It?" The Auditor must begin to ask occasionally, "Well, What's It seem to you?" and the pc will find his own "It's a _____" and the TA will fall - as it would not if only the meter were employed.

Milking the TA of all the action you can get requires that the pc get most of the "It's a's" for his "What's Its". (See diagram attached.)

DATING DEPENDENCE

RULE: USE THE METER TO DATE AND VERIFY DATE CORRECTNESS BY ALL MEANS BUT ONLY AFTER THE PC HAS BEEN UNABLE TO COME UP WITH THE DATE.

Example: Pc can't decide, after much puzzling, if it was 1948 or 1949. Finally, the Auditor says, "1948" "1949" and sees the meter reads on 1948 and says, "It was 1948." But if the pc says, "It was 1948," the Auditor only checks it if the TA sticks up higher, meaning probably a wrong date. He checks with, "In this session have we had a wrong date? That reads, what date was wrong?" and lets the pc argue it out with himself - TA action will restore.

RI's

Reliable Items have to be clean. The pc can usually tell. But the pc can't tell the right RI out of a list or the right goal unless the Auditor sees it RR or fall. But sometimes the Auditor thinks an RI is clean (no longer reads having read) when it still has somatics on it. In this case it's suppressed and the Auditor checks it for suppress.

The pc saying the RI is not clean (should still be reading) carries more weight than the meter.

As the pc gets along in running Time Track and GPMs with their goals and Reliable Items he or she often becomes better than the meter as to what is right or wrong, what is the goal, what RI still reads.

METER INVALIDATION

An Auditor who just sits and shakes his head, "Didn't Rocket Read" can give a pc too many loses and deteriorate the pc's ability to run GPMs.

In a conflict between pc and meter, take the pc's data. Why? Because Protest and Assert and Mistake will also read on a meter. You can get these off, but why create them?

The meter is not there to invalidate the pc. Using the meter to invalidate the pc is bad form.

You'll have less trouble by taking the pc's data for the pc will eventually correct it.

The meter is invaluable in locating by-passed charge and curing an ARC Break. But it can be done without a meter, just by letting the pc think over each line read to him or her from the ARC Break Assessment and say whether it is or isn't and if it is, spotting the thing by-passed.

CLEANING CLEANS

The Auditor who cleans a clean meter is asking for trouble.

This is the same as asking a pc for something that isn't there and develops a "withhold of nothing".

Example: Ask "Do you have a present time problem?" Get no needle reaction.

Ask the pc for the PTP that hasn't read. That is impossible for the pc to answer. That's what's meant by cleaning a clean.

DIRTY NEEDLE

All dirty needles are caused by the Auditor failing to hear all the pc had to say in answering a question or volunteering data.

Charge is removed from a case only by the Comm Cycle pc to Auditor.

The Auditor's command restimulates a charge in the pc. The only way this charge can be blown is by the pc telling the Auditor.

"Auditor" means "A listener". The Auditor who has not learned to listen gets:

- First - Dirty Needle
- Next - Stuck Tone Arm
- Finally - ARC Break

The most important line in Auditing is from pc to Auditor. If this line is open and not hurried or chopped you get no Dirty Needles and Lots of TA Action.

To continuously get in Auditor to pc and impede the line pc to Auditor is to pile up endless restimulated charge on a case.

RULE: TONE ARM ACTION OF ANY KIND WITHOUT ANY SIGNIFICANCE OF WHAT'S BEHIND IT WILL TAKE A PC TO OT EVENTUALLY.

RULE: THE MOST CORRECT TRACK SIGNIFICANCES RUN BUT WITHOUT TA ACTION WILL NOT CHANGE BUT CAN DETERIORATE A CASE.

RULE: THE CORRECT TRACK SIGNIFICANCES RUN WITH TA ACTION WILL ATTAIN OT FASTEST.

Thus we see that an Auditor can get everything right except TA action and not make an OT. And we see that TA action without running specific things will make an OT, (though it might take a thousand years).

Therefore TA action is superior to what is run. Running the right things with TA action is faster only.

Thus the line pc to Auditor is somewhat senior to the Comm Line Auditor to pc. (See diagram.)

Don't get the idea that the process is not important. It is. People were made to talk in psychoanalysis without getting anywhere but there they probably had no TA and ran the wrong significances. It takes the right process correctly run to get TA action. So don't underrate processes or the action of the Auditor.

Realize that the answering of the process question is senior to the asking of another process question. A pc could talk for years without getting any TA action. Got it? So listen as long as a TA moves.

Learn to see if the pc has said everything he or she wants to say before the next Auditor action, never do a new Auditor action while or if the pc wants to speak and you'll get superior TA action. Cut the pc off, get in more actions than the pc is allowed to answer and you'll have a Dirty Needle, then a stuck TA and then an ARC Break.

See the attached drawing of this. And all will suddenly get clearer about any pc you've audited. And trouble will evaporate.

By cutting the "Itsa Line" an Auditor can make case gain disappear.

"Learn To Listen." That's what "Auditor" means.

It has taken me so long to see this in others because I don't cut the pc's line very often and repair it fast when I do. So forgive me for bringing it up so late.

When the pc is talking and you're getting no TA, you already have an ARC Break or are about to get one. So assess the by-passed charge.

RULE: DON'T DEMAND MORE THAN THE PC CAN TELL YOU.

RULE: DON'T RECEIVE LESS THAN THE PC HAS TO SAY.

Watch the pc's eyes. Don't take auditing actions if the pc is not looking at you.

Don't give acknowledgements that aren't needed. Over acknowledgement means acknowledging before the pc has said all.

SUMMARY

Running the right process is vital. Getting TA action on the right process is skilled auditing.

Listening is superior to asking.

Build up the pc's confidence in his own knowingness and continuously and progressively reduce the pc's dependence on a meter.

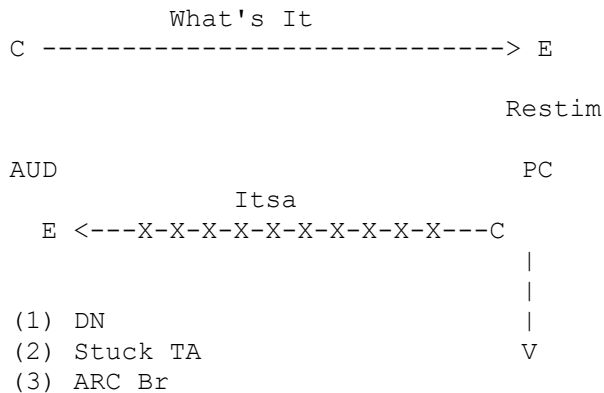
L. RON HUBBARD

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[There is a handwritten drawing attached, approximately as follows]

Basic Error of the Auditing Cycle

Comm Cycle
Cause - Distance - Effect



[Big jagged circle of charge around the symbol for a thetan]

Body Discomfort

Body Mass
ARC Breaks

[Drawing of a tone
arm showing it going up from 3 to 4] What's It

[Drawing of a tone
arm showing it going down from 4 to 3] Itsa

Tone Arm Action

When Itsa Line is
cut, auditing ceases
to work.

=====

126 HCOPL 8 AUG 63 PLANTS IN ACADEMIES - INTRO. OF FORM B (CANC PER OEC)

(OEC V4 p 138)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 8 AUGUST 1963

HCO Sees
Assoc/Org Sees
Tech Dirs
D/T Hat

"PLANTS" IN ACADEMIES - INTRODUCTION OF "FORM" 5B

In times of expansion it is to be expected that occasionally a government "plant" or active commie will endeavour to gain access into the Org. The Academy is the easiest point of entry for a stay of a little time for such undesirables. For example, a wave of suppositional reports of this occurred after the recent FDA attack in Washington DC. If they were true then it was an affront to Scientology, quite apart from anything else.

However, such an attempt can be regarded, comparatively, as a rarity. Nevertheless, Directors of Training should have some easy foolproof method to pick off such and satisfy themselves that no students are in their Academies for anything other than what the students stated they were there for, i.e. to receive training and graduate.

The D/T normally interviews all new students before they enter on course in his Academy, and this stage would be a convenient point in which to have a fast check.

Accordingly, during the brief duration of this interview,

the D/T should place the student on the E-Meter which is set at high sensitivity, and ask with ARC this question: "Are you here for any other purpose than what you say/state?" This question may need clearing with student but it should take only a very brief time to clear and clean. Variations of this question may be used, but this type question designed as a fast check question on new students will be referred to henceforth as a Form 5B.

The D/T is merely to be satisfied that the new student being interviewed by him is not a "plant". Then, having cleared the question, and the D/T is satisfied the student is bona fide, the D/T can then brief the student crisply for starting course, etc, and bring the interview quickly to a close.

Remember, the question is designed to pick up "plants" and such an attempt will be very rare but nevertheless may occur from time to time. In the event of the D/T having some doubt on the person being interviewed by him, he should refer the person to the Technical Director immediately for a further check.

The totality of the duration of the D/T interview need not be more than 10 minutes in its entirety. Judgement is required by the D/T in administering this "filter point" in that it is not intended to act as a complete embargo on all and every student whether bona fide or otherwise. The chances of the latter being attempted are slim but this Form 5B should now handle such an attempt smoothly.

Issued by: Peter Hemery
HCO Sec WW
for L. RON HUBBARD

Authorized by: L. RON HUBBARD

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127 HCOB 9 AUG 63 DEFINITION OF RELEASE

(TV5 p. 338, NTV VII p. 260)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 9 AUGUST 1963

HCO Secs
Org Secs
Franchise
Field

BPI

DEFINITION OF RELEASE

(Cancels HCO Bulletin of 14 January 1963)

A RELEASE is one who knows he or she has had worthwhile gains from Scientology processing and who knows he or she will not now get worse.

L. RON HUBBARD

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129 HCOB 11 AUG 63 ARC BREAK ASSESSMENTS

(TV5 p. 338, NTV VII p. 261)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 11 AUGUST 1963

Central Orgs
Franchise

ARC BREAK ASSESSMENTS

In a session don't ever do an ARC Break Assessment until the pc has given up trying to untangle it. This particularly applies to R3R and 3N.

DATES R2H

Don't ever date anything for the pc until the pc has completely given up trying himself.

DON'T USE METERING, ARC BREAK ASSESSMENTS, DATING, or incomprehensible or new commands to CUT THE ITSA LINE. Let it run. Help only when it's stopped.

L. RON HUBBARD

LRH:dr.jh
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130 HCOPL 12 AUG 63 CERTIFICATES AND AWARDS

(OEC V5 p 180-2)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 12 AUGUST 1963

BPI

CERTIFICATES AND AWARDS

(Changes earlier policies where these are at variance)

The certificate of HUBBARD GRADUATE AUDITOR (ST HILL)
CLASS _____ will hereafter be issued for successful
completion of the Saint Hill Special Briefing Course.

The certificate HUBBARD CLEARING SCIENTOLOGIST will no
longer be issued but may be converted to HUBBARD SENIOR
SCIENTOLOGIST. No further courses for this level may be
enrolled in Academies until such time as Scientology Three
is codified. HUBBARD SENIOR SCIENTOLOGIST may be given for
HCA/HPA retread.

The certificates HUBBARD CERTIFIED AUDITOR for the US and
HUBBARD PROFESSIONAL AUDITOR for the UK and Commonwealth
will continue as the professional certificate issued by
Central Organizations. It is given for successful
completion of an Academy HCA/HPA Course.

This certificate and no other (except HDA as follows) is
requisite for the Saint Hill Special Briefing Course.

The certificate for Scientology One is HUBBARD BOOK
AUDITOR. This is granted under various conditions in the
Orgs. The reason being that no book auditor should audit
without a certificate. It replaces HUBBARD APPRENTICE
SCIENTOLOGIST and this certificate may be exchanged by
anyone for a HUBBARD BOOK AUDITOR certificate. (I do not
personally sign this certificate. It is signed by letterpress.)

CLASSIFICATION

Classification is in addition to certification and is by
additional examination by HCO.

Classification is sealed on any certificate by "Class" and
large Roman Numerals and a Hubbard Communications Office
ring, the Roman Numerals denoting Class to be huge and in

the centre of the seal.

HBA may be sealed with a Class I.

HCA/HPA may be sealed with a Class I or a Class II.

HSS may be sealed with a Class II or Class III.

HGA (St Hill) may be sealed with a Class III, Class IV or a Class V.

The object of class is that course completion alone may award a certificate. But course proficiency is denoted by a Class Seal. Auditors who have difficulty getting results should not be classed.

Classes and certificates are now fully aligned and permanent in comparison with the five levels of Scientology HCO Policy Letter of August 2, AD 13 and Classification Policy Letters.

Classification is not a matter of obligation to HCO. It is a special award and is not owed to anyone.

HANDLING OF ISSUE

It is required that the following policies of issue be followed.

HBA - Issue certificate to anyone who is auditing industriously. Give Class I only to such as also take new Comm Course training.

HCA/HPA - Issue only to Academy students who complete their check sheets. Classify certificate as Class I inevitably but as Class II on the basis of staff employment or retread.

HSS - Issue certificate to HPA/HCA retread if promised. Classify as II or III only on the basis of further retread or staff employment.

HGA (St Hill) - Issue certificate on completion of check sheets. Classify III on basis of competent auditing. Classify IV on basis of excellent showing in results on pcs or on retread at Saint Hill. Classify V only on reaching OT and retread at Saint Hill.

DOCTOR OF SCIENTOLOGY

This is an honorary degree, not granted for scholastic reasons but is purely an award to those who at Class III or IV perform signal service to Scientology activities. An HCS or HGA (St Hill) is understood to qualify.

FELLOW OF SCIENTOLOGY

This is an honorary award for signal contribution to

Scientology technology beyond the scope of a new process. The work must be complete and approved. Usually reserved for Class IV or V auditor.

HUBBARD DIANETIC AUDITOR

This certificate remains in full force.

It may however be exchanged for an HPA/HCA without further examination and at cost of certificate and preparation of it. However, HDA is the single exception to acceptance for Saint Hill training for which it is valid, waiving then the HCA/HPA requirement.

HONOURS

Any classification may be issued "with honours" providing the candidate has exceeded the check sheet requirements by a notable degree and is also eligible for the upper classification range of that certificate. HBA Class I is the exception. It is the classification that is given "with honours". "With honours" however may not be given without the written recommendation of the candidate's own instructors.

ADMINISTRATIVE CERTIFICATES

Three new certificates totally devoted to administrative actions and skills are announced herewith and are now available.

The certificate HUBBARD ASSISTANT ADMINISTRATOR will be issued to properly qualified persons who have served one year or more in an HCO or Scientology organization in the Administrative Division and who have successfully passed the examination of a permanent staff member as issued or amended; or who has successfully completed a course in administration given by a Scientology Organization.

The certificate HUBBARD ADMINISTRATOR will be issued to properly qualified persons who have served two or more years on the staff of an HCO or Scientology Organization in the Administrative Division and who have passed the required examination; or who have successfully completed a course in administration given by a Scientology Organization.

The certificate HUBBARD EXECUTIVE will be issued to properly qualified Hubbard Administrators who have successfully completed the studies required.

Permanent staff member certificates will no longer be examined for or issued but may be retained and also converted to the certificate. Permanent Executive certificates will no longer be examined for or issued but may be retained and also converted to Hubbard Administrator certificates.

RELEASE

Release buttons (an "R" set in the S and double ARC Triangle of Scientology) may be (and should be) issued to HGC pcs who have attained its requirement by HCO Sees without charge.

CLEAR BRACELETS

Silver Clear Bracelets are issued by HCO Sees at the expense of the HGC or the field pc to those who meet clear requirements.

(Note: No such bracelet shall be issued until procedure of test is established in HCO Policy Letters after this date, all former such tests being cancelled.)

OT AWARDS

Gold OT Bracelets will be issued when requirements are specified and met.

SCIENTOLOGY PINS

Associate Membership is the sole requirement of a Scientology pin issue.

MINISTERIAL AWARDS AND INSIGNIA

These are not properly Scientology awards but are authorized and issued only by Church boards. They are handled by courtesy by HCOs attached to Churches. These include Doctor of Divinity, Minister of the Church and Spiritual Counselor.

There are no other valid Dianetic or Scientology awards. Any former certificate legally issued by a Scientology organization may be turned in for any of the above comparable certificates.

Illegal certificates in Dianetics and Scientology, meaning any issued by an agency not authorized by HCO, should be seized and the issuing agency sued by HCOs for violation of trade mark and copyright and fraud.

ISSUING AGENCY

Hubbard Communications Office has full control of all certificates and awards of Dianetics and Scientology and may issue according to policy, and suspend or cancel at discretion. The basis of issue is competence. The basis of suspension is violation of ethical use.

The basis of cancellation is failure to comply with the

conditions of an order of suspension.

VALIDITY OF CERTIFICATES

No certificate is valid without my personal or printed signature, that signature now being fully copyrighted and trade-marked.

IN FORCE

It is considered as of the date of one day after this policy letter that all those certificates and awards ever issued are to be considered in full force regardless of circumstances except those suspended between March 13, AD13 and August 12, AD 13.

L. RON HUBBARD

LRH:dr.aap
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[Modified by HCO P/L 16 June 1964, Personnel Records Admin Certs.]

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131 HCOB 14 AUG 63 LECTURE GRAPHS

(TV5 p. 339-44, NTV VII p. 262-7)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 14 AUGUST 1963

Central Orgs

LECTURE GRAPHS

The following graphs accompany Saint Hill Special Briefing Course Lectures of:

July 25, AD13

August 7, AD13

August 8, AD13

L. RON HUBBARD

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***** [First Sheet, diagram 1] *****

SHSBC LRH Lecture Jul 25, 63

```
<----- C
<----- C

C----- Effect

AUDITOR          PC

E ----- C

Ack C ----- E

E ----- C
```

***** [First Sheet, diagram 2] *****

```
C ----- E
          |
          | PC
AUDITOR  |
          V

E ----- C
```

***** [Second Sheet, diagram 3] *****

```
PC

E ----- C

C -----> E

AUDITOR E ----- C

C ----- E

E ----- C
```

```

|----- Origin
|
V
-----

```

***** [Third Sheet, diagram 4] *****

SHSBC LRH Lecture Jul 25, 63

```

          Major Cycle
          /
-----
Ability Regained  /\
                  ||
                  ||
-----
Process Cycle    /\
                  ||
                  ||
-----
Single Auditing Cycle

```

***** [Third Sheet, diagram 5] *****

```

===== Ability
                Regained

Major  -----
Cognition

----- TA Flat

Cognition -----

----- 3 Equal
                comm lag on
                Commands

```

***** [Fourth Sheet] *****

SHSBC LRH Lecture 7/8/63

[On is the symbol for a thetan]

```

                                |Ons (thought)
                                |Matter
On |                               |Energy
A | --- versus -->|Space
R |                               |Time
C |                               |Form
                                |Location

```

Life Potential The Things of Life

0 ||||| 0
 |||||
Bill ||||| Joe
 |||||
 air

***** [Fifth Sheet] *****

SHSBC LRH Lecture of 8 Aug 63

K			Incident	Earlier
U				Incident
C	K	---		
D				
I				
O	C	---		
F \				
--	D	---	R	R
K /				
U	E	---		
C				
D	I	---	C	C
E				
I	O	---		
O				
F \	F	---		
--				
K /			Missed	Earlier
U			W/H	Missed
				W/H

=====

133 HCOB 19 AUG 63 HOW TO DO AN ARC BREAK ASSESSMENT

(TV5 p. 345-48, NTV VII p. 268-72)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 19 AUGUST AD13

Central Orgs
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SCIENTOLOGY TWO
STAR RATED HCO BULLETIN

HOW TO DO AN ARC BREAK ASSESSMENT

(HCO Secs: Check out on all technical Executives and
Personnel. Tech Dir: Check out on HCO Secs and Assn Org Secs.)

The successful handling of an ARC Break Assessment is a skilled activity which requires:

1. Skill in handling a Meter.
2. Skill in handling the Itsa Line of the Auditing Cycle.
3. Skill in Assessment.

The lists given in HCO Bulletin of July 5, AD 13 "ARC BREAK ASSESSMENTS", are used, either from that HCO Bulletin or amended.

There are several uses for ARC Break Assessments.

1. Cleaning up a session ARC Break.
2. Cleaning up auditing in general.
3. Cleaning up a pc's or student's possible ARC Breaks.
4. Cleaning up a member of the public's possible or actual ARC Breaks.
5. Regular use on a weekly basis on staff or organization members.

There are others. Those above are the chief uses.

For long time periods the standard 18 button prepcheck is faster, but an ARC Break Assessment is still useful in conjunction with it.

The drill is simple. If complicated by adding in R2H material, dating, and other additives, the ARC Break Assessment ceases to work well and may even create more ARC Breaks.

If used every time a pc gets in a little trouble in R3N Dr R3R the ARC Break Assessment is being used improperly. In R2H, R3N, R3R sessions it is used only when the pc shows definite signs of an ARC Break. To use it oftener constitutes no auditing.

Unnecessary use of an ARC Break Assessment may ARC Break the pc with the Assessment.

The ARC Break Assessment may be repaired by an 18 Button Prepcheck "On ARC Break Assessments

ARC BREAK ASSESSMENT BY STEPS

STEP ONE:

Select the proper list. This is done by establishing what the pc has been audited on. If more than one type of by-passed charge is suspected, do more than one list. If

the ARC Break is not completely cured by one list, do another kind of list. (All lists have been in HCOBs as "L".)

STEP TWO:

Inform the pc that you are about to assess for any charge that might have been restimulated or by-passed on his or her case. Do not heavily stress the ARC Break aspect. Right: "I am going to assess a list to see if any charge has been by-passed on your case." Wrong: "I'm going to try to cure (or assess) your ARC Break."

STEP THREE:

Without regard to pc's natter, but with quick attention for any cognition the pc may have during assessment as to by-passed charge, assess the list.

Phrase the question in regard to the reason for the Assessment - "In this session " "During this week " "In Scientology " etc. Call each line once to see if it gives an instant read.

The moment a line gives a reaction, stop, and do Step Four.

STEP FOUR:

When a line reacts on the needle, say to the pc, "The line reacts. What can you tell me about this?"

STEP FIVE:

Keep Itsa Line in. Do not cut the pc's line. Do not ask for more than pc has. Let pc flounder around until pc finds the charge asked for in Step Four or says there's no such charge. (If a line reacted because the pc did not understand it, or by protest or decide, make it right with the pc and continue assessing.)

STEP SIX:

In a session: If pc found the by-passed charge, ask pc "How do you feel now?" If pc says he or she feels OK, cease assessing for ARC Breaks and go back to session actions. If pc says there's no such charge or gets misemotional at Auditor, keep on assessing on down the list for another active line, or even on to another list until the charge is found which makes pc relax.

In a routine ARC Break check (not a session but for a longer period), don't stop assessing but keep on going as in Step Five, unless pc's cognition is huge.

END OF STEPS

Please notice: This is not R2H. There is no dating. The auditor does not further assist the pc with the meter in any way.

If the pc blows up in your face on being given a type of charge, keep going, as you have not yet found the charge. Typical response to wrong charge found: Pc: "Well of course it's a cut communication! You've been cutting my communication the whole session. You ought to be retreaded etc." Note here that pc's attention is still on auditor. Therefore the correct charge has not been found. If the by-passed charge has been found the pc will relax and look for it, attention on own case.

Several by-passed charges can exist and be found on one list. Therefore in cleaning up a week or an intensive or a career (any long period) treat a list like rudiments, cleaning everything that reacts.

Blow down of the Tone Arm is the meter reaction of having found the correct by-passed charge. Keep doing Steps One to Six until you get a blow down of the Tone Arm. The pc feeling better and being happy about the ARC Break will coincide almost always with a Tone Arm Blow Down.

You can, however, undo a session ARC Break Assessment by continuing beyond the pc's cognition of what it is. Continuing an assessment after the pv has cognited, invalidates the pc's cognition and cuts the Itsa Line and may cause a new ARC Break.

Rarely, but sometimes, the ARC Break is handled with no TA blow down.

PURPOSE OF ASSESSMENT

The purpose of in ARC Break Assessment is to return the pc into session or into Scientology or into an Org or course. By-passed charge can cause the person to blow out of session, or out of an Org or a course or Scientology.

WITH A SESSION (formerly "in"): Is defined as "INTERESTED IN OWN CASE AND WILLING TO TALK TO THE AUDITOR . AGAINST SESSION: Against session is defined as "ATTENTION OFF OWN CASE AND TALKING AT THE AUDITOR IN PROTEST OF AUDITOR, PT AUDITING, ENVIRONMENT OR SCIENTOLOGY".

WITH SCIENTOLOGY: With Scientology is defined as "INTERESTED IN SUBJECT AND GETTING IT USED". AGAINST SCIENTOLOGY: Against Scientology is defined as "ATTENTION OFF SCIENTOLOGY AND PROTESTING SCIENTOLOGY BEHAVIOR OR CONNECTIONS".

WITH ORGANIZATION: With organization can be defined as "INTERESTED IN ORG OR POST AND WILLING TO COMMUNICATE WITH

OR ABOUT ORG". AGAINST ORGANIZATION: Against organizationness is defined as "AGAINST ORGANIZATION OR POSTS AND PROTESTING AT ORG BEHAVIOR OR EXISTENCE".

The data about ARC Breaks can be expanded to marriage, companies, jobs, etc. Indeed to all dynamics - With Dynamic, Against Dynamic.

What it boils down to is this: There are only two conditions of living, but many shades of grey to each one.

These conditions are:

1. LIFE: NOT ARC BROKEN: Capable of some affinity for, some reality about and some communication with the environment; and
2. DEATH: ARC BROKEN: Incapable of affinity for, reality about and communication with the environment.

Under One we have those who can disenturbulate themselves and make some progress in life.

Under Two we have those who are in such protest that they are stopped and can make little or no progress in life.

One, we consider to be in some ARC with existence.

Two, we consider to be broken in ARC with existence.

In a session or handling the living lightning we handle, people can be hit by a forceful charge of which they are only minutely aware but which swamps them. Their affinity, reality and communication (life force) is retarded or cut by this hidden charge and they react with what we call an ARC Break or have an ARC Broken aspect.

If they know what charge it is they do not ARC Break or they cease to be ARC Broken.

It is the unknown character of the charge that causes it to have such a violent effect on the person.

People do not ARC Break on known charge. It is always the hidden or the earlier charge that causes the ARC Break.

This makes life look different (and more understandable). People continuously explain so glibly why they are acting as badly as they are. Whereas, if they really knew, they would not act that way. When the true character of the charge (or many charges as in a full case) is known to the person the ARC Break ceases.

How much by-passed charge does it take to make a case? The whole sum of past by-passed charge.

This fortunately for the pc is not all of it in constant restimulation. Therefore the person stays somewhat in one piece but prey to any restimulation.

Auditing selectively restimulates, locates the charge and discharges it (as seen on the action of a moving Tone Arm).

However, accidental rekindlings of past charge unseen by pc or auditor occur and the pc "mysteriously" ARC Breaks.

Similarly people in life get restimulated also, but with nobody to locate the charge. Thus Scientologists are lucky.

In heavily restimulated circumstances the person goes OUT OF. In such a condition people want to stop things, cease to act, halt life, and failing this they try to run away.

As soon as the actual by-passed charge is found and recognized as the charge by the person, up goes Affinity and Reality and Communication and life can be lived.

Therefore ARC Breaks are definite, their symptoms are known, their cure is very easy with this understanding and technology.

An ARC Break Assessment seeks to locate the charge that served, being hidden, as a whip-hand force on the person. When it is located life returns. Locating the actual by-passed charge is returning life to the person.

Therefore, properly handling ARC Breaks can be called, with no exaggeration "Returning Life to the person".

One further word of caution: As experience will quickly tell you, seeking to do anything at all with an earlier by-passed charge incident which led to the ARC Break immediately the earlier incident is found will lead to a vast mess.

Let the pc talk about it all the pc pleases. But don't otherwise try to run it, date it or seek to find what by-passed charge caused the earlier incident. In assessing for ARC Breaks, keep the Itsa Line in very well and keep the What's It out in every respect except as contained in the above Six Steps.

SUMMARY

An ARC Break Assessment is simple stuff, so simple people are almost certain to complicate it. It only works when kept simple.

Old auditors will see a similarity in an ARC Break Assessment List and old end rudiments. They can be handled much the same but only when one is covering a long time period. Otherwise assess only to cognition and drop it.

The trouble in ARC Break Assessments comes from additives by the auditor, failure to keep on with additional lists if the type of charge causing the ARC Break isn't found on the first list chosen, failure to read the meter, and failure

to keep the Itsa Line in.

Doing ARC Break Assessments to cure ARC Breaks is not the same drill as R2H and confusing the two leads to trouble.

Handled skillfully as above, ARC Break Assessing cures the great majority of woes of auditing, registraring, training and handling organization. If you find you aren't making ARC Break Assessments work for you check yourself out on this HCO Bulletin carefully, review your meter reading and examine your handling of the Itsa Line. If you want live people around you, learn to handle ARC Break Assessments.

Don't worry about pcs getting ARC Breaks. Worry about being able to cure them with assessment until you have confidence you can. There's nothing so uplifting as that confidence, except perhaps the ability to make any case get TA motion.

Don't ever be "reasonable" about an ARC Break and think the pc is perfectly right to be having one "because ". If that ARC Break exists, the pc doesn't know what's causing it and neither do you until you and the pc find it! If you and the pc knew what was causing it, there would be no further ARC Break.

L. RON HUBBARD

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134 HCOB 20 AUG 63 R3R-R3N, THE PRECLEAR'S POSTULATES

(TV5 p. 349-50, NTV VII p. 273-74)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 20 AUGUST AD 13

Central Orgs
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SCIENTOLOGY THREE & FOUR

R3R - R3N
THE PRECLEAR'S POSTULATES

We have long known that the preclear's postulates made at the time of the incident contained charge.

As the preclear is moved back on his time track beyond

Trillions Three, you will find that incidents and Reliable Items contain less charge proportionately to the pc (who was stronger then) and that the pc's postulates made then contained more charge.

In short as you go earlier on the Time Track, the incidents seemed weaker to the pc then and the pc, being more capable, had stronger postulates.

Thus it is not uncommon to find a GPM on the early track producing only falls on the pc and the pc's postulates made at that time rocket reading (or falling).

This, in fact, gets even more disproportionate so that on the very early track you might find that running RIs out of a GPM produces no TA motion, but taking the pc's postulates out produces a TA blow down that "goes through 7" (around the whole TA dial and back up).

In my recent surveys of the Tone Arm and its relationship to auditing, it became apparent that three types of charge existed in a GPM.

1. Charge as an engram.
2. Charge as Reliable Items.
3. Charge as postulates.

All three must be removed from a GPM.

Any incident, wherever it is on the track, contains postulates (comments, considerations, directions) made by the pc at that time.

Thus in all incidents the pc's postulates must be called for and removed.

To remove a postulate from any incident, have the pc repeat it until it no longer reacts on the needle of the meter. If it comes down to a persistent tick get suppress off it and get it repeated again, just as in the case of any RI in a GPM.

DON'T LEAVE POSTULATES CHARGED.

Treat them like GPM Items whether in a GPM or an engram.

Add to your ARC Break L lists L3 and L4, "Have we by-passed any postulates?"

There are implants which tell the pc not to erase his own postulates. There is also a Bear Series Goal "To Postulate"

Sometimes the postulate lies ahead of the actual engram in R3R. Example: A man decides to get hurt, then enters into an engramic situation. The engram does not wholly free until the postulate is removed.

Occasional calling for "any postulates, considerations or comments you had in this incident" while running R3R engrams or R3N will keep the incident going well. When the pc says one, have him or her repeat it until it no longer reacts on the needle.

I bring this up at this time as I have found a case that got no TA action on engrams or GPMs or RRs on RIs until the postulates were given special attention, at which time TA action of an excellent kind occurred.

SUMMARY

A stuck TA is always caused by running the pc above the pc's tolerance of charge. You can stop any TA by ramming the pc into incident after incident without cleaning them up. A postulate is only one kind of charge.

At any position on the Time Track also look for the pc's postulates. Early on the Time Track expect them to occasionally "blow the Meter apart".

Flatten any postulate found by getting it repeated until the reaction is gone off the needle. And all charge, of course, on anything, whether falls or RRs, must be removed from engrams or GPMs.

L. RON HUBBARD

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135 HCOPL 21 AUG 63 CHANGE OF ORGANIZATION TARGETS, PROJECT 80, A PREVIEW
(OEC V2 p 95-7)

HUBBARD COMMUNICATIONS OFFICE Saint Hill Manor, East
Grinstead, Sussex

CenOCon
Saint Hill Students
NOT MA

HCO POLICY LETTER OF 21 AUGUST AD 13

CHANGE OF ORGANIZATION TARGETS

PROJECT 80

A PREVIEW

I have now consolidated and fully proven a break through on basic auditing which changes organization targets and means a great deal to Organization and Association Secretaries, HCO Secretaries, Technical Directors, Directors of Processing and Training, PE Directors, Registrars, Letter Registrars, Staff Auditors and Instructors, and the state of the Academy, HGC and Staff Co-Audit.

This technical advance makes many other things possible. We will designate their broad application to Central Org planning and dissemination, PROJECT 80.

Essentially what has happened is that I have found the minimum essentials of why auditing works, and have selected out the important parts for concentration. These parts are: (1) (In Scientology One and Two) THE ITSA LINE; (2) (In Scientology Two) TONE ARM ACTION; (3) (In Scientology Two) DIRECTING THE PC'S ATTENTION TO THOSE THINGS WHICH BAR HIM FROM RELEASE AND CLEAR; and (4) (In Scientology Three and Four) DIRECTING THE PC'S ATTENTION TO AND HANDLING THOSE THINGS WHICH BAR HIM FROM O.T.

This looks almost too simple. But it makes for an enormous difference in results and dissemination. Why? Because of the ease by which auditing results can be attained. Because SIMPLICITY makes for far reaching ease of Communication.

NEW SCIENTOLOGY BASIC DEFINITIONS

1. Scientology I: WHAT IS AN AUDITOR?

An auditor is one who listens. Auditor means listener.

2. Scientology I: WHAT IS A PRECLEAR?

One who is discovering things about himself and who is becoming clearer.

3. Scientology I: WHAT IS A CASE GAIN?

Any case betterment according to the pc.

4. Scientology I: WHAT IS SCIENTOLOGY?

The common people's science of life and betterment.

5. Scientology I: HOW IS SCIENTOLOGY DIFFERENT?

In Scientology the preclear is always right. Scientology holds that people know best about themselves.

6. Scientology I: WHAT IS SCIENTOLOGY AGAINST?

Scientology is against brutality and euthanasia in medical brain damaging, and against abuse and slavery and punishment in any form.

7. Scientology I: WHAT DOES SCIENTOLOGY STAND FOR?

Freedom from mystery. Freedom from fear.

8. Scientology I: WHAT IS A BOOK AUDITOR?

Someone who has studied books on Scientology and listens to other people to make them better.

9. Scientology I: WHAT IS A CO-AUDIT?

A team of any two people who are helping each other reach a better life with Scientology processing.

10. Scientology I: WHAT IS AN AUDITING SESSION?

A precise period of time during which the auditor listens to the preclear's ideas about himself.

11. Scientology II: WHAT IS PROFESSIONAL AUDITING?

Sessions given by a trained auditor who is governed by ethical codes and technical skill, who directs the pc's attention to areas which when examined by the preclear will cause a release of sufficient charge to cause Tone Arm Action, thus reaching the eventual state of clear.

12. Scientology I: WHAT IS A RELEASE?

One who knows he can continue to improve by auditing and that he will not now become worse in life.

13. Scientology II: WHAT IS A CLEAR?

One who has straightened up this lifetime.

(Note: These definitions and others like them should be published and posted and lectured about continually until familiar to everyone.)

You will find that if you concentrate on these aspects of Scientology and auditing, your dissemination will improve. Where you exceed this simplicity inside the organization's

technical departments and activities you will probably have more losses than gains in all auditing done except that by Saint Hill graduates. This includes auditing supervised by Saint Hill graduates - meaning that where even this supervised auditing exceeds the above definitions you will have more losses than wins. In fact it takes Saint Hill graduates to groove even this auditing level in, so don't despise it.

As an organization your future depends on SERVICE. Where service attempts to exceed the above definitions you will have financial and technical losses and Dev-T.

This does not mean Saint Hill grads should not co-audit at the level of Class IV. It does mean that where you insist others exceed the above technical levels you will have a mess.

It's a Line in and TA moving and anyone will eventually go O.T. so you're not barring people out. Indeed, you're only then MAKING IT POSSIBLE FOR THEM TO GO O.T.

R1C is your work horse for co-audits, W Unit, outside co-audit teams, etc. R2C is your professional level version, up to clear. Your service includes ARC Break Assessments and all Scientology I and Scientology II skills and data.

This means fast Academy training, good permanent HGC results, good public dissemination and few headaches.

This does NOT mean that those qualified and classed to run III and IV material in an Org cannot do so. It means only that an Org specializes in positive wins at I and II.

We have now exceeded processing results of former years with just the It's a Line and TA motion, in spite of the simplicity of the material.

We have also exceeded by technical advance, public reality. Therefore we have, in the various classes of data, Scientology within Scientology.

A firm Scientology One in the public lines and PE, a good Scientology Two in the Academy and HGC, and you're in. Scientology THREE and FOUR are firmly based in the accomplishment first of Scientology ONE and TWO. And Scientology Five is based firmly on Scientology Four. So one level is based wholly upon the earlier level and particularly agree in A, R and C with that level. The A, R and C of Scientology One match the public, the co-audits and the lower levels of the Academy. When that A, R and C has been attained, then the being is ready for Scientology Two and can gradually increase his A, R and C to match it. And so on.

If those of us whose A, R and C already match Scientology Three and Four (and this includes a lot of HPA/HCA's and old timers), continue to run orgs only at that A, R and C level we will certainly lift the orgs away from the A, R and C

potential of new public and even Scientology Two people. Creating ivory towers, we then cut our public line. You would be amazed how far above the public technical grasp even THIS IS LIFE is! Yet it, at the moment, is our best Scientology One book. Actually it's at the level of Scientology Two. We have just learned this by testing some Saint Hill students!!!

Thus, when we exceed the above data for Scientology One and Two and fail to keep supporting work and data at those levels, we cut ourselves off from the vast majority of the public and even some Scientologists and find ourselves standing quite alone in the civilization. Our potential, with what we know, is a majority of all populations solidly with us. We have not accomplished that because (1) We didn't have our subject in orderly divisions (2) We were still concentrating on problems of upper Level technical now solved and (3) We had already cut our bridge to the general public and average practitioner by technically exceeding his A, R and C potential.

Therefore, as I think you will agree, we must publicly disseminate at the level of Scientology One only; get outside public co-audit processing teams (not groups) doing only Scientology One processing on which they call win. Specialize in org (HGC and Academy) technical on Scientology ONE and TWO only. And use Scientology Three, Four and Five to run the show and pick up those whose A, R and C is graduating up to them.

I hope you see this as sound policy. I know already that technical wins are in store for orgs using only the above data.

The keynote of an org is not money. It is SERVICE. If service is given at the level of the A, R and C demanding it, money floods in.

SERVICE means technical results. My heaviest interest is in high technical results and I know that what I am outlining for you here will give you higher technical gain per student and pc than any amount of higher level data inadequately rendered. Therefore I am not downgrading but upgrading technical with this simplicity, as you will discover.

I have to write up Scientology One and Scientology Two articles and texts. But you already have the technical side of them or will have in a few days of this Policy Letter.

It will take some doing to groove all this in. If you do, there are your new buildings and mobs of people and bursting bank accounts and influence.

So this is it organizationally. We're readying up for the public kick off. We'll all have to work hard to accomplish it. But we can do it - providing we do not exceed the basics above and providing we give SERVICE at the A, R and C level of those demanding it.

L. RON HUBBARD

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137 HCOB 22 AUG 63 PROJECT 80, THE ITSA LINE AND TONE ARM

(TV5 p. 351-52, NTV VII p. 279-80)

[We have added the titles of the 5 tapes, only the dates are listed in the HCOB - Ed.]

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 22 AUGUST AD13

Route Copy to:
HCO Area Sec
Org/Assn Sec
D of T
D of P
Head of Staff Co-audit
PE Director

TECH PREPARATION

FOR HCO POL LTR 21 AUG AD13

PROJECT 80

THE ITSA LINE AND TONE ARM

The HCO Area Secretary should cause to be played to staff the SHSBC LRH lectures of:

14 August AD13	[Auditing Tips]
15 August AD13	[The Tone Arm]
20 August AD13	[The Itsa Line]
21 August AD13	[The Itsa Line cont.]
22 August AD13	[Project 80]

These lectures contain all the material necessary for great technical improvement in the organization in both training and processing and particularly on the staff co-audit.

Public Dissemination via PE and outside unskilled co-audit is resolved in these lectures.

A great many questions, complications and additives can

grow up around the Itsa Line so as to amount to several brands of Scientology. These are taken up in great detail in these lectures.

This is part of a program to bring home to Central Organizations the current ease of getting acceptable results in the Academy, on the HGC and in the Co-audit by use of only the Tone Arm and Itsa Line. And carry forward the groundwork for outside co-auditing and broader dissemination.

We are building all future processing, training and dissemination on the very firm foundation of the definition of an auditor (one who listens), the Itsa Line (listen to the preclear) and the solution of problems (the preclear is always right). This communicates with extreme ease and simplicity.

We are building all professional auditing on the Itsa Line, plus directing pc's attention plus the Tone Arm.

We are building all top skill auditing on the Itsa Line, directing the pc's attention to what must be audited to make clear and OT and the Tone Arm.

These tapes contain all the vital basic information.

If you are having any difficulties with income, results, staff co-audit or public dissemination, the broad technical data contained in the Itsa Line, ARC Break Assessments and Tone Arm Action will rapidly resolve them.

This begins a new era for Scientology.

Get the data known to staff by holding these tape plays for me, at least two of these tapes a week, with all staff attending.

Stressing any other data or reviewing any other material, playing any other tapes broadly to staff or students at this time will retard your forward progress by overloading the line.

So I'm counting on you as HCO Area Sec to take care of this for me and keep staff attention squarely on:

1. The Itsa Line
2. The Tone Arm
3. Proper use of ARC Break Assessments
4. Directing pc's attention adroitly.

This does not affect what we already know and does not outmode such things as metering, Auditor's Code, etc.

If you take care of this one for me on the technical end, you'll get a lot of gains and prosperity.

L. RON HUBBARD

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138 HCOPL 22 AUG 63 ARC BREAK ASSESSMENTS ON STAFF

(OEC V5 p 228)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 22 AUGUST 1963

CenOCon

ARC BREAK ASSESSMENTS ON STAFF

(Cancels previous similar policies
on Staff O/Ws, Missed W/Hs, etc)

An ARC Break Assessment, as per HCO Bulletin of July 5, AD 13,
should be done on all Staff weekly, replacing any
Missed Withhold or By-Passed Charge checks currently being
done.

This check is primarily the responsibility of the HCO Area
Sec but may be delegated to the Tech Dir, D of P, or
whoever is in charge of the Staff Clearing Programme, but
no delegation of the action relieves the HCO Sec from
responsibility for getting it done well and weekly.

L. RON HUBBARD

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139 HCOB 24 AUG 63 R3N, THE TRAIN GPMS, THE MARCAB BETWEEN LIVES IMPLANTS

(NTV VII p. 281-6, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

Central Orgs
Missions

SCIENTOLOGY FOUR

ROUTINE 3N

THE TRAIN GPMs

THE MARCAB BETWEEN LIVES IMPLANTS

This is a rough, fast survey of the Train GPMs and the Between Lives Implants and the pattern used.

The data involved in all this is of great scope and as it concerns all the peoples of Earth, considerable more work will be done on it.

As these are the most involved and low-toned implants on the time track, it is recommended that other earlier GPMs be completed before the Between Lives material is tackled. After all tone arm action is the important thing and any earlier GPM that gives it makes the Between Lives Implants and Train GPMs easier to run. So program for earlier GPMs. However, pcs do get into the Between Lives Implants and do connect with the GPMs there and in the Train GPMs, so the pattern and data is released. Where possible run earlier GPMs.

In any event, a safe rule is to run whatever GPM you can get your hands on and date as little as possible in 3N.

THE TRAIN GOALS

These are given to the being on his first contact with the Marcab Invasion Force in this sector of the universe.

Thus the Train GPMs date from hundreds of years ago to hundreds of thousands of years ago.

Earlier on the track there are lots of trains such as in the Invisible Picture GPMs. So the mere existence of a train in the implant doesn't make it the Train Implants. This is established by date.

The implanting is done from a huge train station. The announcer, through speakers on the platform, gives continual running fire of wrong dates and directions, and orders to depart and return to this point, and "you don't know when this happened to you." A lot of hellos and goodbyes and false information.

The being is put in a railway carriage quite like a British railway coach with compartments. Speakers are to the right and left in the compartment.

The train is backed up rapidly through eight pairs of stands (eight on either side of the track, sixteen in all.) These spray white energy against the side of the carriage. None of the white energy touches the pc.

One pair of RIs fires during the whole backward run between the stands and then, reversing in the speakers, fires all the way forward again. One pair of RIs in the pattern, then, fires a complete round trip. Then the next pair fire for a complete round trip (forward and back) and so on. There are then sixteen repeats for each pair, 8 forward and 8 back, before the next pair.

The pattern is as follows:

(List for oppterm. Remaining terms use the whole phrase of the goal "To Be _____")

Oppterm	----	NOT (Oppterm)
All (+ complete goal)	----	Nothing (complete goal)
Best (+ complete goal)	----	Not Best (complete goal)
Inevitable (+ complete goal)	----	Questionable (complete goal)
Doubted (+ complete goal)	----	Certain (complete goal)
Accursed (+ complete goal)	----	Commendable (complete goal)
Unforgivable (+ complete goal)	----	Forgivable (complete goal)
Hopeless (+ complete goal)	----	Hopeful (complete goal)

(Single RI) That's your goal.

At the start of each goal (or pair perhaps) a face may come up and say "You still here? Get out. Get off this train. We hate you." And from the speakers "This happened to you yesterday, tomorrow, now. This is your departure point, keep coming back. You'll be meeting all your friends here. When you're killed and dead keep coming back. You haven't a chance to get away. You've got to report in. This happened to you days ago, weeks ago, years ago. You don't know when this happened to you. We hate you. Get out. Don't ever come back." There's a lot more of this including how you'll be pulled and pulled when you're dead until you come back. A lot of wrong dates are also thrown in.

The type of goal is of the worst negative dichotomy. To Be Caught. To Be Wrong. To Go Away. To Commit Suicide. Etc. The GPM "To End" begins the series. There is a large number of GPMs in the series.

This series may have been given the pc on entrance to the Marcab Confederacy plus or minus 200,000 years ago, and

then again much later just before the first Between Lives Implant as a preliminary step before the actual Between Lives Implant.

It is therefore important to run these Train GPMs before trying to run the Between Lives Implant itself, for all these GPMs are repeated again in the Between Lives Implant.

In running these Train GPMs, be sure to get the first pair on their first fire. There is a standard swinging arm crossing signal that sounds at the end of each run of the train.

Trains play a large part in implanting. There are lots of pictures of them, lots of rails way earlier than the Train GPMs. But no earlier ones are given inside a coach. This is what makes it nightmarish-the white energy only hits the coach sides, not the pc. The rush of the train puts heavy Kinesthetic into the engram. The goals "To Start" "To Stop" "To Change" make the pc feel he can't control the train. To Be Unable. To Be Instantaneous.

Various perceptions are all in this series of Train GPMs. If it's bad, it's there.

THE BETWEEN LIVES IMPLANT

This implant properly has six parts.

1. Pc's actual death (not in first one given).
2. First screen section (to left) giving a false death, many GPMs calculated to obliterate memory and group the time track, and some pictures containing groupers. This says it is 15 days long.
3. The main screen purporting to give the future trillion, trillion, trillion, trillion years from the year zero. On this the pc's past implants get stuck up.
4. The "Next Hundred Days." A screen on the right of the main screen giving a number of positive dichotomy GPMs to fit the negative dichotomy goals on the first screen section (2). This also contains a false projection to Earth "into a baby" complete with sonic on the delivery room (a home bedroom with oatmeal wall paper or the current fashion on Earth.)
5. The actual kickoff from the implant station (not by projection to Earth but being dumped on Earth.)
6. The actual search for a baby.

The main screen is a long white board with a grate near the top all the way along.

There is a roar in the whole place like blowers going.

Huge numbers of earlier GPMs stack up on (2). Lots of earlier implants stack up on the main screen. The whole operation is a huge grouper. But given good TA action, it all eventually flies apart, especially if many earlier GPMs and the Train GPMs are run first with good TA action.

The pc has had at least two series of Train Implants and perhaps as many as 300 Between Lives Implants in the last many thousands of years. Therefore the way to program all this is to run mainly earlier GPMs on the pc, then the Train GPMs, then any more earlier GPMs that can be found and then the Between Lives Implants.

The Between Lives Implants (and the Train GPMs) have the full intention of installing a compulsion to return and a feeling the pc can be reached by them and be pulled about, and wiping out all memory of former life.

But any pc can be run on earlier GPMs in spite of all this.

The reason this and other "screen implants" acts as a grouper is because it restimulates earlier track charge which then, pushing forward toward PT, crushes the incidents and GPMs on the screen.

Of course it is all "wrong dated" and "wrong durationed." And this contributes to the crush of the material toward PT.

But basically it is simply restimulated charge on the early track that presses toward PT and shoves the pc into the screen implant. Therefore if you just restimulate and do not run early track GPMs when found, eventually you will find your pc crushed up against recent times and in these Between Lives screens (if life and these screen incidents have not already done it).

This is the secret of the amnesia:

Restimulate enough early track charge and do not discharge it and the being will have amnesia on the whole track.

If you are monkeying about on the backtrack and just partially discharging incidents, going on to something new all the time, failing to run a series of GPMs completely when you find them, after a while, past track will become unreal to the pc.

Then it will blot out and vanish and you will only have these Between Lives type of implants to work with. Then if you flub them, your pc's pictures will disappear. THE DANGER SIGNAL IS DECREASING TA ACTION.

This all occurs on the mechanism of early track restimulation, compounded with wrong dates and wrong durations. So the way to handle any pc is to locate or spring off the bank early GPMs or implants and run them fully.

Lack of Tone Arm action may upset this program but it is mainly GPMs that stick tone arms since they stall time.

A pc is in danger if earlier track is becoming less real or is vanishing or the bank is pressing forward and landing on screens. The remedy is take what was already restimulated earlier, particularly GPMs, any GPMs, and run them thoroughly (1) As GPMs (2) As engrams and (3) As pc's postulates. This discharges them. Keep this up, be thorough.

Don't restimulate more than you discharge fully. And the pc's pictures will come back on and the track go straight again.

The above gives you the right way to handle the Between Lives Implants. Peel off the GPMs from it (meaning early track GPMs restimulated on it and visible on the screen) and run them fully before taking something else off the screen to run.

Thus one does not really run a Between Lives Implant until very late on a case. The auditor uses it when it appears on a case (1) to realize that the earlier track has been restimulated too much and too little discharged from it and (2) to find earlier GPMs to run.

Excessive restimulation and flopping about on the early track and running nothing clean will inevitably bring the pc forward and up against the Between Lives Implants.

So the auditor who restimulates and does not run early track material when found is doing a dangerous thing.

The Between Lives Implants create amnesia only because they restimulate early track and don't discharge it. If they didn't do this they would not produce the same effect.

Therefore auditing undoes this mechanism only when early track incidents are thoroughly run when contacted.

The worst sinner is the GPM. So never fail to run any early track GPM completely when found, with its whole series. Don't go skipping about. Going earlier. Omitting goals, leaving a GPM incompletely discharged.

Otherwise you will make the acquaintance with the Between Lives Implant area.

If you know of any early GPM series left unhandled on the pc, run it completely before restimulating anything else.

And if you are running the Between Lives Implant grab off of it any earlier GPM or incident you can find and take it early and run it. Don't stay with the screen. Peel things off it that are earlier and run them. Otherwise the pc's bank will feel like crumbling forward into PT like an avalanche.

This mechanism of the production of unawareness by restimulating but not running charge on the early track is itself an important discovery. It forbids then browsing

through the early track, a sip here, a datum there. Be thorough or crash, out goes the lights, into PT slides the pc with a thousand volts driving him on.

If you know of any early track GPM on your pc that can be run with tone arm motion clean it up as a GPM, clean up all the GPMs in that series, run it as an engram, run any and all postulates out of it, get it clean and then find something else.

The cycle of a pc in total amnesia at start of auditing would be (if audited with good TA action):

1. Contacts yesterday
2. Contacts this life
3. Contacts childhood
4. Contacts a past life
5. Contacts incidents on this planet in the past few thousand years
6. Contacts early track
7. Contacts lots of early track and GPMs
8. Contacts earlier GPMs.
9. Contacts very early material
10. Continues to clean up track
11. Contacts reasons for making pictures
12. Goes OT.

If you try to rush this by practicing unthoroughness from (5) on, then when pc reaches (9) above you will suddenly find him on the Between Life screens.

You will have overcharged early track and failed to discharge it and the result will be:

8. Contacts earlier GPMs but has trouble holding position on the track to run them and is ARC breaky;
- 9a. Contacts earlier material but it groups and scrunches and sticks together; 10a. Collides with screen implants like the Between Lives (there are earlier ones); 11a. Can't keep pictures apart, things easily wrong dated and is very ARC breaky and is stuck in Between Lives;
- 12a. Can't reach the early track and at session starts is found to be stuck in this lifetime.

There is no shortcut back to finding when he started to "make pictures." The phenomenon of early charge pushing the pc back toward PT if not run defeats any such attempt.

So making an OT is keeping the TA going with itsa line in and being thorough on early track incident running.

If the pc has gotten into condition (12a) above or is approaching it, don't waste time on endless dating. Just find any early GPM already partially run (the earliest one you can lay your hands on without restimulating others) and run it completely. Then find another and another. And shun all new material until you have completely handled the old. And don't let the pc wander around on the early track. Just find and run GPMs and clean up fully whatever you find. Or you'll be sitting there reading this HCOB despairingly trying to get your pc off a Between Lives screen.

Even if these listed evils occur, however, you have not lost the TA action already gained, if misguidedly, on the case and the matter is easily repaired providing you redo what you've left undone and this time be neat and restimulate the case otherwise as little as possible. He or she is still closer to OT. They were just making it the hard way.

L. RON HUBBARD
Founder

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140 HCOB 1 SEP 63 I ROUTINE THREE SC

(TV5 p. 353-56, NTV VII p. 288-91)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 1 SEPTEMBER 1963

Central Orgs
Franchise

SCIENTOLOGY THREE

CLEARING - CLEARING - CLEARING

ROUTINE THREE SC

There has been such a rush on in technical that it may have looked to you that we were in a state of rapid change. This was occasioned by a speed-up caused by various events. You are getting about a century of research (or more) in a very few months. So bear with me. The end is not only in sight. It's here. My job is mainly now to refine and get the data to you.

The order brought into our work by making FIVE LEVELS OF

SCIENTOLOGY is paying off rapidly. Level One is in development. Level Two is well away. Level Four is complete. And suddenly Level Three leaped to a final phase.

We can CLEAR, CLEAR, CLEAR.

This has been a stepchild for months, even years now. It has been mauled, messed up, invalidated and rehabilitated and knocked around. But a BOOK ONE CLEAR was what most people came into Scientology to obtain. And now I've done it. I've found out why not and how.

And this HCO Bulletin is a hurry-skurry outline of the steps so you can do it. There will be lots of HCO Bulletins on this. The tapes of August 27, 28 and 29, AD13, give most of its theory.

CLEAR DEFINED - Book One definition holds exactly true. A Clear is somebody with no "held down fives" in this lifetime (see Evolution of a Science).

CLEAR TEST - Clear sits at Clear read on the TA with a free needle. No natter. No upsets. No whole track keyed in. No SERVICE FACSIMILE.

CLEAR STABILITY - We are not concerned with stability. But we can now key out so thoroughly that we need not stress "keyed out clear". I have found the means, I am sure, to make this state far more stable and recreate it easily if it slips.

So forgive me for being indecisive about clear states for these past many months.

The breakthrough is stated as follows: IF YOU CANNOT MAKE A CLEAR IN A 25-HOUR PREPCHECK THE PC HAS ONE OR MORE SERVICE FACSIMILES.

The barrier to clearing and the reason for fast relapse when clear was attained has been the SERVICE FACSIMILE.

SERVICE FACSIMILE defined: Advanced Procedure and Axioms definition accurate. Added to this is: THE SERVICE FACSIMILE IS THAT COMPUTATION GENERATED BY THE PRECLEAR (NOT THE BANK) TO MAKE SELF RIGHT AND OTHERS WRONG, TO DOMINATE OR ESCAPE DOMINATION AND ENHANCE OWN SURVIVAL AND INJURE THAT OF OTHERS.

Note that it is generated by the pc, not the bank. Thus the pc restimulates the bank with the computation; the bank, unlike going to OT, does not retard the pc in this instance.

The Service Facsimile is usually a this lifetime effort only. It might better be called a SERVICE COMPUTATION but we'll hold to our old terms. The pc is doing it. In usual aberration the bank is doing it (the pc's engrams, etc). Where you can't clear the pc by auditing just bank, you have to get out of the road what the pc is doing to stay aberrated. If you clear only what the bank is doing the

clear state rapidly relapses. If you clear what the pc is doing the bank tends to stay more quiet and unrestimulated. It is the pc who mostly keys his bank back in. Therefore the pc who won't go free needle clear is himself unconsciously preventing it. And by knocking out this effort we can then key out the bank and we have a fast clear who pretty well stays clear (until sent on to OT).

The state is desirable to attain as it speeds going to OT.

All this came from studies I've been doing of the Tone Arm. The Tone Arm must move during auditing or the pc gets worse. All those pcs whose Tone Arms don't easily get into action and hang up are SERVICE FACSIMILE pcs.

Note that the SERVICE FACSIMILE is used to:

- FIRST: Make self right.
 Make others wrong.

- SECOND: To Avoid Domination.
 To Dominate Others.

- THIRD: To Increase own survival.
 To hinder the survival of others.

The Service Facsimile is all of it logical gobbledygook. It doesn't make good sense. That's because the pc adopted it where, in extreme cases, he or she felt endangered by something but could not Itsa it. Hence it's illogical. Because it is senseless, really, the computation escapes casual inspection and makes for aberrated behavior.

TO MAKE A CLEAR

The steps, in brief, are:

1. ESTABLISH SERVICE FAC. This is done by Assessment of Scientology List One of 2-12 and using that for a starter and then using the Preliminary Step of R3R as published (HCO Bulletin of July 1, AD13). One uses only things found by assessment, never by wild guesses or pc's obvious disabilities. These assessments already exist on many cases and should be used as earlier found.

2. AUDIT WITH RIGHT-WRONG. Ask pc with Itsa Line carefully in, FIRST QUESTION: "In this lifetime, how would (whatever was found) make you right?" Adjust question until pc can answer it, if pc can't. Don't force it off on pc. If it's correct it will run well. Don't keep repeating the question unless pc needs it. Just let pc answer and answer and answer. Let pc come to a cognition or run out of answers or try to answer the next question prematurely and switch questions to: SECOND QUESTION: "In this lifetime, how would (whatever was found) make others wrong?" Treat this the same way. Let the pc come to a cog, or run out of answers or accidentally start to answer the first question. Go back to first question. Do the same with it. Then to second

question. Then to first question again, then to second.

If your assessment was right pc will be getting better and better TA action. But the TA action will eventually lessen. On any big cognition, end the process. This may all take from 2 hours to 5, I don't think more. The idea is not to beat the process to death or sink pc into bank GPMs. The pc will have automaticities (answers coming too fast to be said easily) early in the run. These must be gone and pc bright when you end. You are only trying to end the compulsive character of the Service Facsimile so found and get it off automatic and get pc to see it better, not to remove all TA action from the process.

3. AUDIT SECOND PROCESS. Using the same method of auditing as in 2. above, use the THIRD QUESTION: "In this lifetime how would (same one used in Step 2) help you escape domination?" When this seems cooled off use FOURTH QUESTION: "In this lifetime how would (same one) help you dominate others?" Use THIRD QUESTION and FOURTH QUESTION again and until pc has it all cooled off or a big cognition.

4. AUDIT THIRD PROCESS. Using the same method as in 2. above use the FIFTH QUESTION: "In this lifetime, how would (same one) aid your survival?" and then SIXTH QUESTION: "In this lifetime how would (same one) hinder the survival of others?" Use FIVE and SIX as long as is necessary to cool it all off or to produce a big cognition.

5. PREPCHECK WITH BIG MID RUDS, using the question, "In this lifetime, on (same one) has anything been...?" and get in Suppress, Careful of, Failed to Reveal, Invalidate, Suggest, Mistake been made, Protest, Anxious about, Decided.

If the pc has a really shattering cognition just halt Prepcheck and end it off.

This Prepcheck is done of course off the meter until the pc says no, then checking it on the meter and cleaning it off. Once you've gone to meter on a button stay with meter for further queries. But don't clean cleans and don't leave slows or speeded rises either. And don't cut pc's Itsa Line.

That should be the end of a Service Facsimile. But a pc may have several, so do it all again through all steps as often as is needed.

Pcs who have had Scientology List One of R2-12 should be given these as the first things used. Pcs who have had assessments done for R3R chains should have these assessment results used (or as much of them as apply) for the next runs. Even if the chain assessment has been run on R3R still use it for R3SC.

COMPLETING CLEARING

To complete clearing then, it is only necessary to give a

permissive In This Lifetime 18 button Prepcheck making the pc look hard for answers, short of ARC Breaking pc.

And you should have a beautiful free needle and TA at the clear read and the pc shining.

If clearing did not occur these following faults were present in the auditing:

1. Pc did not agree with assessment, it read only because pc did not understand it or protested it.
2. The assessment was wrong.
3. The atmosphere of auditing was critical of pc.
4. The Itsa Line was not in.
5. The auditor let the Itsa Line wander to early track.
6. The auditor Q'ed and A'ed and went off process and into engrams on pc's "sell".
7. The process was not done.
8. The assessment was done by physical disability inspection or by choosing pc's habits, not by actual assessment.
9. The auditing did not produce TA action (wrong assessment and/or Itsa Line out would be all that could produce no TA action).
10. Pc already sitting in a heavy ARC Break by reason of whole track by-passed charge.
11. This process used instead of an ARC Break Assessment well done, thus making this process a punishment.
12. Questions phrased wrong.
13. Questions were over-run.
14. Questions were under-run.
15. Auditor too choppy on Prepchecking.
16. ARC Breaks in these sessions were not cleaned up.
17. Pc trying to plunge into early track and stay restimulated.
18. Pc trying to get early track GPMs or engrams run to avoid giving up Service Facsimile.
19. Auditor missed withholds accumulated during clearing.
20. Process end product "clear" overestimated by auditor, pc or supervisors.

The keynote of clearing a Service Facsimile is INTEREST. If

pc isn't interested in it, the assessment is wrong.

The keynote of auditing tone is permissive, happy, easy, not militant. Let pc run on and on.

On phrasing question, no matter what is assessed it is always IT MAKES PC RIGHT AND OTHERS WRONG. Pc is not trying to make it wrong.

An ordinary Prepcheck, done with a Service Facsimile present, will turn on mass on the pc. Why? Pc is asserting Service Facsimile.

Well that's the fast rundown on R3SC (Routine Three, Service Facsimile Clear). And that's clearing. A lot of theory is missing in this HCO Bulletin but not one essential step. You can do it.

If a person is cleared before going on to OT they make it hundreds of hours faster!

(NOTE: All OT processes will shortly be released with R4 designations but with little other change.)

L. RON HUBBARD

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141 HCOB 1 SEP 63 II SCIENTOLOGY TWO, ROUTINE 1C

(NTV VII p. 292-3, not in old tech vols)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 1 SEPTEMBER AD 13
Issue II

Remimeo

SCIENTOLOGY TWO

ROUTINE 1C

The pc will improve if the auditor can get him to put the itsa line in with tone arm action.

The itsa line is not just a comm line. It's getting the pc to say about his problems, life, difficulties, "It's a _____"

Don't let the pc come up with strings of problems or

upsets. Get the pc to come up with how he's solved, decided about, cured, what he's found about a problem.

The auditor chooses the problem or area. The pc puts in, "It's a _____."

The auditor then listens with tone arm action.

If a pc goes three sessions without tone arm action, he or she will get worse or no better.

Avoid any button that might lead to a GPM goal.

Do not covertly try to run a higher process like Right-Wrong and call it R1C or you'll wind up in a mess.

Typical correct question: "How have you tried to handle marriage?"

INCORRECT question: "What problems have you had in your marriage?" (Gives confusions, not data.)

CORRECT question: "What have you done about your mind?"

INCORRECT question: "What has been bothering you about your mind?"

You want the stable datum which holds back the confusion. The discovery is, if you get the pc to as-is his self-injected solutions, his confusions will vanish as discharge on the TA.

This process is called R1C. That's because it can be used at Level One. It is understandable best at Level Two where one knows about meters, charge, confusion and the stable datum, etc.

It is a wonderful co-audit process. But if the auditing supervisor of the co-audit doesn't know the rules of the process as above, half the cases will go blooey eventually.

Covertly trying to run R3SC with, "How have you been right?" will become a quick bog. Only half the questions are there (actually only 1/6) and it will jam up.

Weirdly trying to run an engram with, "When have you gone unconscious?" would obviously fail.

You can, possibly, alleviate things with R1C, but only if you follow the rules of the game.

The pc must not be permitted to wander on the early track. He'll tie his case in knots.

So there's some direction of attention required.

The process is wonderful. It isn't repetitive. You just keep the pc talking, getting the question in rarely, not cutting the pc's comm line. You acknowledge once in a blue moon, usually when the pc has run down.

What makes a question right is: DOES IT GIVE INCREASING

TA ACTION?

L. RON HUBBARD
Founder

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142 HCOIL 1 SEP 63 SCIENTOLOGY ONE

(NTV VII p. 294)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

BPI

HCO INFORMATION LETTER OF SEPTEMBER 1, 1963

SCIENTOLOGY ONE

In teaching Scientology One it is easy to get to the reality level of the public by using well-known and hackneyed phrases to illustrate data. For example:

"It's like talking to a brick wall" to illustrate non-duplication of a communication.

"I'll never speak to you again" to illustrate how communication goes out when there is an ARC break.

There must be many more that are in common and everyday use either by grown-ups or children. I want to collect these so that they can be widely used to make Scientology real to the public.

Please therefore send me any such examples that you know of - quickly please!

Data on how you have solved dissemination to anyone is also expected.

L. RON HUBBARD
Founder

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144 HCOB 6 SEP 63 INSTRUCTING IN SCN AUDITING, INSTRUCTOR'S TASK,

(TV5 p. 357-60, NTV VII p. 295-8)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 6 SEPTEMBER 1963

HCO Sec
Tech Dir
D of T, D of P
Five copies to each Org
Orgs do not restencil

SCIENTOLOGY FIVE

INSTRUCTING IN SCIENTOLOGY AUDITING

INSTRUCTOR'S TASK

D of P's CASE HANDLING

As given at the Saint Hill Special Briefing Course Instructors Conference of this date, the task of the Scientology Auditing Course Instructor (and D's of P handling cases through uncleared staff auditors) is to accomplish training and processing and therefore auditing with uncleared students or auditors.

The following drawings and explanations were made.

[Items inside ==== were in circles in the original]

Drawing A

```
=====      comm line      =====      =====  
Auditor -----> Auditor's  --X-X-X->  PC  
===== of observation  Service Fac      =====  
=====
```

Drawing B

```
                Auditor's Observation Line  
                -----\  
=====/  
Auditor          =====      PC  
=====  --X-X-X-X---> Auditor's  --X-X-X->  =====  
                Service Fac  
                =====
```

Drawing C

```
=====      =====      =====  
Auditor -----> Service -----> Bank  
or PC          Fac  
=====      =====
```

Drawing D

```
=====      =====  
Auditor --X-X-X-> Service  
=====      Fac      =====
```



In Drawing A we see the auditor's perception of the pc as limited by auditor's own Service Facsimile.

In Drawing B we see the Auditor's perception of the pc the way it would be if the Service Fac were removed.

Thus we see judgement missing because of lack of perception of the pc or his or her condition or case in Drawing A, thus permitting only processes not requiring high level perception or decisions based upon the momentary condition of the pc.

In Drawing B we see that perception is not limited, judgement can be exercised by the auditor because the pc can actually be observed by him. Higher level processes can only be run by an auditor approximating the observation condition shown in Drawing B.

In Drawing C we see the actual observation limitations of auditor or pc in an aberrated condition. The keynote is SAFE ASSUMPTIONS as per Service Fac. Thus only Safe Assumptions will be entertained and no real auditing occurs. Only ineffective assumptions or questions are likely to be asked or viewed. Example: "What about thinking about stealing a paper clip from HASI?" This actual question was once asked in O/W, and its prototypes keep real auditing from occurring since neither pc nor auditor get close to any real aberration. (That either auditor or pc consider the assumption safe does not mean it is not aberrated and subject to fault.) So no real auditing of the case is undertaken and when something worth while auditing is contacted, either auditor draws off or pc (unobserved by an aberrated auditor) draws off. This reduces processing results to next to nothing. It also sometimes leads both auditor and pc in over both their heads as little is observed and all these "Safe Assumptions" are also aberrated.

The Instructor's (and Case Supervisor's) Solution is seen in Drawing D.

Auditing at lower stages, done by aberrated auditors (who have Service Facs in place) must be assumed to be independent of observation of the PC Occurrences (since observation of the pc as in Drawing A does not exist).

The Instructor therefore directs the Student Auditor's attention toward the Scientology Body of Data in order to get effective auditing done. So does any Case Supervisor. This body of data is designed to accomplish auditing

independent of observation of the pc and the many varieties of changes and differences amongst pcs. The Instructor uses such mechanisms as "If you can breathe you can audit," "Do it exactly by the Bulletin." He instructs only in broadly workable processes and along definite rote lines. He uses the habit patterns of discipline to enforce the auditor's attention to and compliance with workable drills and data.

If this is done (and only if this is done) will auditing occur that is capable of producing effective results independent of the condition shown in Drawing A.

If the condition shown in Drawing C is permitted to occur, then all manner of squirrel processes and actions will occur in sessions, wild solutions will reign and general chaos will result. But more importantly the auditing necessary to produce the ideal condition shown in Drawing B can occur only in the presence of Instruction or Supervision shown in Drawing D.

Thus one produces cleared auditors by operating only as per Drawing D. These facts are not the result of theoretical supposition, but of careful empirical observation and test. Therefore, Instruction and performance of uncleared auditors must follow Drawing D.

The accomplishment of Classes II and III auditing and Levels II and III results is possible by following Drawing D. It fails only when Drawing D is not understood and followed by Instructors and Auditing Supervisors.

The liability is that the student's or auditor's Service Fac may contest Instruction as shown in Drawing D. There is no liability if the student is already capable of Drawing B observation (which is rare in uncleared persons). If a Service Fac is in the road of Instruction as per Drawing D, it still has been and can be overcome far more easily than overcoming various erroneous and varying observations of pcs, as to confront the pc is to confront aberration directly and to confront the Body of Data is to confront only an orderly and pleasant arrangement of truthful facts that will still hold good when the student is cleared, whereas the pc's aberration, unstable before processing, will be gone.

Thus we study valid workable data that is broadly true and enforce compliance with it rather than studying or classifying Individual Cases and their aberrations as was done exclusively in older Mental Sciences (which failed where we have already succeeded for years).

Class IV material (OT and Whole Track) is sometimes too much for the uncleared auditor since it is complex. It requires strict adherence to the Body of Data as well as some observation of the pc. Thus Class IV materials (OT and Whole Track) are best done when the conditions of Drawing B and Drawing D both be present in the session.

This establishes levels of data and classification of its

use. Some auditors with Service Facsimiles in place will be unable to successfully handle Class IV data. And some pcs unless cleared of the added restimulation of this life and the environment before being put on Whole Track will be unable to climb the hill.

Therefore all Instruction and use of Scientology Auditing Skills and Materials are most successfully done as per Drawing D and have proven unsuccessful when auditor observation of the pc was assumed or auditor judgement relied upon while the auditor or student was in an uncleared state as per Drawings A and C.

This shows an Instructor in or Supervisor of Scientology Auditing his surest route to success with students without blocking those students already in condition to observe pcs. Those students whose Service Facsimiles revolt at Drawing D will also most surely prevent their observation of the pc and Instruction and Supervision Methods as per Drawing D can overcome the barrier whereas nothing will actually surmount the failure to observe the pc, short of clearing the auditor's Service Fac. This last is a matter, also, of close observation of students over a period of two years.

The object is to get auditing done under supervision and both during and after Instruction. Only then can we ever broadly attain cleared auditors or any of our objectives.

Instruction fails when these principles are not present or when done without heavy stress on the Body of Data and compliance with good auditing practice.

This is in no way critical of students or uncleared auditors. It is simple observation. It is effective.

It is no mean development to accomplish auditing without observing the more subtle conditions of the pc. We have done just that. Therefore, as the student or auditor does not usually observe the pc because of his own Service Fac, and as Level II and III can be done entirely by data, drills and rote procedures, all but Class IV can be attained without cleared auditors. If only cleared auditors were permitted to audit then nobody would be able to start the clearing. This shortage of cleared auditors will exist to nearly the end of this universe. So it is a good thing to have the problem resolved, as it is in this HCO Bulletin.

Of course, the most valid reason for using this approach is that only the disciplined Body of Data used exactly is capable of resolving cases and no amount of confront of PC occurrence would by itself resolve anything.

It's the Body of Data exactly and precisely used that resolves the human or any other mind. And that's the main reason to make the student concentrate upon it. So this is a safe thing to do - concentrate on the Body of Data - no matter why.

L. RON HUBBARD

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145 HCOB 9 SEP 63 REPETITIVE RUDIMENTS AND REPETITIVE PREPCHECKING
(TV5 p. 361-62, NTV VII p. 299-301)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 9 SEPTEMBER AD13

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REPETITIVE RUDIMENTS AND REPETITIVE PREPCHECKING

(Compiled from HCO Bulletins of July 2, 3 and 4, AD12)

HOW TO GET THE RUDIMENTS IN

Just as an E-Meter can go dead for the auditor in the presence of a monstrous ARC break, I have found it can go gradiently dull in the presence of out rudiments. If you fail to get one IN then the outness of the next one reads faintly. And if your TR1 is at all poor, you'll miss the rudiment's outness and there goes your session.

To get over these difficulties, I've developed Repetitive Rudiments.

The auditor at first does not consult the meter, but asks the rudiments question of the pc until the pc says there is no further answer. At this point the auditor says, "I will check that on the meter." And asks the question again. If it reads, the auditor uses the meter to steer the pc to the answer, and when the pc finds the answer, the auditor again says, "I will check that on the meter" and does so.

The cycle is repeated over and over until the meter is clean of any instant read (see HCO Bulletin of May 25, 1962, for Instant Read).

The cycle:

1. Run the rudiment as a repetitive process until pc has no answer.
2. Consult meter for a hidden answer.
3. If meter reads use it to steer ("that" "that" each time the meter flicks) the pc to the answer.
4. Stay with the Meter and do (2) and (3).

The process is flat when there is no instant read to the question.

One does not "bridge out" or use "two more commands". When the meter test of the question gets no instant read, the auditor says, "The meter is clean".

The trick here is the definition of "With Session". If the pc is With Session the meter will read. If the pc is partially against session the meter will read poorly, and the rudiment will not register and the rudiment will get missed. But with the pc with session the meter will read well for the auditor.

FAST CHECKING

A Fast Check on the Rudiments consists only of Steps (2) and (3) of the cycle done over and over.

Watching the meter the auditor asks the question, takes up only what reads and, careful not to Q and A, clears it. One does this as many times as is necessary to get a clean needle. But one still says "The meter is clean" and catches up the disagreement by getting the additional answers.

When the question is seen to be clean, the question is left.

In using Fast Checking NEVER SAY, "THAT STILL READS." That's a flunk. Say, "There's another read here."

REPETITIVE PREPCHECKING

We will still use the term "Prepchecking" and do all Prepchecking by repetitive command.

STEP ONE

Without now looking at the Meter, the auditor asks the question repetitively until the preclear says that's all, there are no more answers.

STEP TWO

The auditor then says, "I will check that on the meter" and does so, watching for the Instant Read (HCO Bulletin May

25, 1962).

If it reads, the auditor says, "That reads. What was it?" (and steers the pc's attention by calling each identical read that then occurs). "There That That " until the pc spots it in his bank and gives the datum.

STEP THREE

The auditor then ignores the meter and repeats Step One above. Then goes to Step Two, etc.

STEP FOUR

When there is no read on Step Two above, the auditor says, "The meter is clean."

This is all there is to Repetitive Prepchecking as a system. Anything added in the way of more auditor questions is destructive to the session. Be sure not to Q and A (HCO Bulletin of May 24, 1962).

Be sure your TR4 is excellent in that you understand (really, no fake) what the pc is saying and acknowledge it (really, so the pc gets it) and return the pc to session. Nothing is quite as destructive to this type of auditing as bad TR4.

END WORDS

The E-Meter has two holes in it. It does not operate on an ARC broken pc and it can operate on the last word (thought minor) only of a question. Whereas the question (thought major) is actually null.

A pc can be checked on the END WORDS OF RUDIMENTS QUESTIONS and the charge on those single words can be made known and the question turned around to avoid the last word's charge.

Example: "Are you willing to talk to me about your difficulties?"

The word "difficulties", said to the pc by itself gives an Instant Read. Remedy: Test "Difficulties". If it reads as itself then change the question to: "Concerning your difficulties, are you willing to talk to me?" This will only react when the pc is unwilling to do so.

Caution: This trouble of END WORDS reading by themselves occurs mainly in the presence of weak TR1 and failure to groove in the question to a "thought major". With good TR1 the END WORDS read only when the question is asked.

IN PRACTICE you only investigate this when the pc insists strongly that the question is nul. Then test the end word for lone reaction and turn the question about to make it

end with another end word (question not to have words changed, only shifted in order). Then groove it in and test it for Instant Read. If it still reacts as a question (thought major) then, of course, it is not nul and should be answered.

DOUBLE CLEANING

"Cleaning" a rudiment that has already registered nul gives the pc a Missed Withhold of nothingness. His nothingness was not accepted. The pc has no answer. A missed no-answer then occurs. This is quite serious. Once you see a Rudiment is clean, let it go. To ask again something already nul is to leave the pc baffled - he has a missed withhold which is a nothingness.

L.

RON HUBBARD

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146 BTB 12 SEP 63 CCH'S DATA

[Not in either set of tech volumes. This was originally an HCOB and was later reissued as a BTB. We do not have the original HCOB version, but this BTB should be close. It is from a Level D SHSBC pack circa 1980. Note that it has been REVISED rather than simply re-issued. If someone has an older unrevised version, please post it. - Ed.]

BOARD TECHNICAL BULLETIN

12 SEPTEMBER 1963R

REVISED & REISSUED 7 SEPTEMBER 1974 AS BTB
(REVISION IN SCRIPT)

CANCELS HCO BULLETIN OF 12 SEPTEMBER 1963 SAME TITLE

Remimeo

CCH'S DATA

The CCHs are a highly workable set of Processes starting with Control, going to Communication and leading to Havingness, in that order. The CCHs are auditing specifically aimed at and using all the parts of the Two Way Comm Formula.

CONTROL is the first action of the CCHs and is highlighted by being done Tone 40 for the first two CCHs (CCH 1 and CCH 2).

The reason for Control being the main point is simply to bring about an awareness of Terminals to which communication will be possible; this is done by A. bringing to the PC's awareness that his body and he are being controlled from a particular KNOWN SOURCE POINT and B.

that he also is a Source Point of Control with Control over self and body, all of which is accomplished with CCH 1. i.e. Awareness of two known terminals:

Once the above has been done with CCH 1, the gains can be developed further with CCH 2 by finding for the PC more known points (environment) and familiarity in this "new" environment plus the beginnings of the next major step forward in this development of Communication, the awareness of distance.

COMMUNICATION (CCH3) is the next major step forward in the rehabilitation of your PC. Tone 40 is used in the next step but only on the motion. Communication is encouraged.

The type of Communication practised by the actual auditing actions is that of "one way communication" i.e. Cause-distance-effect with intention, attention, duplication and understanding, plus the first glimmerings of cause being given to the PC by Auditor receiving PC's comm and then getting the PC to get the idea of contributing to the motion. In this section you are also going to develop the PC's ability to reach by showing him it is safe to reach across a distance (hand contact mimicry) and then reduce his dependency on YES? and increase his reach even more (hand space mimicry).

As an added bonus to the above you are also on the beginning step of Havingness (Duplication) as you will be teaching the person to duplicate as a being in two way communication and not as a body with reference to body Right and body Left.

HAVINGNESS is the final step in this portion of the CCH formula (full formula CCHCACTCH where A = attention (control) T = Thinkingness (control)). This step of CCH 4 is the final culmination point which restores the PC's ability to be in good two way communication with a high level of Havingness. By the use of Duplication, the full Two Way Communication Formula is practised in a physical manner with the result that you will have travelled a very very steep case gain from No Comm as a Thetan to full Two Way Communication as a Thetan with lots of Havingness. i.e. The emanation of an impulse or particle (Book and Motion) from Source Point across a distance to Receipt Point with the intention of bringing about at Receipt Point a Duplication and understanding of that which emanated from the Source Point, with Receipt Point then becoming the Source Point back across the distance to the Source Point which has now become the Receipt Point with intention, attention, duplication and understanding.

OBSERVED GENERAL ERRORS

1. Not knowing how to change from Hand Contact Mimicry to Hand Space Mimicry.

ANS. The change occurs on the run through the CCHs after Hand Contact Mimicry is flat with no change, i.e. CCH 1, 2, 3 (HCM with change), 4,1,2,3 (HCM with change) 4, 2, 1, 2, 3 (HCM 5 commands only, no change), 4, 1, 2, 3 (Hand Space Mimicry).

2. Trying to handle "verbal originations" on Tone 40 CCH 1 and 2.

ANS. Tone 40 is used to overcome revolt of circuits, Body Originations are handled, circuits are not validated.

3. Overwhelming PC with very slow, very fast or continuously varying speeds of movements.

ANS. An overwhelm is always wrong. Velocity plays an important role in being part of the Comm Formula. By all means experiment with it but pay close attention to PC, make for wins and increase tolerance, not losses and decrease tolerance.

4. Interrupting PC to handle a Body Origination.

ANS. Body Originations must be picked up when they occurs. In deciding to pick up a Body Origination the Auditor should bear in mind that it is against the Auditor's Code to prevent a PC from carrying out a command.

5. While doing CCH 4 Auditor tells PC to do it Mirror-image-wise.

ANS. When the process is being done as per the Two Way Communication Formula you will see that the PC will be executing the command "mirror-image-wise" (the receipt point has become the source point). However, to tell the PC to do it mirror-image-wise is absolutely wrong as such a direction will prevent the PC from looking and put him on a self-audit.

6. Not being sure of a CCH flat point.

ANS. Flat Point = 3 cycles with no change in Comm Lag, no physically observed change and the PC doing it.

7. Imprecise Body movements of Auditor on CCH 2.

ANS. Auditor on right side of PC (PC on Auditor's left) with Auditor slightly in front of PC except on "Turn around". The change of position is achieved by moving the left leg one pace to the left and forward in each case.

H. G. Parkhouse

Revised & Reissued as BTB
by Flag Mission 1234
I/C: CPO Andrea Lewis
2nd: Molly Harlow

Authorized by AVU
for the
BOARDS OF DIRECTORS
of the
CHURCHES OF SCIENTOLOGY

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[The revisions in script consist of the words "and understanding"
being added after the word "duplication" in two places in the
paragraph beginning with "HAVINGNESS is the"]

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148 HCOPL 18 SEP 63 SCIENTOLOGY FIVE SCIENTOLOGY INSTRUCTORS (CANC PER OEC)

(OEC V4 p 165)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

Central Orgs
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HCO POLICY LETTER OF 18 SEPTEMBER AD 13

SCIENTOLOGY FIVE

SCIENTOLOGY INSTRUCTORS

The following is a guide to Scientology Instructors:

1. Scientology is a heuristic science.
2. The data has been discovered and assembled by L. Ron Hubbard.
3. The data has been amply covered and explained by L.R.H. in lectures and bulletins and books.
4. Training Drills have been devised and/or approved by L.R.H. and are more than adequate.
5. Auditing Routines, Processes and Procedures have also been prepared by L.R.H. and they are fully comprehensive and up-to-date.

The curriculum for any course has been carefully designed
and/or approved by L.R.H.

It should therefore be apparent that it is unnecessary for an instructor to explain data, training drills or procedures either in long individual talks or in 'lectures' to groups of students.

The job of an instructor is restricted to and his efforts should be concentrated on checking to see that a student knows his data, can do his TRs and can follow auditing procedure. This is done by testing and observation. If a student flunks a test he is directed to study and/or practise the material some more. If instructor finds from observation that student does not know his data or is not practising it correctly then the student is directed to study and/or practise accordingly. An instructor is not a coach.

Within the foregoing is the student who asks questions. This shows he does not know his data or training drill. The answer to the student's question is contained in the published data so all an instructor has to do is to refer the student to the book chapter, bulletin or tape that contains the data. Instructor should avoid giving direct answers for at least two reasons.

1. To encourage student to find out for himself.
2. To obviate the possibility of an instructor giving his interpretation of data which may be an alter-is of the correct data.

Instructors should set a good example to students by handling them with good ARC. Emphasis should be put on the following. Tell student "You can do it". Don't tell them they have done wrong but point out that they haven't properly understood the data and direct them to the data they haven't understood. When a student has done a good job or is making good progress, tell him. Don't give a student continuous losses, try to find something, however small, that he has done right and point this out to him.

At all times an instructor should present an unruffled demeanour and a clean and tidy appearance.

An instructor maintains 8C with ARC not with the overbearing discipline of a sergeant-major. He calls the roll, directs students where to go and arranges schedules. He infracts infringement of course rules and students' failure to follow instructions.

Students who are constantly failing in their studies are missing out somewhere in their basic data so they need to be directed to study basic material.

Remember that you are training auditors, one day you may need one of them to audit you so make sure they know their data and can use it.

Written & Issued by: Reg Sharpe

Course Secretary, SHSBC
for L. RON HUBBARD

Authorized by: L. RON HUBBARD

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[Cancelled by HCO P/L 27 October 1970 Issue II, The Course
Supervisor, in the OEC 1970 Year Book.]

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149 HCOB 22 SEP 63 SCIENTOLOGY TWO PREPCHECK BUTTONS

(TV5 p. 363-4, Not in New tech vols)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 22 SEPTEMBER AD13

(CANCELLED - see HCO B 14 Aug 64 Old Volume V p. 446)

Central Orgs
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SCIENTOLOGY TWO

PREPCHECK BUTTONS

(Cancels HCO Tech Ltr of Oct 1, AD12)

The following order and number of Prepcheck Buttons should
be used wherever "an 18 button Prepcheck" is recommended.
Do not use the old order of buttons, not because of any
danger, but these below are slightly more effective. The
old order of buttons may still be used.

The full command is usually "(Time Limiter) (on subject)
has anything been _____ or is there anything you have
been _____" for some of them which don't fit with "has
anything been _____". The (on _____) may be omitted.
The Time Limiter is seldom omitted as it leads the pc to
Itsa the Whole Track. On an RRing goal found and used in
R3SC the Time Limiter "In this Lifetime" can be used with
good effect. All Service Fac questions or Prepchecks must
have a Time Limiter.

In running R4 (R3M2), pc's actual GPMs, the goal and RIs
are Prepchecked without a Time Limiter as pc is on the
whole track anyway. But in all lower levels of auditing,
particularly when using a possible goal as a Service Fac,
the Time Limiter, usually "In this Lifetime _____", must

be used or pc will become Over-Restimulated.

For all uses the 18 Prepcheck Buttons now are:

SUPPRESSED
CAREFUL OF
FAILED TO REVEAL
INVALIDATED
SUGGESTED
MISTAKE BEEN MADE
PROTESTED
ANXIOUS ABOUT
DECIDED
WITHDRAWN FROM
REACHED
IGNORED
A FAILURE
HELPED
HIDDEN
REVEALED
ASSERTED
SOLVED

BIG MID RUDS

It will be noted that the first 9 are the Big Mid Ruds used as "Since the Last Time I audited you has anything been _____ ?"

A USEFUL TIP

To get the Meter clean on a list during nulling the list the easiest system is to show the pc the list and just ask, "What happened?" This saves a lot of Mid Ruds.

TWO USEFUL PAIRS

When trying to get an Item to read the two buttons Suppress and Invalidate are sometimes used as a pair.

To get a pc easier in session the buttons Protested and Decided are sometimes used as a pair.

DIRTY NEEDLE

Mid Ruds (called because Middle of Session was the earliest use + Rudiments of a Session) are less employed today because of the discovery that all Dirty Needle phenomena is usually traced to the auditor having cut the pc's communication. To get rid of a Dirty Needle one usually need ask only, "Have I cut your Communication?" or do an ARC Break assessment if that doesn't work. A Dirty Needle (continuously agitated) always means the auditor has cut the pc's Itsa Line, no matter what else has happened.

Chronically comm chopping auditors always have pcs with Dirty Needles. Conversely, pcs with high Tone Arms have auditors who don't control the Itsa Line and let it over-restimulate the pc by getting into lists of problems or puzzlements, but a high Tone Arm also means a heavy Service Fac, whereas a Dirty Needle seldom requires Mid Ruds or Prepchecks. It just requires an auditor who doesn't cut the pc's Itsa Line.

THE OLD ORDER OF PREPCHECK BUTTONS

The following buttons and order were the original buttons and may still be used, particularly if the pc is allergic to Mid Ruds:

SUPPRESSED
INVALIDATED
BEEN CAREFUL OF
SUGGESTED
WITHHELD
PROTESTED
HIDDEN
REVEALED
MISTAKE (BEEN MADE)
ASSERTED
CHANGED (OR ALTERED)
DAMAGED
WITHDRAWN (FROM)
CREATED
DESTROYED
AGREED (WITH)
IGNORED
DECIDED

L.

RON HUBBARD

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150 HCOB 23 SEP 63 TAPE COVERAGE OF NEW TECHNOLOGY

(TV5 p. 365-66, NTV VII p. 302-4)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 23 SEPTEMBER 1963

Central Orgs

SCIENTOLOGY 0 TO V

TAPE COVERAGE OF NEW TECHNOLOGY

Due to certain pressures in the world at the end of 1962, I deemed it advisable to speed up research as a means of handling developing situations.

This activity proved fruitful beyond any expectations for the period devoted to it.

To increase an already burdened personal time schedule was not without repercussion. It was in the first place impossible to crowd more action into the crowded hours but somehow I did so. I cut out all social engagements, almost all appointments and even reduced time spent talking to students. I cancelled all lecture appearances abroad. I let my cars and motorcycles rust and my cameras gather dust. I kept Mary Sue up all night auditing or being audited. And somehow, through the devotion of staff, everywhere, kept the show on the road and handled the legal front also.

The stepped up schedule period has not ended but the golden knowledge has been gathered in and all targets hoped for have been exceeded.

This period has also been hard on staff, students and all Scientologists due to shifting technology.

One of the ways of reducing research time is omitting written records. Therefore I have relied on the Saint Hill Course Lecture tapes to bear the burden of collecting the data together.

On these tapes over a certain period we have a full record of the results of this stepped up period of research.

What one is greeted with, in listening to these tapes, is a whole new clarification of Scientology including breaking it into progressive classes or levels of data.

Hardly any HCO Bulletins mirror this period. It is all on tapes.

A full progressive summary of Modern Scientology from the lowest to the highest levels is to be found on the following tapes:

- 24 July '63 - ARC Breaks and the Comm Cycle.
- 25 July '63 - Comm Cycles in Auditing.
- 6 August '63 - Auditing Comm Cycles.
- 7 August '63 - R2-H Fundamentals.
- 8 August '63 - R2-H Assessment.
- 14 August '63 - Auditing Tips.
- 15 August '63 - The Tone Arm.

20 August '63 - The Itsa Line.
 21 August '63 - The Itsa Line (continued).
 22 August '63 - Project 80.
 27 August '63 - Rightness and Wrongness.
 28 August '63 - The TA and the Service Facsimile.
 29 August '63 - Service Facsimile (continued).
 3 September '63 - R3SC.
 4 September '63 - How to Find a Service Facsimile.
 5 September '63 - Service Fac Assessment.
 10 September '63 - Destimulation of a Case.
 11 September '63 - Service Facs and GPMs.
 12 September '63 - Service Facs.
 17 September '63 - What You Are Auditing.
 18 September '63 - St Hill Service Fac Handling.
 19 September '63 - Routine 4M-TA.
 24 September '63) Summary -
 25 September '63) (These three lectures not yet given at time
 26 September '63) of writing this HCO Bulletin.)

Additionally we have some earlier tapes that amplify the material of the pc's Actual GPMs and the theory behind them in:.

20 November '62 - The GPM.
 28 March '63 - The GPM.
 2 April '63 - Line Plot, Items.
 4 April '63 - Anatomy of the GPM.
 16 April '63 - Top of GPM.

Other tapes made up to 24 July 1963 carry the full story of Implant GPMs, their patterns and handling and the Whole Track. These have only passing importance as a pc's Actual Goals and GPMs are a thousand thousand times more aberrative and important than Implants. But one has to know the extent and nature of Implant GPMs in order not to get them confused with Actual GPMs.

The road into Scientology, the road to Clear and the road to OT are all delineated on the tapes listed above between 24 July '63 and 26 September '63, a total of 25 tapes. (I anticipate 3 of these lectures for this week in order to get out this HCO Bulletin.)

Thus in 25 1 1/2 hour tapes we have a summary and clarification and new data on Modern Scientology for all levels and classes.

Auditing has been redefined, comm cycles have been inspected, Service Facsimiles have been unearthed and clarified. Most old auditing problems have been swept away and the road has been opened.

This has been a fantastic and dramatic period in the history and development of Scientology and I'm proud that it came off.

And I thank you from the bottom of my heart for the floods of congratulations that have been pouring in from everywhere as these tapes have been released.

History has been made. Scientology is capable of fully freeing Man.

L. RON HUBBARD

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151 HCOPL 24 SEP 63 URGENT COURSE RULES AND REGULATIONS (CANC. PER OEC)

(OEC V4 p 166-7)

[Ed. Note: DofT = Director of Training]

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 24 SEPTEMBER 1963

Tech Dirs
D of Ts
Academy Instructors
Academy Students
SHSBC Instructors
SHSBC Students

URGENT COURSE RULES AND REGULATIONS

Ron wants to re-write the Rules and Regulations applicable to Courses throughout Scientology. The purpose of the rules and regulations is to enable training in Scientology to be unhindered as far as possible by the untoward behaviour of students and instructors and by the state of the quarters where the instruction takes place. He therefore requires that every Academy Staff Member and every student at present on Course (SHSBC included) send in suggested rules under the headings below so that a code of regulations can be drawn up.

Instructors please write:

1. Rules they consider necessary for students to abide by in order to make instruction and admin easier.
2. Rules they would like instructors to abide by.
3. Rules they would like to see in force regarding the quarters (premises and contents) where the Course is run.

In force regarding the quarters (premises and

At least three suggestions are required under each of the three headings.

Students please write:

1. Rules they would like their fellow students to abide by.
2. Rules they would like instructors to abide by.
3. Rules they would like to see in force regarding the quarters (premises and contents) where the Course is run.

At least twelve suggestions required under each heading.

HCO Sees are to arrange for suggestions to be written on the reverse of a copy of this letter by every staff member and student, and sent to me in bulk within seven days of receipt of this letter by the HCO Sec.

Existing rules may be used as a guide.

Issued by: Reg Sharpe
Course Secretary SHSBC
for L. RON HUBBARD

Authorized by: L. RON HUBBARD

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[Attachment]

COURSE RULES AND REGULATIONS

NAME: _____ DATE: _____

State whether student or Staff position held _____

ACADEMY: _____

List at least 12 (or 3 for Staff Members) suggested Rules for Students on Course.

List at least 12 (or 3 for Staff Members) suggested Rules for Instructors on Course.

List at least 12 (or 3 for Staff Members) suggested Rules for quarters (premises and contents) of the Course.

Write legibly. If there is not enough room on this form use another sheet of paper with your name on it and pin it securely to this form.

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152 HCOB 25 SEP 63 ADEQUATE TONE ARM ACTION

(TV5 p. 367-68, NTV VII p. 305-6)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 25 SEPTEMBER 1963

Central Orgs
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SCIENTOLOGY I to IV

ADEQUATE TONE ARM ACTION

Now that it has been established fully that a pc's gain is directly and only proportional to Tone Arm Action, the question of how much Tone Arm Action is adequate must be answered.

These are rough answers based on direct observation of pcs after sessions.

Tone Arm action is measured by DIVISIONS DOWN PER 2 1/2 hour session or per hour of auditing.

TA action is not counted by up and down, only down is used. Usually the decimal system is used. But fractions can also be employed. Needle falls are neglected in the computation, only actual motion of the Tone Arm is used.

One can add up or approximate the TOTAL DOWN TONE ARM MOTION. After a session, if an auditor is keeping good reports of TA motion, one adds up all the divisions and fractions of division of Down Motion (not up) and the result is known as TOTAL TA FOR THE SESSION.

A needle gives about a 10th of a Division of motion in one sweep across the dial but, as above, is not used in his computation. Needle action is neglected in the add-up.

Example: As noted in the TA column of an auditor's report, 4.5, 4.2, 4.8, 4.0, 3.5 gives you .3 +.8 +.5 gives you 1.6 Divisions of TA action for that period of time. When this is done for a full 2.5 hour session the following table gives you a rough idea of what is expected and what will happen to the pc.

Amount Per Session	Session Rating	PC Reaction
25 Divs	Excellent	Feels wonderful
20 Divs	Good	Feels good
15 Divs	Acceptable	Feels "Better"
10 Divs	Poor	Slight Change
5 Divs	Unacceptable	No Change
0 Divs	Harmful	Gets Worse

Anything from 10 Divs to 0 Divs of Down Tone Arm for a 2 1/2 hour session is something to do something about. One gets very industrious in this range.

For a 25 hour intensive the scale of TA divisions down for the entire intensive would be:

Amount Per Intensive	Session Rating	PC Reaction
250 Divs	Excellent	Feels wonderful
200 Divs	Good	Feels good
150 Divs	Acceptable	Feels "Better"
100 Divs	Poor	Slight Change
50 Divs	Unacceptable	No Change
0 Divs	Harmful	Gets Worse

The preclear's case state can be completely predicted by the amount of TA action received in a session or an intensive.

The only exception is where the pc in running R4 (old R3) processes can get into a "creak" of by-passed goals or RIs which make him uncomfortable although TA action has been good or even excellent. A case analysis will locate the by-passed charge. On any auditing where charge has been by-passed but TA action was good the pc's subjective reality on gain will not seem to compare with the TA action gotten in the auditing, but the moment the by-passed charge is located the gain attributable to TA action will be felt.

L. RON HUBBARD

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153 HCOPL 25 SEP 63 HATS OF STUDENT INSTRUCTORS FOR SHSBC (CANC PER OEC)
(OEC V4 p 168-70)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 25 SEPTEMBER 1963

Sthil

HATS OF STUDENT INSTRUCTORS FOR SHSBC

Hat of Student Instructor Supervisor

1. To see that the Student Instructors know and carry out the procedures in:
 - (a) Auditing Section
 - (b) Practical Section
 - (c) Theory Section
2. To act as terminal for the Student Instructors and should necessity arise re-arrange the weekly schedule.
3. To see that the Student Instructors are on post on time.
4. To see that the Student Instructors keep up their own Theory and Practical Check Sheets and weekly TR drills.
5. To arrange ARC break assessments and to supervise same.

Student Instructors
Auditing Section Duties

The purpose of student instructors in the Auditing Section is to assist the Auditing Supervisor with direct personal observation and control of individual auditing sessions.

In order to accomplish the above student instructors have the following duties:

1. Know in detail all the auditing activities permitted in the section assigned.
2. Ensure that the sessions in the assigned unit are started and ended on time, are properly located and all pcs and auditors are present. Be sure that the auditing schedule is being followed.
3. Check all sessions to see if auditors are following the D of P instructions in the folder and/or the correct auditing procedure of that unit and reporting any digression to the instructor of that unit. The evening student instructor may give a note to the student auditor pointing out the error and must state the error on his report to the auditing supervisor. No other action may be taken.
4. Report Gross Auditing Errors to the instructor in charge of the unit. Evening instructors note them in their nightly report to the auditing supervisor. Gross auditing errors are.

1. Can't read meter.
2. Don't know procedure.
3. Can't complete auditing cycle.
4. Can't complete auditing cycle repetitively.
5. Doesn't pull missed W/Hs.
6. Can't handle an ARC break.
7. Can't handle a PTP or put pc into session.
8. Chronic cutting of pc's itsa line.

5. Write up informative, helpful pink sheets covering the whole unit. Each auditor should receive at least one pink sheet per week. Turn completed pink sheets over to the instructor in charge of that unit for issuing.

Write up infractions for lateness, rule breakage, refusal to obey instructions, etc, and turn them over to the instructor in charge of that unit for issue.

Morning student instructors report to the instructor in charge of that unit immediately and evening student instructors send a daily written report to the Auditing Supervisor on all of the following conditions:

1. Failure to follow auditing directions.
2. Lack of TA action.
3. No auditing being done.

4. Any session not going smoothly. (Pc nattery and ARC breaky with no resolution of the causes.)
5. Any suppression of data with regard to the session activity on the auditing report.
6. Any case that looks like blowing.
7. Any excellent auditing.
8. All student auditing enquiries are handled by saying, "Do what you are going to do", and write up an infraction for unauthorised break.

The auditing section gives the students the reality that they will get results by first applying the basic fundamentals and then following exact procedure. The student auditor can do it.

The student instructor helps them by getting them to do it. Get the student to apply the basic fundamentals and exact procedure and they will get results.

Auditing Supervisor

Procedure for Student Instructors Theory Section

All the Theory Section student instructors are examiners. Their job is to make the student knows and understands the correct data contained in the theory material listed on the check sheet.

1. The first thing a new student instructor does in the Theory Section is study and get checked out on HCO Policy Letter of February 14, 1963 - "How to Examine, Theory Examinations", and HCO Policy Letter of March 15, AD 13 - "Check Sheet Rating System"
2. The student instructor then gets a sheet of goldenrod paper, a master check sheet and a testing location from the Theory Supervisor. Put your name and the date at the top of the goldenrod paper and use it to record the flunks and passes for each student tested. During a lull period in the testing and about 10 minutes before the end of the assigned period stop your testing and record the flunks and passes on the Master Roster and our copy of the student check sheet.
3. At the time of the check out record the results on the goldenrod sheet, sign, date and record pass or flunk on the student's copy of the bulletin. Sign your full surname on both check sheets. Never use your initials.
4. Record in the master roster in the column designated Flunk or Pass a slash mark for every pass or flunk a student has been given. The 5th slash mark is made through the previous 4 making a definite group of 5. In the Pass columns the 1st 10 passes go in the 1st pass column, the 2nd

10 passes in the 2nd pass column, etc.

Never leave the Theory Section until all passes and flunks are fully recorded on the master roster and our copies of the student's check sheet, the master roster and check sheet binder is never to be touched unless you are on duty as a student instructor. No check outs are to be given except when you are on duty as a student instructor.

6. When a student passes a bulletin say "Pass". When a student flunks a bulletin say "Flunk".

7. If you ask a general question, be willing to get a general answer. If you want a specific answer, ask for it specifically.

8. Only ask enough questions to be certain that the student knows the correct data contained on the bulletin. This may be as few as one question or as many as 50.

9. An examiner's job is to determine whether the student knows the data or not. If the student does, he passes. If the student doesn't, he flunks.

10. Ask direct, straight-forward questions and keep accurate up-to-date records, and the students will work hard and continue winning with their theory.

Theory Section Supervisor

Practical

A Student Instructor:-

1. Calls roll promptly at 1.0 pm and 3.0 pm each day and at 4.55 pm on Mondays. A "That's it" is given at 2.50 pm and 4.45 pm each day and at 6.0 pm on Mondays.

2. Reports any student not present at roll call to the Training Office if the Practical Supervisor is not present. The student must be found.

3. Sees that students are paired up immediately after roll call. If one student is left over it must be reported at once to the Practical Supervisor or to the Training Office. Another student must then be sent over from Theory or that student goes to Theory and comes over the next period.

4. Infractions. See Auditing Section Infractions.

5. Files all new pink sheets in the green folders. Files all completed pink sheets in green folders and puts an X through the carbon duplicates already in the green folders. These are then put in the Practical Supervisor's top basket. This is done every day immediately after No. 3 has been done.

6. On Monday, student instructor chooses two chair

monitors, whose duties are to place in Chapel at 4.45 pm on Tuesdays, Wednesdays and Thursdays, approximately 9 chairs in 9 rows leaving a gangway down the middle, 4 chairs on the left, 5 chairs on the right (looking downwards towards the blackboard). If television, the chairs are placed accordingly.

7. At the beginning of each period, goes round to each couple and marks in any check outs the student has completed since the last practical period.

8. Knows exactly how each drill is run, and when not checking a student out, is constantly moving from couple to couple seeing that the drills are being run properly and correcting any errors.

Practical Supervisor

Authorized by: L. RON HUBBARD

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156 BPL 27 SEP 63 TRAINING TECHNOLOGY PINK SHEETS

(OEC V4 p 171-3)

[There is a 16 Jun 74 Revision, this was changed to a BPL]

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 27 SEPTEMBER 1963

Sthil

TRAINING TECHNOLOGY PINK SHEETS

All the study in the world isn't going to make an auditor. Learning the data and the theory of auditing is vitally important. Perfecting your practical drills is essential. However, the final test lies with the question, "Are you getting results with your Pc?" Whether you are getting results or not is totally dependent on whether or not you are actually applying the data and theory you have learned, and are utilizing the practical skills you have developed.

The bridge between the learning of data and development of practical skills and their actual application in the auditing session can be mightily bolstered by the Pink Sheet system of Auditing Supervision.

HOW TO ISSUE PINK SHEETS

1. Put two sheets of pink foolscap size paper on a clipboard with a carbon between.
2. At the top of the sheet write the name of the student auditor being observed, the date and the name of the observer.
3. Head a wide column on the right hand side of the sheet with "Observations", a narrow column to the left of centre with "Theory and Practical Assignment" and two more narrow columns on the left hand side with "Coach" and "Instructor".
4. Take the above with your ball point into the vicinity of the auditing session to be observed, close enough to hear and see what is going on without intruding in the session.
5. Write in the wide column labelled "Observations" exactly what is happening in the session.

This is very difficult to do for most people, (especially for someone at the case level of "only able to confront own evaluations"). Do not look for auditing errors. Just look and record what is happening. Do not write in evaluation. Do not write in invalidations. Do not attempt to correct or teach in the "Observations" columns. Simply observe the session and record what is happening.

6. After you have filled one or more pages of the "Observations" column, now is the time to evaluate. Study what you have observed taking place in the session and see if anything actually diverges from the correct theory and practice of auditing.
7. Write in the column headed "Theory and Practical Assignment" the date and title of the exact bulletin or tape containing the correct data or the title of the exact practical drill which will correct the error recorded in the "Observations" column.

If the session observed was a complete shambles, it means that some basic, basic fundamental of auditing is absent in the student auditor's repertory. Don't overload the student with tons of drills and theory assignments. Look over your "Observations" column carefully and it will suddenly dawn on you that this student hasn't a clue about the auditing cycle or doesn't note the difference between the needle and the TA on the meter. If you still can't find the main difficulty, you can always sit the student down and ask something like "What happens when you sit down in front of a PC?", or "What's the meter for?" You'll be surprised with some of the answers you'll get.

On the other hand you might find that you'll fill up a couple of pages of pink sheet without recording any errors. The auditor didn't happen to goof. That's fine - send it to him without any assignment. It will still help him.

Send the top copy of the Pink Sheet to the student and file

the carbon copy in the student's Pink Sheet folder. When the completed top copy is returned by the student, with all the necessary signatures, throw away the carbon copy and replace it with the completed top copy.

PINK SHEET EXAMPLES

1. The following would be a poor Pink Sheet:

Theory & Practical Assignments:	Observations.
TR0	Poor TR0
Meter Reading	Auditor can't read the meter
Tape of Sep 18 '62 Aud Cycle	Lousy handling of auditing cycle

In the above example the observer has evaluated, invalidated, only made general comments. The above may all be true but the student auditor is not helped by them, and the assignments don't pinpoint his major difficulty.

2. The following would be a helpful pink sheet:

Theory & Practical Assignments:	Observations.
TR-3	Auditor leaning on table toying with the TA and pen. Running "Since the last time I audited you" + buttons. Called a speeded rise on "Careful of" clean. On "F to R" pc said "I don't think that answered the question". Aud: "OK. I'll check it on the meter". TA blew down to clear read on "F to R". Aud went on to clean "Invalidate"
Tape of Sep 18 '62 Aud Cycle	

In the above example the observer states exactly what is happening in the auditing session. The majority of observations noted show an inability to complete an Auditing Cycle. (Even the Missed Meter read was an incomplete cycle.) The student is therefore assigned material that will help him learn and apply the auditing cycle. There may be other things that can help him like TR-0 or Meter Drills. However adding these to the Pink Sheet will only disperse his attention which should be applied to learning and using the Auditing Cycle.

COACHING PINK SHEETS

Pink Sheets should be coached in both Practical and Theory. The coach first reviews the observations thoroughly with the student and goes over and over the bulletin or drill with the student until the correct data is completely learned and understood or until the student can perfectly

execute the drill.

Once this is done, the coach signs his name opposite the assignment notation on the Pink Sheet in the coach's column. The student is then ready to have a test on the assigned material.

CHECKING OUT PINK SHEETS

In checking out the assigned material on the student's Pink Sheet, the instructor should carefully go over the "Observations" with the student and have the student spot the specific errors he has made, then have the student give the correct data from the assigned bulletin or tape or show by doing the practical drill that he has now mastered the skill that was poorly applied in the auditing session.

The whole bulletin or drill should be reviewed by the instructor but specific attention should be paid to points that the student was observed to be weak in applying to his auditing. Be doubly strict on these points to be sure the student doesn't continue to make the same errors again and again. If each Pink Sheet thoroughly corrects only one gross auditing error, really knocks it out, the student's auditing ability will improve markedly in a very short time.

CONCLUSIONS

Pink Sheets are never used as punishment or to make the student wrong. They are used to improve the student's auditing ability by having him thoroughly learn data and practical skills he is weak in.

A student's weakness in data and skills often will not show up under the normal conditions of theory and practical testing but they will stick out like a sore thumb when he has to apply them in an actual auditing session. Therefore, a Pink Sheet Assignment does not mean that the student hasn't learned the material if he has already passed it in Theory or Practical. It does mean that he hasn't learned it WELL ENOUGH to utilize it under the duress of an actual auditing session.

If a student has gone a whole week without receiving a Pink Sheet, he should start screaming. If his auditing is not being observed and his weak points picked up, how does he expect to improve? So, make a fuss, Student, if you are not receiving Pink Sheets. And, Instructors, keep a tabulation of when a student is issued a Pink Sheet so that you are sure to observe each student at least once a week.

Issued by: Fred Hare
Auditing Supervisor SHSBC
for L. RON HUBBARD

Authorized by: L. RON HUBBARD

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IAmended by HCO P/L 20 December 1970 (reissued & corrected
26 January 1971), Pink Sheets, which was later cancelled by
a 9 January 1973 revision of the above policy, HCO P/L 27
September 1963R, Training Technology - Pink Sheets, in the
OEC Year Books.]

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157 HCOB 28 SEP 63 ACTUAL GOALS

(NTV VII p. 307-11, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 28 SEPTEMBER 1963

(Amplifies HCO Bulletin of 8 May 1963)

Missions
All Saint Hill
Graduates
Scientology Four
Important

ACTUAL GOALS

(This HCO Bulletin should be of great
interest to older Saint Hill Graduates)

The actual goals and items of the preclear are several
thousand times more aberrative than implant GPMs.

I have covered the entire scope of implanted goals and
implants in general and we are fortunate to have all this
material. An auditor must know it to cope with Class IV
auditing as these implant GPMs become confused with actual
Goals Problem Masses on a meter. Further, the implanted GPM
gives the student auditor a marvelous training ground for
running actual GPMs, and it is recommended that the implant
GPM be studied and some of them run before the auditor
tries to handle actual GPMs. Furthermore, it was wise to
know all the tricks "out there" before we went. So I had to
collect them for you.

Confusion between implant and actual GPMs occurs because
the implanters used types of goals and patterns found in
actual GPMs. Implanters obviously had a knowledge, from
historical record or even research, of what a thetan's own

goals look like but obviously they never developed the data to a workable therapy or they probably would not have continued to be driven to such costly expedients as continuous implanting, between lives installations, etc.

The highest level of treatment technology known to exist in the universe before Scientology was Pictureology wherein, at a signal from the therapist, the thetan crunched up the engram. This is currently in use (and has been for many trillions of years) in the Galactic Confederation. There are few further complications to it except putting the thetan under control with sleep lights.

Pictureology is very close to implanting. The practitioner gets a picture of the scene of the accident, holds it before the thetan and snaps a pair of bars, not unlike cine clap sticks, before the thetan. The thetan eventually gets the idea and angrily or otherwise duplicates the action of the stick by crunching his own engram.

There are numerous kinds of traps and ways of catching and freezing a thetan. These are categorized as Projectile which shoot a thetan, usually with beams or lights; Luring which cause a thetan to inspect; Pole which trap a thetan with his own energy; Prison which imprison the thetan; and Maze which confuse a thetan. Temperature and perhaps chemicals are used to paralyze a thetan once caught.

All other mental activities are done by implanting. Screen implants cause the thetan to put his pictures up on a screen where they are misdated and scrambled. Picture implants simply show the thetan pictures which he recoils from or takes to be his own. Picture implants are also occasionally filled with false dates. They give the thetan false pasts and futures. They often repeat the actual beginning and ending of the incident in picture form, making it hard to get before or after the implant as one sees pictures of his arrival and departure and so thinks he is not into the implant or out of it. Goal implants are the third and most serious type of implant. They take a goal and pattern of items with left and right firing poles or jets and implant terminals and opposition terminals. The pattern is a too regular GPM not unlike a thetan's own GPMs. This confuses the thetan as to his own goals and seeks to scramble his own goals and items. The implanted GPM gets confused into the thetan's own GPMs and often in running a thetan's own goals and items one gets into implant goals or items and vice versa. One only needs to straighten it out by carefully asking on the meter if this is an installed goal or items or an actual one.

The things one runs for gain today on the pc are:

1. R1C (Itsa Line).
2. R2T (dating somatics).
3. R2H (ARC breaks).

4. R3SC (Service Facsimile Clearing).

5. R4M2 (formerly R3M2).

Finding goals is done via R3SC.

R4M2 listing takes the first RR on the item list. The auditor stops the pc and reads the item and says "Is this your item" and concludes then the usual R3M2 steps.

The change of designation from R3 to R4 is to agree with the new levels of Scientology. All Routine 3 materials are now called Routine 4 because it belongs in Level 4 (OT). Engram Running by Chains remains R3 and is used for this lifetime.

R3N (Running Implant Goals) is now R4N and is otherwise unchanged.

R4M2 is unchanged except for letting the pc itsa whether or not the RRing item is his or her item. One doesn't let the pc have an item that doesn't rocket read on being called.

It is almost amusing to note how hard implanters work and what overts they must feel they run up, and to note as well that if it were not for a thetan's own Goals Problem Masses they could effect nothing harmful. How hard they work. And all for nothing. They are not the source of aberration. They merely make the universe seem more unpleasant. As for creating aberration, they could not. Sleep lights, screens, false-picture projectors, goal implants alike are wholly innocuous compared to the thetan's own Goals Problem Masses. One aberrates himself. And if he did not, nobody else could.

The service facsimile is in actual fact the two top reliable items of the last (present time) pc's actual Goals Problem Mass. This does not prevent one from using R3SC. On the contrary this makes R3SC work.

The pc's present time (current) goal can be used as a service facsimile if accidentally found providing one uses it in R3SC process with "In this lifetime" appended to every command employed.

PROGRAMING R4M2

In programing R4M2:

1. If you find an actual correct goal of the pc, run it only if it is the present time (latest) goal on the track. If not, do goal oppose lists until you do find the present time goal.

2. Unless you've done a lot of R1C and R3SC on the pc the present time over-restimulation keeps the present time goal (or any actual goal) from being found.

3. It is easier to find an implant goal than an actual goal, so carefully ask about it and sort out any goal on the meter.

4. Get the pc's actual present time GPM before you do any R4M2 on it. Don't go listing items on a backtrack GPM.

5. Start a present time actual GPM by listing for the top terminal. It's easier to find the top terminal, for the PT GPM is usually truncated (incomplete).

6. Go on down through the GPM to the goal.

7. Find the next goal below the present time one. List the present time goal as an RI to find the top oppterm of the next goal. (Note: this step is optional. A bank can be cleaned up without finding the next goal below. NEVER include this step if your pc is getting less than 20 divs of down TA per session, as you won't find the lower GPM until you have completed the one you're working. So omit finding next goal on low TA motion pcs and find it olly when all other steps are taken.)

8. Go back to the present time GPM. Read the items already found on the line plot to the pc. Take the highest one (nearest PT) that ticks. Complete the list from which it came from (not the list that opposes it or it opposes).

9. Using the new item found continue R4M2 on the current GPM.

10. When no more items exist in the top (present time) GPM, prepcheck the goal and all auditing on goals and items.

11. Go to the next GPM for which you already have the top oppterm and continue with R4M2.

12. Use the same steps used on the present time GPM to run and clean up each GPM in turn.

GPMs are run from the latest (nearest present time) back down the track.

Items are found from the latest (top, nearest present time) to earlier always.

The pc's reality is always greatest at the nearest to PT end of any GPM, no matter how far back they are.

Overlisting lists is all that gets the pc skipping about and into other GPMs. So keep the lists very short, 5-10 items, just until the first RR is seen. List only until the item being listed from does not tick on test.

Keep the pc's itsa line in. Let the pc say it is or isn't his. But don't let the pc have an item that doesn't RR.

Don't worry the pc about tone arm or auditing actions. Let the pc run his bank, you run the session.

Do careful case analysis (ARC break lists and case analysis lists - to be published) - when the case goes wrong.

Find lots of reliable items. If you don't let the pc have lots, he has nothing to itsa. Therefore you get less tone arm action.

Actual GPMs give far more TA action than implants on R4N, the implant GPM routine that uses line plots.

The pc's own line plot is quite individual, like the original line plot for "To Scream" in HCOBs. Implant GPMs are all pattern (same RIs every time).

It is easy, on overlisting (or listing only by blowdown as has been tried) for the pc to skip RIs or get into wrong GPMs.

The auditor must be careful not to run an actual GPM below the goal as an item and into the next GPM. The only thing that will turn off the pc's rocket read is running items out of a GPM for which one does not have the goal.

Running a backtrack GPM before the present time GPM is run (or skipping a GPM going back) sows the earlier line plot with items from the missed GPM.

The pc's current actions are always explained by the pair of items nearest present time. This is true for all GPMs no matter how far back you've run.

The pc has only a small number of actual GPMs, less than 50. Perhaps no more than 20.

The length of the time track is infinitely greater than one supposes. Trillions one hundred is not the start of track. That's trillion written one hundred times.

One seldom dates in R4M2 and only then to orient some item worrying the pc that has gotten out of place and only then by order of magnitude of years ago.

Anything worrying the pc or reducing his capability or life potential is to be found in actual items or goals, not in engrams or implants. These are not primary causes. Only the pc's own goals and items are capable of basically causing the trouble.

The whole explanation of how an RI forms lies in the discussions of the service facsimile and the original explanations of the Goals Problem Mass 1962.

I am sorry to have caused auditors of this period to work so hard on R3N implant goals. But without this data and

understanding found between May and September of 1963
actual GPMs are impossible to handle as one gets into
implants. A pc's confront of his own GPMs is increased by
running implant GPMs providing TA action occurs in
sufficient quantity. After running a few implant GPMs one
comes up to contempt for their aberrative value. The pc is
lucky who has run a few before tackling his own GPMs.

THE PC'S OWN GOALS AND ITEMS ARE THE FINAL ROAD TO OT.

L. RON HUBBARD
Founder

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159 HCOB 1 OCT 63 HOW TO GET TONE ARM ACTION

(TV5 p. 369-75, NTV VII p. 313-21)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 1 OCTOBER 1963

Franchise
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SCIENTOLOGY ALL

HOW TO GET TONE ARM ACTION

The most vital necessity of auditing at any level of
Scientology is to get Tone Arm Action. Not to worry the pc
about it but just to get TA action. Not to find something
that will get future TA. But just to get TA NOW.

Many auditors are still measuring their successes by things
found or accomplished in the session. Though this is
important too (mainly at Level IV), it is secondary to Tone
Arm Action.

1. Get good Tone Arm Action.
2. Get things done in the session to increase Tone Arm Action.

NEW DATA ON THE E-METER

The most elementary error in trying to get Tone Arm action is, of course, found under the fundamentals of auditing - reading an E-Meter.

This point is so easily skipped over and seems so obvious that auditors routinely miss it. Until they understand this one point, an auditor will continue to get minimal TA and be content with 15 Divisions down per session - which in my book isn't TA but a meter stuck most of the session.

There is something to know about meter reading and getting TA. Until this is known nothing else can be known.

TONE ARM ASSESSMENT

The Tone Arm provides assessment actions. Like the needle reacts on list items, so does the Tone Arm react on things that will give TA.

You don't usually needle assess in doing Levels I, II and III. You Tone Arm Assess.

The Rule is: THAT WHICH MOVES THE TONE ARM DOWN WILL GIVE TONE ARM ACTION.

Conversely, another rule: THAT WHICH MOVES ONLY THE NEEDLE SELDOM GIVES GOOD TA.

So for Levels I, II and III (and not LEVEL IV) you can actually paste a paper over the needle dial, leaving only the bottom of the needle shaft visible so the TA can be set by it and do all assessments needed with the Tone Arm. If the TA moves on a subject then that subject will produce TA if the pc is permitted to talk about it (Itsa it).

Almost all auditors, when the Itsa Line first came out, tried only to find FUTURE TA ACTION and never took any PRESENT TA ACTION. The result was continuous listing of problems and needle nulling in an endless search to find something that "would produce TA action". They looked frantically all around to find some subject that would produce TA action and never looked at the Tone Arm of their meter or tried to find what was moving it NOW.

This seems almost a foolish thing to stress - that what is producing TA will produce TA. But it is the first lesson to learn. And it takes a lot of learning.

Auditors also went frantic trying to understand what an ITSA LINE was. They thought it was a Comm Line. Or part of the CCHs or almost anything but what it is. It is too simple.

There are two things of great importance in an auditing cycle. One is the Whats it, the other is the Itsa. Confuse them and you get no TA.

If the auditor puts in the Itsa and the preclear the Whatsit, the result is no TA. The auditor puts in the

Whatsit and the pc the Itsa, always. It is so easy to reverse the role in auditing that most auditors do it at first. The preclear is very willing to talk about his difficulties, problems and confusions. The auditor is so willing to Itsa (discover) what is troubling the preclear that an auditor, green in this, will then work, work, work to try to Itsa something "that will give the pc TA", that he causes the pc to "Whatsit Whatsit Whatsit that's wrong with me". Listing is not really good Itsa-ing; it's Whatsit-ing as the pc is in the mood "Is it this? Is it that?" even when "solutions" are being listed for assessment. The result is poor TA.

TA comes from the pc saying, "It IS" not "Is it?"

Examples of Whatsit and Itsa: Auditor: "What's here?"
(Whatsit) Pc: "An auditor, a preclear, a meter." (Itsa)

Itsa really isn't even a Comm Line. It's what travels on a Comm Line from the pc to the auditor, if that which travels is saying with certainty "It IS".

I can sit down with a pc and meter, put in about three minutes "assessing" by Tone Arm Action and using only RIC get 35 Divisions of TA in 2 1/2 hours with no more work than writing down TA reads and my auditor's report. Why? Because the pc is not being stopped from Itsa-ing and because I don't lead the pc into Whatsit-ing. And also because I don't think auditing is complicated.

Tone Arm Action has to have been prevented if it didn't occur. Example: An auditor, noting a Whatsit moved the TA, every time, promptly changed the Whatsit to a different Whatsit. Actually happened. Yet in being asked what he was doing in session said: "I ask the pc for a problem he has had and every time he comes up with one I ask for solutions to it." He didn't add that he frantically changed the Whatsit each time the TA started to move. Result - 9 Divisions of TA in 2 1/2 hours, pc laden with by-passed charge. If he had only done what he said he had he would have had TA.

If it didn't occur, Tone Arm Action has to have been prevented! It doesn't just "not occur".

In confirmation of auditors being too anxious to get in the Itsa Line themselves and not let the pc is the fad of using the meter as a Ouija Board. The auditor asks it questions continually and never asks the pc. Up the spout go Divisions of TA. "Is this Item a terminal?" the auditor asks the meter. Why not ask the pc? If you ask the pc, you get an Itsa, "No, I think it's an oppterm because " and the TA moves.

Now to give you some idea of how crazy simple it is to get in an Itsa Line on the pc, try this:

Start the session and just sit back and look at the pc. Don't say anything. Just sit there looking at the pc. The

pc will of course start talking. And if you just nod now and then and keep your auditor's report going unobtrusively so as not to cut the Itsa, you'll have a talking pc and most of the time good TA. At the end of 2 1/2 hours, end the session. Add up the TA you've gotten and you will usually find that it was far more than in previous sessions.

TA action, if absent, had to be prevented! It doesn't just fail to occur.

But this is not just a stunt. It is a vital and valuable rule in getting TA.

RULE: A SILENT AUDITOR INVITES ITSA.

This is not all good, however. In doing R4 work or R3R or R4N the silent auditor lets the pc Itsa all over the whole track and causes Over- Restimulation which locks up the TA. But in lower levels of auditing, inviting an Itsa with silence is an ordinary action.

In Scientology Levels I, II and III the auditor is usually silent much longer, proportionally, in the session, than he or she is talking - about 100 of silence to 1 of talking. As soon as you get into Level IV auditing however, on the pc's actual GPMs, the auditor has to be crisp and busy to get TA and a silent, idle auditor can mess up the pc and get very little TA. This is all under "controlling the pc's attention". Each level of auditing controls the pc's attention a little more than the last and the leap from Level III to IV is huge.

Level I hardly controls at all. The rule above about the silent auditor is employed to the full.

Level II takes the pc's life and livingness goals (or session goals) for the pc to Itsa and lets the pc roll, the auditor intruding only to keep the pc giving solutions, attempts, dones, decisions about his life and livingness or session goals rather than difficulties, problems and natter about them.

Level III adds the rapid search (by TA assessment) for the service facsimile (maybe 20 minutes out of 2 1/2 hours) and then guides the preclear into it with R3SC processes. The rule here is that if the thing found that moved the TA wouldn't make others wrong but would make the pc wrong, then it is an oppterm lock and one Prepchecks it. (The two top RIs of the pc's PT GPM is the service facsimile. One is a terminal, the pc's, and the other is an oppterm. They each have thousands of lock RIs. Any pair of lock RIs counts as a service facsimile, giving TA.) A good slow Prepcheck but still a Prepcheck. Whether running Right-Wrong-Dominate-Survive, (R3SC) or Prepchecking (the only 2 processes used) one lets the pc really answer before asking. One question may get 50 answers! Which is one Whatsit from the auditor gets 50 Itsas from the pc.

Level IV auditing finds the auditor smoothly letting the pc Itsa RIs and lists but the auditor going at it like a small steam engine finding RIs, RIs, RIs, Goals, RIs, RIs, RIs. For the total TA in an R4 session only is proportional to the number of RIs found without goofs, wrong goals or other errors which rob TA action.

So the higher the level the more control of the pc's attention. But in the lower levels, as you go back down, the processes used require less and less control, less auditor action to get TA. The Level is designed to give TA at that level of control. And if the auditor actions get busier than called for in the lower levels the TA is cut down per session.

OVER-RESTIMULATION

As will be found in another HCO Bulletin and in the lectures of summer and autumn of 1963, the thing that seizes a TA up is Over-Restimulation. THE RULE IS: THE LESS ACTIVE THE TA THE MORE OVER-RESTIMULATION IS PRESENT. (THOUGH RESTIMULATION CAN ALSO BE ABSENT.)

Therefore an auditor auditing a pc whose TA action is low (below 20 TA Divisions down for a 2 1/2 hour session) must be careful not to over- restimulate the pc (or to gently restimulate the pc). This is true of all levels. At Level IV this becomes: don't find that next goal, bleed the GPM you're working of all possible charge. And at Level III this becomes: don't find too many new Service Facs before you've bled the TA out of what you already have. And at Level II this becomes: don't fool about with a new illness until the pc feels the Lumbosis you started on is handled utterly. And at Level I this becomes: "Let the pc do the talking".

Over-Restimulation is the auditor's most serious problem.

Under-Restimulation is just an auditor not putting the pc's attention on anything.

The sources of Restimulation are:

1. Life and Livingness Environment. This is the workaday world of the pc. The auditor handles this with Itsa or "Since Big Mid Ruds" and even by regulating or changing some of the pc's life by just telling the pc to not do this or that during an intensive or even making the pc change residence for a while if that's a source. This is subdivided into Past and Present.

2. The Session and its Environment. This is handled by Itsa-ing the subject of session environments and other ways. This is subdivided into Past and Present.

3. The Subject Matter of Scientology. This is done by assessing (by TA motion) the old Scientology List One and

then Itsa-ing or Prepchecking what's found.

4. The Auditor. This is handled by What would you be willing to tell me, Who would you be willing to talk to. And other such things for the pc to Itsa. This is subdivided into Past and Present.

5. This Lifetime. This is handled by slow assessments and lots of Itsa on what's found whenever it is found to be moving the TA during slow assessment. (You don't null a list or claw through ten hours of listing and nulling to find something to Itsa at Levels I to III. You see what moves the TA and bleed it of Itsa right now.)

6. Pc's Case. In Levels I to III this is only indirectly attacked as above.

And in addition to the actions above, you can handle each one of these or what's found with a slow Prepcheck.

LIST FOR ASSESSMENT

Assess for TA motion the following list:

The surroundings in which you live.

The surroundings you used to live in.

Our surroundings here.

Past surroundings for auditing or treatment.

Things connected with Scientology (Scientology List One).

Myself as your auditor.

Past auditors or practitioners.

Your personal history in this lifetime.

Goals you have set for yourself.

Your case.

At Level II one gets the pc to simply set Life and Livingness goals and goals for the session, or takes up these on old report forms and gets the decisions, actions, considerations, etc., on them as the Itsa, cleaning each one fairly well of TA. One usually takes the goal the pc seems most interested in (or has gone into apathy about) as it will be found to produce the most TA.

Whatever you assess by Tone Arm, once you have it, get the TA out of it before you drop it. And don't cut the Itsa.

MEASURE OF AUDITORS

The skill of an auditor is directly measured by the amount of TA he or she can get. Pcs are not more difficult one than another. Any pc can be made to produce TA. But some auditors cut TA more than others.

Also, in passing, an auditor can't falsify TA. It's written all over the pc after a session. Lots of TA = Bright pc. Small TA = Dull pc.

And Body Motion doesn't count. Extreme Body Motion on some pcs can produce a division of TA! Some pcs try to squirm their way to clear! A good way to cure a TA conscious body-moving pc is to say, "I can't record TA caused while you're moving."

As you may suspect, the pc's case doesn't do a great deal until run on R4 processes. But destimulation of the case can produce some astonishing changes in beingness. Key-out is the principal function of Levels I to III. But charge off a case is charge off. Unless destimulated a case can't get a rocket read or present the auditor with a valid goal. Levels I to III produce a Book One clear. Level R4 produces an O.T. But case conditioning (clearing) is necessary before R4 can be run. And an auditor who can't handle Levels I to III surely won't be able to handle the one-man band processes at Level IV. So get good on Levels I to III before you even study IV.

THE FIRST THING TO LEARN

By slow assessment is meant letting the pc Itsa while assessing. This consists of rapid auditor action, very crisp, to get something that moves the TA and then immediate shift into letting the pc Itsa during which be quiet! The slowness is overall action. It takes hours and hours to do an old preclear assessment form this way but the TA flies.

The actual auditing in Level III looks like this - auditor going like mad over a list or form with an eye cocked on the TA. The first movement of the TA (not caused by body motion) the auditor goes a tiny bit further if that and then sits back and just looks at the pc. The pc comes out of it, sees the auditor waiting and starts talking. The auditor unobtrusively records the TA, sometimes nods. TA action dies down in a couple minutes or an hour. As soon as the TA looks like it hasn't got much more action in it the auditor sits up, lets the pc finish what he or she was saying and then gets busy busy again. But no action taken by the auditor cuts into the TA action. In Levels I to III no assessment list is continued beyond seeing a TA move until that TA motion is handled.

In doing a Scientology List One assessment one goes down the list until the TA moves (not because of body motion). Then, because a TA is not very pinpointed, the auditor covers the one or two above where he first saw TA and,

watching the pc for interest and the TA, circles around that area until he is sure he has what made the TA move and then bleeds that for TA by Itsa or Prepcheck.

Yes, you say, but doesn't the auditor do TRs on the pc? One question - one answer ratio? NO!

Let the pc finish what the pc was saying. And let the pc be satisfied the pc has said it without a lot of chatter about it.

TA NOT MOVING SIGNALS AUDITOR TO ACT.

TA MOVING SIGNALS AUDITOR NOT TO ACT.

Only the auditor can kill the TA motion. So when the TA starts to move, stop acting and start listening. When the TA stops moving or seems about to, stop listening and start acting again.

Only act when the TA is relatively motionless. And then act just enough to start it again.

Now if you can learn just this, as given here, to act when there's no TA and not act when there is TA, you can make your own start on getting good TA on your preclear.

With this you buy leisure to look over what's happening. With half a hundred rules and your own confusion to worry about also, you'll never get a beginning. So, to begin to get TA on your pc, first learn the trick of silent invitation. Just start the session and sit there expectantly. You'll get some TA.

When you've mastered this (and what a fight it is not to act, act, act and talk ten times as hard as the pc) then move to the next step.

Cover the primary sources of over-restimulation listed above by asking for solutions to them.

Learn to spot TA action when it occurs and note what the pc was saying just then. Co-ordinate these two facts - pc talking about something and TA moving. That's Assessment Levels I to III. Just that. You see the TA move and relate it to what the pc is saying just that moment. Now you know that if the pc talks about "Bugs" he gets TA action. Note that down on your report. BUT don't otherwise call it to pc's attention as pc is already getting TA on another subject. This pc also gets TA on Bugs. Store up 5 or ten of these odd bits, without doing anything to the pc but letting him talk about things.

Now a few sessions later, the pc will have told all concerning the prime source of over-restimulation I hope you were covering with him or her by only getting the pc started when he or she ran down. But you will now have a list of several other things that get TA. THE HOTTEST TA PRODUCER ON THIS LIST WILL GET A PC'S GOAL AS IT IS HIS SERVICE FAC. You can now get TA on this pc at will. All you

have to do is get an Itsa going on one of these things.

ANY TA is the sole target of Levels I to III. It doesn't matter a continental what generates it. Only Level IV (R4 processes) are vital on what you get TA on (for if you're not accurate you will get no TA at Level IV).

From Levels I to III the pc's happiness or recovery depends only on that waving TA Arm. How much does it wave? That's how much the case advances. Only at Level IV do you care what it waves on.

You're as good an auditor in Levels I to III as you can get TA on the pc and that's all. And in Level IV you'll get only as much TA as you're dead on with the right goals and RIs in the right places and those you don't want lying there inert and undisturbed.

Your enemy is Over-Restimulation of the pc. As soon as the pc goes into more charge than he or she can Itsa easily the TA slows down! And as soon as the pc drowns in the over-restimulation the TA stops clank! Now your problem is correcting the case. And that's harder than just getting TA in the first place.

Yes, you say, but how do you start "getting in an Itsa Line?" "What is an Itsa?"

All right - small child comes in room. You say, "What's troubling you?" The child says, "I'm worried about Mummy and I can't get Daddy to talk to me and...." NO TA.

This child is not saying anything is it. This child is saying, "Confusion, chaos, worry." No TA. The child is speaking in Optterms.

Small child comes in room. You say, "What's in this room?" Child says, "You and couch and rug...." That's Itsa. That's TA.

Only in R4 where you're dead on the pc's GPMs and the pc is allowed to say it is or isn't can you get TA good action out of listing and nulling. And even then a failure to let the pc say it is it can cut the TA down enormously.

Auditor says, "You've been getting TA movement whenever you mention houses. In this lifetime what solutions have you had about houses?" And there's the next two sessions all laid out with plenty of TA and nothing to do but record it and nod now and then.

THE THEORY OF TONE ARM ACTION

TA motion is caused by the energy contained in confusions blowing off the case. The confusion is held in place by aberrated stable data.

The aberrated (non-factual) stable datum is there to hold back a confusion but in actual fact the confusion gathered

there only because of an aberrated consideration or postulate in the first place. So when you get the pc to as-is these aberrated stable data, the confusion blows off and you get TA.

So long as the aberrated stable datum is in place the confusion (and its energy) won't flow.

Ask for confusions (worries, problems, difficulties) and you just over- restimulate the pc because his attention is on the mass of energy, not the aberrated stable datum holding it in place.

Ask for the aberrated stable datum (considerations, postulates, even attempts or actions or any button) and the pc as-ises it, the confusion starts flowing off as energy (not as confusion), and you get TA.

Just restimulate old confusions without touching the actual stable data holding them back and the pc gets the mass but no release of it and so no TA.

The pc has to say, "It's a _____" (some consideration or postulate) to release the pent-up energy held back by it.

Thus an auditor's worst fault that prevents TA is permitting the dwelling on confusions without getting the pc to give up with certainty the considerations and postulates that hold the confusions in place.

And that's "Itsa". It's letting the pc say what's there that was put there to hold back a confusion or problem.

If the pc is unwilling to talk to the auditor, that's What to Itsa - "decisions you've made about auditors" for one example. If the pc can't seem to be audited in that environment, get old environments Itsa'ed. If the pc has lots of PTPs at session start, get the pc's solutions to similar problems in the past.

Or just Prepcheck, slow, the zone of upset or interest of the pc.

And you'll get TA. Lots of it.

Unless you stop it.

There's no reason at all why a truly expert auditor can't get plenty of TA Divisions Down per 2 1/2 hour session running any old thing that crops up on a pc.

But a truly expert auditor isn't trying to Itsa the pc. He's trying to get the pc to Itsa. And that's the difference.

Honest, it's simpler than you think.

L. RON HUBBARD

LRH:gw.cden

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161 HCOB 2 OCT 63 GPMS, EXPERIMENTAL PROCESS WITHDRAWN

(TV5 p. 376, NTV VII p. 322)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 2 OCTOBER 1963

Central Orgs
Franchise

URGENT

GPMS

EXPERIMENTAL PROCESS WITHDRAWN

The Tape of September 24, 1963, R4MTA, has been withdrawn.

The process R4MTA has been cancelled. Cases having a hard time do not get Blowdowns high in the bank. Rather they get a "disintegrating RR" on the Item. Listing by Blowdown can get the pc into other GPMS and skips RIs.

R3M2 is reinstated in full and exactly as R4M2.

List an Item list to the 1st RR, test the Item you're listing from. If the RI you're listing from doesn't read, give the pc the new Item. If not, list to next RR.

L. RON HUBBARD

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162 HCOB 8 OCT 63 HOW TO GET TA, ANALYZING AUDITING

(TV5 p. 377-8, NTV VII p. 323-5)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 8 OCTOBER AD13

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SCIENTOLOGY I TO III

HOW TO GET TA

ANALYZING AUDITING

There are several distinct forms or styles of auditing. There was first the old finger snapping handing of engrams. Then there is Formal Auditing for which we still have TRs 0 to 4. Then there is Tone 40 Auditing, still used today in the CCHs. These are distinctively different styles and a good auditor can do one or another of them without mixing them up. Just as Tone 40 Auditing is still used, so is Formal Auditing - in fact Scientology 4 on the GPMs must be run ONLY with Formal Auditing and the old TRs and other training are still used to develop it in the student.

Now there has emerged a new Auditing style. It is Listen Style Auditing. And the first thing to learn about it is that it is a new style of Auditing and that it is distinctly different from Formal Auditing and Tone 40 Auditing. Naturally an auditor who can do this new style can also do other styles better, but the other styles are themselves and this new style is itself. Listen Style Auditing is peculiarly fitted to undercut formerly difficult cases at the lower levels of Scientology and to get the necessary TA action.

Listen Style Auditing has or is developing its own TRs. It has its own technology and this leaves the technology of other Auditing Styles still valid and untouched.

Some of the data of Listen Style Auditing is:

1. The definition of Auditor is one who listens.
2. The pc is always right.
3. The task of the Auditor is to get the pc to comm/and to Itsa.
4. The success of the session is measured solely by Tone Arm Action.
5. The style applies to Scientology Levels I to III.
6. As the level in which it is used is increased, the amount of Auditor direction of the pc's attention is increased. The gap becomes very wide in control between Level III and IV, so much so that only Formal Auditing is used for GPMs as this material is all sub-Itsas for the pc.

The basic crimes of Listen Style Auditing are:

1. Not getting Tone Arm Action on the pc;

2. Cutting the pc's comm;
3. Cutting, evaluating or invalidating the pc's Itsa;
4. Failing to invite Itsa by the pc;
5. Itsa-ing for the pc;
6. Not getting Tone Arm Action on the pc.

These are some of the major musts and crimes of Listen Style Auditing. While some of these also apply to Formal Auditing, to show you how different the new style is, if you tried to use only Listen Style Auditing on Scientology IV and failed to use Formal Auditing at that high level, the pc would soon be in a great big mess! So the style has its uses and exactions and it has its limitations.

Now, realizing it is a new style, not a whole change of Scientology, the older Auditor should study it as such and the new student - as mainly Listen Style will be taught in Academies - should spend some earnest time in learning to do it as itself. I have had to learn every new Auditing Style and sometimes have taken weeks to do it. I can still do them all, each as itself. It took me two weeks of hard daily grind to learn Tone 40 Auditing until I could do it with no misses. It's like learning different dances.

And when you can polka and also waltz, if you're good you don't break from a waltz into a polka without noticing the difference - or looking silly.

So the second thing to learn well about Listen Style Auditing is that it has to be learned and practiced as itself.

Listen Style Auditing is peculiarly fitted by its simplicity to analysis by an instructor or student or old-timer.

The steps are:

1. Learn HCO Bulletin of October 1, 1963.
2. Muck along with what you learned a bit.
3. Tape a 1 hour session you give on a tape recorder.
4. Analyze the tape.

You'll be amazed at the amount of miss until you actually hear it back.

These are the points to look for:

1. Did the Auditor get a dirty needle (continual agitation, not a smooth flow up or down)? If so the Auditor cut the pc's comm.

This is entirely different from cutting Itsa. Just how was the pc's comm cut? Listen to the tape. Whether the auditor got a DN or not, do this step. How many ways was the pc prevented from talking to the Auditor? Particularly how did the Auditor's actions cut the comm with Auditing or unnecessary action? How was the pc discouraged from talking? What was said that stopped the pc from talking?

2. Establish whether or not the auditor got good TA action by adding up the session's total down TA. See HCO Bulletin of September 25, 1963. If the Auditor did not get good TA action he or she either

- (a) Cut pc's Itsa or
- (b) Restimulated nothing for the pc to Itsa.

Which was it? The odds are heavily on (a). Listen to the tape and find out how the auditor reduced the pc's Itsa. Note that Itsa is entirely different than comm. Was the pc given anything to Itsa? Was the pc permitted to Itsa it? How much did the Auditor Itsa for the pc? Did the Auditor attempt to change the Itsas?

3. By various ways (by direct invitation, sounding doubtful, unconfident, challenging) an auditor can make a pc Whatsit. The amount a pc is made or allowed to Whatsit reduces TA action. How many ways did the Auditor make the pc Whatsit (give problems, confusions as answers or just plain put the pc into a questioning attitude)? How doubtful or worried did the Auditor sound? How much did the Auditor make the pc worry over TA action or other things (all of which add up to making the pc Whatsit, thus reducing Tone Arm Action)?

4. How much did the Auditor invite unwanted communication about confusions, problems by silence? How much did the Auditor prevent wanted communication by various actions?

5. What errors in the session are obvious to the Auditor? What errors are not real to the Auditor?

6. Does the Auditor have another rationale or explanation for not getting TA action or for what causes TA action? Does the Auditor consider there is another explanation for getting dirty needles?

7. Does the Auditor consider TA action unnecessary for session gains?

8. Does the pc in the taped session agree with the faults discovered? (May be omitted.)

Such a tape should be made periodically on an Auditor until that Auditor can get 35 Divisions of TA at any level from I to III on any pc.

by L. Ron Hubbard
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163 HCOPL 8 OCT 63 I NEW SAINT HILL CERTIFICATES AND COURSE CHANGES

(OEC V4 p 434)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 8 OCTOBER AD13

Central Orgs
Franchise
Field

NEW SAINT HILL CERTIFICATES AND COURSE CHANGES

Without changing the curriculum, units or instructors, on 1st December AD 13 the Saint Hill Course will be divided into two certificate levels and the cost will be reduced.

Many Auditors have not been able to take the course because of fear they will be held over beyond the time they can afford.

As clearing has returned as a reality at Class III and as this was the basic purpose of the course, two certificates will now be issued.

HUBBARD SENIOR SCIENTOLOGIST (ST. HILL). This certificate will be issued to any student attending the course 16 weeks. If all course requirements are also met a Class III will be awarded. An additional four weeks only will be allowed for completion of check sheets, but no student enrolled will be held beyond sixteen weeks or extended on course more than an additional four weeks. The cost of the course has been dropped to L250 Sterling (\$700). The student so enrolled is then assured of being able to return home after 16 weeks of intensive training and is assured of receiving the certificate of HUBBARD SENIOR SCIENTOLOGIST (ST. HILL). HPA or HCA is prerequisite to enrollment. Our experience has been that nobody can go through the Saint Hill Course, whatever he or she did with grades, without becoming a remarkably superior auditor.

The second course begins with the completion of the HSS (ST. HILL) Course, an HSS (ST. HILL) being prerequisite to it. This course is scheduled as a 20 week course. It awards the certificate HUBBARD GRADUATE AUDITOR and, if all check sheets are completed, Class IV is also awarded. Class III may also be awarded on this certificate. This course takes the student from clearing to auditing to OT. Its subject materials are those now existing as Level Four. The cost of this course is additional to the HSS Course. The cost is

L250 Sterling (\$700) with a L50 grant available from Mary Sue to those she especially wants on this course.

During the past year the original 20 week SHSBC has been extended in subject materials to cover all levels of auditing and as such has exceeded the original requirements.

Students enrolled before 1st December, 1963 will receive the original course at the original cost and may extend into the second course at option without further cost.

Retread students will be honoured as having completed the first course regardless of units they are assigned to and their cost will be that of the second course.

Course materials have been stable for some time.

L. RON HUBBARD

LRH:dr.rd
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165 HCOB 16 OCT 63 R3SC SLOW ASSESSMENT

(TV5 p. 379-80, NTV VII p. 326-8)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 16 OCTOBER AD13

Central Orgs
Franchise

R3SC SLOW ASSESSMENT

Ian Tampion of the Melbourne Org, just completing the SHSBC, reports on Itsa and Slow Assessment.

Dear Ron,

Over the past couple of weeks I have had some good wins auditing pcs on R3SC Slow Assessment so I thought I'd write out what I've learned about it from your lectures, bulletins, Mary Sue's talks and D of P instructions and from my experience in Auditing. My only doubt about what I've done is that I may have been combining R1C (Itsa Line) with R3SC but anyway it worked so if I've got my data straight you may like to pass it on to other auditors. Here it is:

Aim: To keep the pc talking (Itsa-ing) about his present time environment, getting as much TA action as possible, for as long as possible without finding and running a "glum area" that makes the TA rise.

To do this an Auditor should be aware of, and able to use the following definitions:

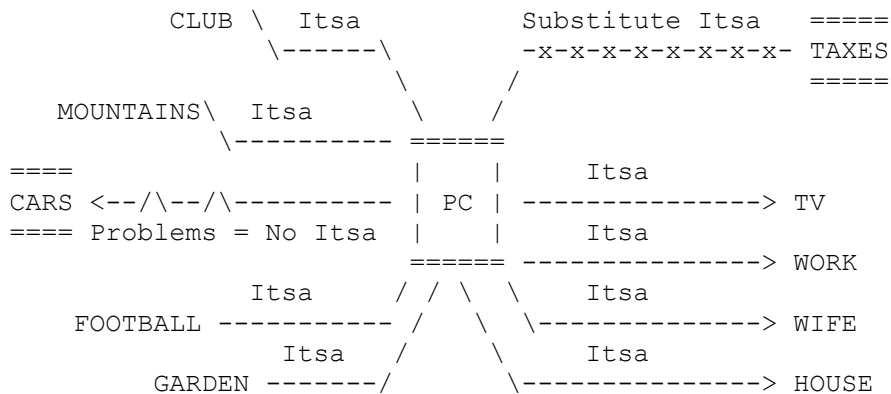
Pc "Itsa-ing": Pc saying what is, what is there, who is there, where it is, what it looks like, ideas about, decisions about, solutions to, things in his environment. The pc talking continuously about problems or puzzlements or wondering about things in his environment is not "Itsa-ing".

Present Time Environment: The whole area covering the pc's life and livingness over a definite period. It may be the last day, the last week, the last year, depending on the pc.

A Glum Area: That area which when the pc is supposedly "Itsa-ing" about it, makes him glum and the TA rise, indicating that a Service Facsimile is doing the confronting on that area and not the pc.

The following diagram and the explanation below illustrate just what is taking place in a Slow Assessment and how the definitions given above apply.

[Approximation of Diagram]



[A large circle surrounds all of the above. Outside it are the following comments with arrows pointing to items inside the circle above.

"Problem about cars, some no confront" with an arrow pointing to "CARS"

"PC's PT Environment" with an arrow pointing towards "Football" and "Garden" etc.

"Big area of problems and no confront" with an arrow pointing towards "Taxes".

"Service Fac - 'Ignore Them'" with an arrow pointing towards the "Substitute Itsa" line leading towards "Taxes".

end of diagram]

While the pc is talking about football he can say Itsa game, Itsa played by two teams, Itsa played on a field, etc, etc, etc. The same applies to the areas TV, Work, Wife, Club, Garden, House and Mountains. All this will give nice TA action and good gains for the pc.

Now, when he starts talking about cars he will say, "I often have punctures," "I wonder why my car will only do 100 mph," etc, etc. While he's talking like this there will be no TA action or a rising TA and if the auditor lets the pc continue, he will get steadily worse. So, the auditor must put in an Itsa line - e.g. "What have you done about this?" and the TA will start moving again and the pc will get brighter as now he is "Itsa-ing", before he wasn't.

Later, or earlier, the pc will start talking about Taxes, his problems, worries,, puzzlements, wonders about Taxes - the TA will rise and the pc will become glum. Then, even though the auditor puts in an Itsa line as with the subject of cars, the TA continues to rise and the pc remains glum. This is because the pc can't Itsa this area - he's "got it all made" - "IGNORE THEM" and this does all his confronting for him. In other words, the Service Fac is a substitute confront and so the TA rises (Note the old rule about rising needle equals no confront!). This is a glum area so the auditor lists "In this lifetime what would be a safe solution regarding Taxes?", completes the list, nulls it, gets the Service Fac "Ignore them", runs it on R3SC and soon the pc will be able to Itsa on the subject of Taxes. This area could be found in the first 5 minutes in which case it may be possible to just note it down and get the pc on to areas he can confront and come back to this one later.

The assessment should go on for hours and hours and hours with excellent TA action and the pc gaining in his ability to Itsa all the time. However it won't go that way if the auditor doesn't get the pc to really Itsa what is in his environment, e.g. the auditor shouldn't be content to have the pc say he lives "out in the suburbs", he wants the address, its distance from the city, the type of house, how many rooms, what the street looks like, the names of the houses, occupants, who the neighbors are, etc, etc, etc. Itsa! Itsa! Itsa! Also, it won't go that way if the auditor tries to list safe solutions every time the pc starts talking about his problems in an area as in the example given above with the car. Problems are not Itsa.

Itsa! Itsa! Itsa! Equals TA action! TA action! TA action!
Equals Pc better! Pc better! Pc better! Good gains!!

I hope you find this all okay and pass it on Ron as it's sure a doll of an auditing activity.

Very best,

Ian Tampion

P.S. I found out how most of this goes in auditing by making mistakes first so I learnt the hard way.

L. RON HUBBARD

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166 HCOB 17 OCT 63 I R-2C SLOW ASSESSMENT BY DYNAMICS

(NTV VII p. 329-334, not in old tech volumes, probably due to being considered a BTB. Although this was originally an HCOB, it was revised & reissued as a BTB 11/9/74. By the time of the New Tech Vols, it had become an HCOB again, and that is the version given here, but the name of the actual author is now gone and there may be other revisions. If anyone has older versions of this, please post them to the net.)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 17 OCTOBER AD 13
Issue I

Central Orgs
Missions

R-2C SLOW ASSESSMENT BY DYNAMICS

PRECLEAR: _____ AUDITOR: _____

Time period covered _____ Date assessment started _____

1st Run: _____
2nd Run: _____
3rd Run: _____

FIRST DYNAMIC

Area A: NAMES

1. Pc's full name.
2. Other names pc has used.
3. Names pc has been called or given.
4. Name pc prefers.
5. Names pc would rather have and rather not have.
6. Titles and degrees.
7. (Other)

Area B: POSITIONS

1. Current major position.
2. Other current positions and titles.
3. Positions pc would like to have.
4. Positions pc would rather not have.
5. Past history of the above.
6. (Other)

Area C: PC'S IDENTITY

1. What pc is mainly being.
2. What pc would rather be.
3. What pc would rather not be.
4. What pc has mainly been.
5. Would rather not have been.
6. Would rather have been.
7. Other identities pc has been and is being.
8. (Other)

Area D: EDUCATION

1. Education level attained.
2. Recent courses or training.
3. The importance of education.
4. Past education/training.
5. Early education/training.
6. Self-education.
7. (Other)

Area E: PROFESSION AND WORK

1. Current job or work.
2. Other earning capacity.
3. What receives by working.
4. Area of influence.
5. Responsibilities.
6. (Other)

Area F: INTERESTS

1. Hobbies.
2. Other interests.
3. Skills.
4. Major skill.
5. Unusual interests.

6. Future interests.
7. Past interests, hobbies and skills.
8. (Other)

Area G: OBSESSIVE ACTIVITY

1. Things pc feels compelled to do.
2. Must prevent himself from doing.
3. Fears.
4. Bad habits.
5. Other habits.
6. Unusual precautions.
7. (Other)

Area H: PC'S DOINGNESS

1. What pc mainly does.
2. What pc would rather do.
3. What pc would rather not do.
4. Has mainly done in past.
5. Would rather not have done.
6. Would rather have done.
7. Other things pc is doing and has done.
8. Pc's activity level.
9. Pc's necessity level.
10. (Other)

Area I: BODY

1. Genetic line.
2. Body condition.
3. Body defects.
4. Exercise.
5. Body care.
6. Eating and diet.
7. Accidents .
8. Illness.
9. Medications.
10. Drugs.
11. Medical care.
12. Glasses.
13. Artificial body parts.
14. Relationship to body.
15. ARC with body.
16. Birth.
17. Death.
18. (Other)

Area J: LOCATION

1. Where living.
2. Where working.
3. Where normally visits.
4. Where friends live.
5. Where goes for recreation.

6. Area of everyday environment.
7. Area of monthly environment.
8. Area of yearly environment.
9. Area of this life environment.
10. Birth place.
11. Location of definition of past areas of residence and activity.
12. (Other)

Area K: TIME SENSE

1. Appointments.
2. Has enough time.
3. Has too much time.
4. Has not enough time.
5. Is too young.
6. Is too old.
7. Is too fast.
8. Is too slow.
9. (Other)

Area L: OWNERSHIP

1. Personal effects.
2. Clothes.
3. Machines.
4. Books.
5. Money.
6. Property.
7. Business interests.
8. Stocks and bonds.
9. Public property.
10. Cities and countryside.
11. Other people's property.
12. Saves things.
13. Wastes things.
14. Destroys things.
15. Creates things.
16. Handling and control of other dynamics.
17. Handling and control of MEST.
18. (Other)

Area M: PC'S HAVINGNESS

1. What pc mainly has.
2. What pc would rather have.
3. What pc would rather not have.
4. Has mainly had in the past.
5. Would rather not have had.
6. Would rather have had.
7. Other things pc has and has had.
8. Pc's ability to have.
9. (Other)

Area N: UNUSUAL MENTAL TREATMENT

1. Mental condition.
2. Mental defects.
3. Medical/psychiatric treatment.
4. Electric shock.
5. Brain surgery.
6. Treatment with drugs.
7. Psychoanalysis.
8. Mystical or occult exercises.
9. Hypnotism.
10. Self-analysis.
11. Self-auditing.
12. Squirrel auditing.
13. Psychology.
14. Other mental treatment.
15. (Other)

Area O: SCIENTOLOGY PROCESSING

1. Current auditing.
2. Recent auditors.
3. Processes run.
4. Recent auditing gains.
5. Recent auditing loses.
6. Present processing goals.
7. Past auditing history.
8. (Other)

Area P: (Other)

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

SECOND DYNAMIC

Area A: PARENTS

1. Relationship with father.
2. Relationship with mother.
3. Relationship with foster parents or other guardians.
4. Who pc considers to be closest to acting as parents.
5. (Other)

Area B: PARENTS' FAMILY

1. Brothers.
2. Sisters.
3. Aunts and uncles.
4. Grandparents.
5. Cousins.
6. Other relatives.
7. (Other)

Area C: OWN FAMILY

1. Wife or husband.
2. Children.
3. Spouse's family.
4. Other wives or husbands.
5. Children by someone other than spouse.
6. (Other)

Area D: SEXUAL RELATIONS

1. Sex with spouse.
2. Extramarital relations.
3. Premarital relations.
4. Sex with opposite sex.
5. Past history of above.
6. (Other)

Area E: OTHER SEXUAL ACTIVITY

1. Types of sex.
2. Homosexuality.
3. Sex with animals.
4. Fetishes.
5. Sex with children.
6. Unusual sex.
7. Absence of sex.
8. Substitutions for sex.
9. Masturbation.
10. Areas related to sex.
11. (Other)

Area F: PROCREATION

1. Procreation.
2. Contraception.
3. Sex for pleasure.
4. Babies.
5. Childbearing.
6. Pregnancy.
7. Abortion.
8. Miscarriage.
9. Family planning.
10. Family survival.
11. (Other)

Area G: (Other)

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

THIRD DYNAMIC

Area A: FRIENDS

1. Close friends.
2. Old friends.
3. Other friends.
4. Acquaintances.
5. Unwanted friends.
6. Wanted friends.
7. Friendship.
8. Allies.
9. Sympathies.
10. Us.
11. (Other)

Area B: ENEMIES

1. Strong enemies.
2. People pc dislikes.
3. People who dislike pc.
4. ARC breaks.
5. Opposition groups.
6. Opposition force.
7. Them.
8. (Other)

Area C: GROUPS

1. Job or work.
2. Clubs.
3. Organizations.
4. Common purposes.
5. Social groups.
6. Activity with others.
7. Support of others.
8. Other groups.
9. Dues and financial support.
10. Contributions.
11. Benefits.
12. Codes and rules.

13. Membership.
14. (Other)

Area D: GOVERNMENT

1. Local government.
2. Regional government.
3. National government.
4. Nationality.
5. Foreigners.
6. Politics.
7. Elections.
8. Government leadership.
9. Types of government.
10. Taxes.
11. Laws.
12. Courts.
13. National boundaries.
14. Government ownership.
15. Government workers.
16. Government control.
17. (Other)

Area E: SOCIETY

1. Social conduct.
2. Codes.
3. Right and wrong.
4. Law enforcement.
5. Law breaking.
6. Criminal activities.
7. Criminal record.
8. Contributions.
9. Benefits.
10. Classes.
11. Public ownership.
12. Public servants.
13. (Other)

Area F: RACES

1. Pc's race.
2. Other races.
3. Racial differences.
4. Racial similarities.
5. Color.
6. Racial land areas.
7. Unusual peoples.
8. (Other)

Area G: LEADERSHIP

1. Work.
2. Social.
3. Recreation.

4. Other areas.
5. Responsibility for others.
6. Good leadership.
7. Bad leadership.
8. Control.
9. Followers.
10. (Other)

Area H: SCIENTOLOGY GROUPS

1. Auditing.
2. Go-auditing.
3. Group auditing.
4. Missions.
5. Field groups.
6. Central Orgs.
7. HCO.
8. Courses.
9. Dissemination.
10. L. Ron Hubbard.
11. Saint Hill.
12. (Other)

Area I: (Other)

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

FOURTH DYNAMIC

Area A: INTERNATIONAL RELATIONS

1. Communication between countries.
2. War.
3. Peace.
4. World government.
5. International trade.
6. Languages.
7. Tourists.
8. World business.
9. Treaties.
10. International law.
11. (Other)

Area B: EXTRATERRESTRIAL RELATIONS

1. Intelligent life on other planets.
2. Marcab Federation.
3. Galactic Federation.
4. Space travel.
5. Flying saucers.
6. Position of Earth to the universe.
7. (Other)

Area C: MASS COMMUNICATION

1. Radio and TV.
2. Newspapers.
3. Books.
4. Art.
5. Cinema.
6. Theater.
7. Entertainment.
8. (Other)

Area D: HOMO SAPIENS

1. The role of mankind.
2. Survival of the species.
3. Overpopulation.
4. Underpopulation.
5. The new man.
6. (Other)

Area E: SCIENTOLOGY FIVE

1. World dissemination.
2. Scientology publications.
3. Scientology One.
4. Psychotherapy.
5. World clearing.
6. Scientology future.
7. The role of Scientology.
8. Scientology success.
9. Scientology failure.
10. Scientology growth.
11. Mental healing methods.
12. The public image.
13. The future of mankind.
14. Healing.
15. Clearing.
16. Operating Thetans.
17. Scientology influence and control.
18. (Other)

Area F: (Other)

1. _____
2. _____
3. _____

4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

L. RON HUBBARD
Founder

Assisted by
Auditing Supervisor SHSBC

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167 HCOB 17 OCT 63 II R-2C SLOW ASMT. BY DYN. DIR. FOR USE OF HCOB OF OCT 17

(NTV VII p. 337-44, not in old tech volumes, probably due to being considered a BTB. Although this was originally an HCOB, it was revised & reissued as a BTB 1/8/74. By the time of the New Tech Vols, it had become an HCOB again, and that is the version given here, but the name of the actual author is now gone and there may be other revisions. If anyone has older versions of this, please post them to the net.)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 17 OCTOBER AD 13
Issue II

Central Orgs
Missions

R-2C SLOW ASSESSMENT BY DYNAMICS

DIRECTIONS FOR USE OF HCO BULLETIN
OF OCTOBER 17, AD 13, ISSUE I

This form, and others to be issued, are a breakdown of the 8 dynamics into areas where important it'sa may be developed.

Write down important information about your pc on data sheets with consecutively numbered pages. Also note down on the data sheet the number of the dynamic you are working on and the designation letter from this form of the area being covered. Keep a running recording of time and TA position on the left-hand margin of your data sheet.

On the form record the TA position at the start and again at the end of working on any specific area and check off each area and subarea covered.

Also write down the data sheet page number on the form so that the information can be found easily if so required.

All other information should be recorded on the data sheets which are kept attached to the form.

This form can be used several times, each time taking up a longer period of this lifetime with the pc. It is suggested that the first time through you cover present time back to about a year ago, the second time you cover a longer period (say about the past 10 years) and the third time through cover this lifetime. This will of course vary from pc to pc.

Some areas on this form will develop a tremendous amount of itsa, others very little. Work at the pc reality level and where the pc's interest lies. Don't be in a hurry to leave an area if the pc has a good itsa line going and you are getting good TA action. Clean up any hot area thoroughly before leaving it. However if an area has nothing in it don't spend a lot of time with it. Get on down the line to something that produces itsa and TA action.

If you or the pc don't understand any of the form's areas of potential itsa, skip them. However, don't skip something because you think the pc has nothing on it or you are afraid of being "nosy."

No attempt has been made to give you the questions to ask and some of the form's subareas would not pertain to a short time period. Use the subareas that pertain to the time period you are handling or shift them around to fit your time period. Some subareas are much more important than others, but this will depend on your pc. Add into the space provided anything else you find to be important.

In getting in the itsa line on any area and subarea on this assessment be very sure to cover the following points:

1. Where it is or was, and its location relative to other locations.
2. Who are the people involved.
3. When it was, and how long did it take place.

ASSESSMENT STRESS

The stress of this assessment is not in finding something. The stress is on TA motion. At the end of the session add up the total amount of TA blowdown ONLY (that's downward movement, 4 to 3, 5.5 to 3.75). If your total downward TA movement is 30 divisions of TA or more you can consider that you have had good TA motion. If your total is 40 divisions or more, you have had excellent TA motion. If you have less than 20 divisions of downward TA motion, one of two things are wrong. The first is that you are not letting the pc itsa and you don't have a clue about what itsa is.

The second is that the pc has a this lifetime ARC break of fantastic magnitude. If this is the case you should handle it as follows.

THIS LIFETIME ARC BREAK ASSESSMENT

1. Make a short list of major this lifetime ARC breaks.
2. Assess the list for the major ARC break.
3. Date the ARC break.
4. Take the period a month or so before and after the ARC break and run R2H on this time period.
5. Continue with R2C Slow Assessment.

CONCLUSION

Study these directions and know them perfectly before you audit with the form. It is essential that you keep all records of R2C legibly and exact. The data is vital for later running of the whole track.

L. RON HUBBARD
Founder

Assisted by
Auditing Supervisor
SHSBC

=====
168 HCOPL 28 OCT 63 STUDENT ARC BREAKS

(OEC V4 p 173)

HUBBARD COMMUNICATIONS OFFICE Saint Hill Manor, East
Grinstead, Sussex

HCO POLICY LETTER OF 28 OCTOBER 1963

Central Orgs
Academies

STUDENT ARC BREAKS

Just as a pc cannot be audited over a severe ARC break, so a student cannot make good progress if he or she has an ARC break with the Course and/or Instructors.

All students should be made aware of this and told that if they have an ARC break they should take it up with the

instructors in question or the D of T or (in the case of SHSBC) the Course Secretary.

The Instructor, D of T or Course Secretary should try to clear the break with straightforward two-way comm and if this does not work the Student should be given an ARC break assessment by a senior student.

It is the responsibility of all Students and Instructors to see that any Student who is nursing an ARC break and not doing anything about it is handled as above - quickly.

Issued by: Reg Sharps
Course Secretary SHSBC
for L. RON HUBBARD

Authorized by: L. RON HUBBARD

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169 HCOB 31 OCT 63 R-2C SLOW ASSESSMENT BY DYNAMICS, CONTINUED

(NTV VII p. 335-6, not in old tech volumes, probably due to being considered a BTB. Although this was originally an HCOB, it was revised & reissued as a BTB 1/8/74. By the time of the New Tech Vols, it had become an HCOB again, and that is the version given here, but the name of the actual author is now gone and there may be other revisions. If anyone has older versions of this, please post them to the net.)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 31 OCTOBER AD 13

Central
Orgs Missions

R-2C SLOW ASSESSMENT BY DYNAMICS, CONTINUED

(Continuation of HCOB of 17 Oct. AD 13)

Here is a breakdown of Dynamics 5 through 8. It can be used with the breakdown of the first four dynamics in HCOB Oct. 17, AD 13, following the instructions of the HCOB of the same date.

FIFTH DYNAMIC

Area A: PLANTS

1. Gardening.
2. Farming.
3. Wild plant life.
4. Growing things.
5. Plant life preservation.
6. Aquatic forms.
7. Algae and microorganisms.
8. Plant intelligence.
9. Useful plants.
10. Harmful plants.
11. Varieties of plants.

Area B: ANIMALS

1. Pets.
2. Animal raising.
3. Wild animals.
4. Vivisection.
5. Useful animals.
6. Destructive animals.
7. Aquatic forms.
8. Insects.
9. Germs and bacteria.
10. Animal intelligence.
11. Varieties of animals.

Area C: LIVING THINGS

1. Life forms.
2. Extinct life forms.
3. Unusual life forms.
4. Life cycles.
5. Bodies.
6. Organisms.
7. Growth.
8. Food.
9. Conservation.
10. Life on other planets.

Area D: NATURE

1. The out-of-doors
2. Wildlife.
3. Mother nature.
4. Life energy or force.
5. Death.
6. Symbiosis.
7. Parasites.
8. Benefit mankind.
9. Dangerous to mankind.
10. Creation.

Area E: NATURE STUDY

1. Biology.
2. Nature collecting.
3. Species.
4. Families.
5. Fossils.
6. Zoos.
7. Horticulture.
8. Aquariums.
9. Cultures.
10. Biochemistry.

Area F: ORGANIC MATERIAL

1. Coal and oil.
2. Carbon compounds.
3. The Carboniferous Era.
4. Organic and inorganic.
5. Chalk.
6. Fertilizer.
7. Wood and fiber products.
8. Furs, bone, ivory, leather, rubber products, etc.
9. Food and fabrics.
10. Other organic material.

Area G: GENETIC LINE

1. The Darwinian theory.
2. The genetic entity.
3. Mutation.
4. Survival of the species.
5. Seeds.
6. Offspring.
7. Instinct.
8. Habit patterns.
9. Fertilization.
10. Propagation.
11. Adaptation.

Area H: INTERRELATION OF LIFE FORMS

1. Dominant species.
2. Prosurvival life forms.
3. Antisurvival life forms.
4. Antibiotics.
5. Sterilization.
6. Hunting.
7. Fishing.
8. Insect control.
9. Immunization.
10. Weed control.
11. Control of other life forms.
12. Poisonous life forms.
13. Narcotics and drugs.
14. Tea, coffee, tobacco.

15. Herbs.
16. Veterinaries.

SIXTH DYNAMIC

Area A: POSSESSIONS

1. Objects in everyday life.
2. Personal possessions.
3. Household objects and material.
4. Automobiles and machines.
5. Storage.
6. Living quarters.
7. Working quarters.
8. Objects used in hobbies, games and work.
9. Keepsakes.
10. Ornaments.
11. Junk.
12. Useless possessions.
13. Valuables.
14. Saving.
15. Money.

Area B: MATTER

1. Valuable/useless matter.
2. Too much/too little mass.
3. Solids, liquids, gases.
4. The elements.
5. Atomic and molecular structure.
6. Chemicals.
7. Inert and active matter.
8. Organic and inorganic matter.
9. Minerals.
10. Particles.

Area C: POWER

1. Electricity.
2. Gas.
3. Light.
4. Electronics.
5. Motors and engines.
6. Heat and cooling.
7. Radiation.
8. The sun.
9. Body energy.
10. Animal energy.
11. Gravity and antigravity.
12. Magnetism.
13. Atomic power.
14. Electromagnetic power.
15. Sound.

Area D: ENERGY

1. Movement.
2. Attraction and repulsion.
3. Force.
4. Flows.
5. Suspended energy.
6. Kinetic energy.
7. Potentials.
8. Mental energy.
9. Life force.
10. Conservation of energy.
11. Wasted energy.
12. Utilization of energy.
13. Energy sources.
14. Waves.

Area E: THE MIND

1. Mock-ups.
2. Facsimiles.
3. Ridges.
4. Machinery.
5. Circuits.
6. Engrams.
7. Memory banks.
8. Fields.
9. Anchor points.
10. GPMs.
11. The time track.
12. Electrical body structure.
13. Biophysics.

Area F: AREAS OF LIVINGNESS

1. Living area.
2. Working area.
3. Recreation area.
4. Visiting area.
5. Traveling area.
6. Own area.
7. Other people's areas.
8. Safe areas.
9. Dangerous areas.
10. Area of communication.

Area G: SPACE

1. Big and small space.
2. Good and bad space.
3. Enclosed and unenclosed space.
4. Outer and inner space.
5. Limited and unlimited space.
6. No space.
7. Occupying the same space.

Area H: SCHEDULES

1. Sleeping time period.
2. Working time period.
3. Resting time period.
4. Recreation time period.
5. Other time periods.
6. Utilized and wasted time.
7. Sense of time.
8. On time and tardiness.
9. Follows schedule.
10. Likes variety.

Area I: TIME

1. Long and short time.
2. Past, present, future.
3. Time measurement.
4. Control of time.
5. Good and bad time.
6. Beginning and end of time.
7. Ahead of and behind time.

Area J: MEASUREMENT AND DESCRIPTION

1. Size.
2. Weight.
3. Color.
4. Texture.
5. Density.
6. Temperature.
7. Distance.
8. Compatibility.
9. Position.
10. Form.
11. Age.
12. Value.
13. Purpose.
14. Appearance.
15. Structure.
16. Design.
17. Quality.
18. Quantity.
19. Natural and unnatural states.
20. Adaptability.

Area K: MANUFACTURE

1. Raw material.
2. Mechanization.
3. Craftsmanship.
4. Processing raw material.
5. Source of material.
6. Useful and nonuseful material.
7. Utilization of material.

8. Conservation of material.
9. Waste products.
10. Productivity.
11. Consumption.
12. Products.
13. Gadgets.
14. Necessities.
15. Luxuries.
16. Waste material.
17. War material.

Area L: PROPERTY

1. Houses.
2. Buildings.
3. Monuments.
4. Public buildings.
5. Public property.
6. Thoroughfares.
7. Public places.
8. Factories, industries and commerce.
9. Cities and towns.
10. Rural areas.
11. Private property.
12. Land.
13. Ownership.
14. Havingness.

Area M: TRANSPORTATION

1. Automobiles.
2. Trucks and lorries.
3. Trains and railroads.
4. Boats and ships.
5. Aircraft.
6. Spaceships.
7. Carts, scooters and motorcycles.
8. Pipelines, industrial and domestic.

Area N: COMMUNICATION MEDIA

1. Telephone and telegraph.
2. Mail.
3. Wireless.
4. Books, pamphlets, circulars.
5. Posters, billboards and notices.
6. Symbols.
7. Aural.
8. Visual.
9. Tactile.
10. Extrasensory perception.
11. Emotion.
12. Other communication media.

Area O: NATURAL FORCES

1. Weather.
2. Wind.
3. Rain.
4. Storms.
5. Tides.
6. Ocean currents.
7. Floods.
8. Water power.
9. Earthquakes.
10. Volcanoes.
11. Heat.
12. Cold.
13. The sun.
14. Lightning.
15. Static electricity.
16. Snow.
17. Eruptions.
18. Forces of nature.

Area P: GEOGRAPHICAL AREAS

1. Islands.
2. Rivers.
3. Lakes.
4. Oceans.
5. Continents.
6. The Arctics.
7. The Tropics.
8. The Temperate Zones.
9. Mountains.
10. Valleys.
11. Desert.
12. Jungle.
13. Fertile lands.
14. Unfertile areas.
15. Natural resources.
16. The Earth.
17. The sky.
18. Under ground/above ground.
19. Under water/above water.
20. The wonders of nature.

Area Q: THE UNIVERSE

1. The Earth.
2. The moon.
3. The sun.
4. The solar system.
5. Other planets.
6. Other stars.
7. The constellations.
8. The Milky Way.
9. The galaxy.
10. Other galaxies.

Area R: OTHER UNIVERSES

1. Heaven.
2. Hell.
3. Parallel time continuum.
4. Pc's own universe.
5. Other's own universe.
6. The physical universe.
7. The nonphysical universe.
8. The macrocosm.
9. The microcosm.
10. Time travel.
11. The 3 dimensions.
12. The 4th dimension.
13. Other dimensions.
14. The shadow world.
15. Purgatory.
16. After death.
17. Before birth.
18. Dream world.
19. Imagination.

SEVENTH DYNAMIC

Area A: SPIRITS

1. The spirit.
2. The soul.
3. Astral bodies.
4. Ghosts.
5. Spooks.
6. Guardian angels.
7. Evil spirits.
8. Good spirits.
9. Life after death.
10. The spirit world.
11. Fairies.
12. The little people.
13. Strange beings.

Area B: THETA

1. Thetans.
2. Thought.
3. ARC.
4. Love.
5. Intuition.
6. Theta perceptics.
7. Sensing and feeling.
8. Truth.
9. Theta abilities.
10. Good luck.
11. The awareness of awareness unit.
12. Consciousness.
13. I (the pc).
14. Ego.

15. Man is basically good.
16. Theta communication.
17. Forces of good.

Area C: ENTHETA

1. Entrapment.
2. Implants.
3. Hate.
4. Falsity.
5. Half-truth.
6. Alter-is.
7. Destruction.
8. Bad luck.
9. Man is an animal theory.
10. Bad intentions.
11. Forces of evil.
12. Punishment.

Area D: AFFINITY

1. Love/hate.
2. Likes/dislikes.
3. Tolerate/not tolerate.
4. Closeness to others.
5. Comfortable distance from others.
6. Emotion.
7. Attitudes.
8. Tone Scale (all levels).
9. What is affinity.
10. High and low tone.

Area E: REALITY

1. What's real/unreal.
2. Agreements/disagreements.
3. Truth/untruth.
4. What's really real.
5. Pc's own reality.
6. Other's realities.
7. Everybody's reality.
8. Reality Scale (all levels).
9. What is reality.

Area F: COMMUNICATION

1. Good and bad communication.
2. Dangers and rewards of comm.
3. Types of comm.
4. Can comm with.
5. Rather not comm with.
6. Likes to comm about.
7. Prefers to comm to.
8. ARC triangle.
9. Understanding.

Area G: SPIRITUALISM

1. Mediums.
2. Visitations.
3. The afterlife.
4. The land of the dead.
5. Good and bad spirits.
6. The living dead.
7. Other dimensions.
8. Spiritual universes.

Area H: AESTHETICS

1. Beauty.
2. Ugliness.
3. Harmony.
4. Dissonance.
5. Likes and dislikes.
6. Good and bad art.
7. Good and bad tastes.
8. Communication in art.
9. The artistic expression.

Area I: ETHICS

1. Codes.
2. Goodness.
3. Badness.
4. Personal beliefs.
5. Personal ethics.
6. Ethical behavior.
7. Creeds.
8. Honor.
9. Pride.

Area J: PHILOSOPHY

1. Personal philosophy.
2. Others' philosophy.
3. Philosophers.
4. Teachings.
5. Studies.
6. Thought.
7. Philosophical writing.
8. Truth and untruth.
9. Personal beliefs.
10. Beliefs of others.

Area K: ART

1. Music.
2. Visual arts.
3. Poetry.

4. Performing arts.
5. Theater/films.
6. Art in everyday life.
7. Art in other fields.
8. Natural art.
9. Art in nature.
10. Artists.
11. Works of art.
12. Self-expression.

Area L: CREATIVENESS

1. In the home.
2. On the job.
3. Hobbies.
4. What has created.
5. Would like to create.
6. Creative abilities.
7. Good creation.
8. Bad creation.

Area M: MAGIC

1. Black magic.
2. White magic.
3. Witches.
4. Witch doctors.
5. Occultism.
6. Magicians.
7. Voodoo.
8. Curses.
9. Zombies.
10. Magical practices.
11. Magical rites.

Area N: SCIENTOLOGY

1. Auditing.
2. Going Clear.
3. Going OT
4. Axioms of Dianetics and Scientology.
5. Becoming a Release.
6. Para-Scientology.
7. Getting better.
8. The Factors.
9. The Prelogics and Logics.
10. Codes and Scales.
11. Technology and procedure.
12. Parts of Scientology.
13. All of Scientology List One.

EIGHTH DYNAMIC

Area A: THE SUPREME BEING

1. God.
2. Jehovah.
3. Infinity.
4. Nature.
5. The Creator.
6. Divinity.
7. Holiness.
8. The ultimate power.
9. The forces of good.
10. The life force.
11. Life.
12. Ultimate survival.

Area B: RELIGIOUS ENTITIES

1. Gods.
2. Angels.
3. Archangels.
4. The Holy Trinity.
5. Christ.
6. The Holy Ghost.
7. Saints and prophets.
8. The Divine.
9. Devils.
10. Pagan gods.

Area C: RELIGION

1. Worship.
2. Praying.
3. Religious beliefs.
4. Religious practices.
5. Ritual.
6. Guidance.
7. Teachings.
8. Faith.

Area D: RELIGIONS

1. Christianity.
2. Buddhism.
3. Mohammedanism.
4. Other religions.
5. The True Faith.
6. Pagan religions.
7. Agnostics.
8. Atheists.

Area E: CHURCH

1. Churches.
2. Congregations.
3. Church activities.
4. Ministers/priests.

5. Religious leadership.
6. Religious followers.
7. Church organization and power.
8. Church-going.
9. Participation.
10. Holy men.

Area F: MYSTICISM

1. Mystery.
2. The unknown.
3. The unknowable.
4. Strange forces.
5. Powers of good and evil.
6. Mystics.
7. Mysterious phenomena.

Area G: ANTIRELIGION

1. The Antichrist.
2. The Devil.
3. Devil worship.
4. The Black Mass.
5. The black art.
6. Black magic.
7. Corrupt forces.
8. Blasphemy.
9. Evil.

Area H: AFTER DEATH

1. Heaven.
2. Hell.
3. The underworld.
4. Purgatory.
5. The Saved.
6. The Damned.
7. Paradise.
8. The Chosen.
9. Reincarnation.

Area I: CREATION

1. The Beginning.
2. The End.
3. The Creation.
4. The Factors.
5. Body of theta.
6. Survival and persistence.
7. Destruction.
8. Universal agreements.
9. Prime postulates.

Area J: RELIGIOUS PHILOSOPHY

1. The Veda.
2. The Dharma.
3. Eastern religious philosophy.
4. Western religious philosophy.
5. Religious philosophers.
6. Religious writings.
7. Church of Scientology.
8. Scientology teachings.
9. Ethics.

Area K: RELIGIOUS PRACTICES

1. Codes and rules.
2. Beliefs.
3. Everyday activity.
4. Special activity.
5. Grace.
6. Sin.
7. Ritual.
8. Good practices.
9. Bad practices.

L. RON HUBBARD
Founder

Assisted by
Auditing Supervisor SHSBC

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170 HCOB 19 NOV 63 R3 MODEL SESSION REVISED (CANCELLED BY HCOB 20 APR 64)

(TV5 p. 381-3, Not in New Tech Vols)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 19 NOVEMBER AD13

(CANCELLED - see HCO B 20 Apr 64 Old Tech Volume V p. 420)

Central Orgs
Franchise

ROUTINE 3

R-3 MODEL SESSION REVISED

(Amended from HCO B of May 21, AD13)

Here is the new Routine 3 Model Session as outlined in HCO Bulletin May 13, AD13. All other Model Sessions are cancelled herewith. This form is to be used in all auditing in the future.

SESSION PRELIMINARIES

All auditing sessions have the following preliminaries done in this order.

1. Seat the pc and adjust his or her chair.
2. Clear the Auditing room with "Is it all right to audit in this room?" (not metered).
3. Can squeeze "Squeeze the cans, please." And note that pc registers, by the squeeze, on the meter, and note the level of the pc's havingness. (Don't run hav here.)
4. Put in R Factor by telling pc briefly what you are going to do in the session.

START OF SESSION:

5. "Is it all right with you if I begin this session now?"

"START OF SESSION." (Tone 40)

"Has this session started for you?" If pc says, "No," say again, "START OF SESSION. Now has this session started for you?" If pc says, "No," say, "We will cover it in a moment."

RUDIMENTS:

6. "What goals would you like to set for this session?"

Please note that Life or Livingness goals have been omitted, as they tend to remind the pc of present time difficulties and tend to take his attention out of the session.

7. At this point in the session there are actions which could be undertaken:

the running of General O/W or the running of Mid Rudiments using "Since the last time I audited you", or pull missed W/Hs as indicated. But if pc cheerful and needle smooth, just get down to work.

One would run General O/W if the pc was emotionally upset at the beginning of the session or if the session did not start for the pc, the latter being simply another indication of the pc's being upset or ARC broken, but these symptoms must be present, as sometimes the session hasn't started

merely because of poor Tone 40 or because the pc had something he wanted to say before the auditor started the session.

RUNNING O/W:

"If it is all right with you, I am going to run a short, general process.

The process is: 'What have you done?', 'What have you withheld?'"
(The process is run very permissively until the needle looks smooth and the pc is no longer emotionally disturbed.)

"Where are you now on the time track?"

"If it is all right with you, I will continue this process until you are close to present time and then end this process."
(After each command, ask, "When?")

"That was the last command. Is there anything you would care to ask or say before I end this process?"

"End of process."

RUNNING THE MID RUDIMENTS:

One would use the Middle Rudiments with, "Since the last time I audited you", if the needle was rough and if the Tone Arm was in a higher position than it was at the end of the last session.

ORDER OF BUTTONS

Here is the correct wording and order of use for the big Mid Ruds.

"_____ has anything been suppressed?"

"_____ is there anything you have been careful of?"

"_____ is there anything you have failed to reveal?"

"_____ has anything been invalidated?"

"_____ has anything been suggested?"

"_____ has any mistake been made?"

"_____ is there anything you have been anxious about?"

"_____ has anything been protested?"

"_____ has anything been decided?"

"_____ has anything been asserted?"

In using the first three buttons (Suppressed, Careful of

and Failed to Reveal), the rudiment question should be asked directly of the pc off the meter (repetitive). When the pc has no more answers, check the question on the meter. If the question reads, stick with it on the meter like in Fast Rud checking until it is clean.

The last six buttons are cleaned directly on the meter as in Fast Ruds.

PULLING MISSED WITHHOLDS:

Use: "Since the last time you were audited has a withhold been missed on you?"

"Since the last time you were audited is there anything someone failed to find out about you?"

"Since the last time you were audited has someone nearly found out something about you?"

BODY OF SESSION:

8. Now go into the body of the session.

END BODY OF SESSION:

9. "Is it all right with you if we end the body of the session now?" "Is there anything you would care to ask or say before I do so?" "End of the body of the session."

SMOOTH OUT SESSION:

10. Smooth out any roughness in the session if there has been any, favoring Suppress, Failed to Reveal, Protest, Decide, Overts, Assert, using prefix "In this session"

GOALS & GAINS:

11. "Have you made any of these goals for this session?" "Thank you for making these goals," or "Thank you for making some of these goals, I'm sorry you didn't make all of them," or "I'm sorry you didn't make these goals."

"Have you made any other gains in this session that you would care to mention?"

"Thank you for these gains," or "I'm sorry you didn't make any gains."

HAVINGNESS:

12. (After adjusting the meter) "Please squeeze the cans."
(If the squeeze test was not all right, the Auditor would run

the pc's Havingness process until the can squeeze gives an adequate response.)

ENDING SESSION:

13. "Is there anything you would care to ask or say before I end this session?"

14. "Is it all right with you if I end this session now?"

15. "END OF SESSION (Tone 40). Has this session ended for you?" (If the pc says, "No," repeat, "END OF SESSION." If the session still has not ended, say, "You will be getting more auditing. END OF SESSION.")

"Tell me I am no longer auditing you."

Please note that Havingness is run after Goals and Gains as this tends to bring the pc more into present time and to take his attention to a degree out of the session.

Wording for the above follows the tradition of earlier model sessions.

Adhere severely to this session form. It is nearly an irreducible minimum and is very fast, but it is all necessary.

The Random Rudiment here is "What happened?"

Session Mid Ruds are simply "Protest, Assert and Decide".

RI rudiments are "Suppress and Invalidate".

ARC Break handling is in accordance with HCO Bulletin of March 14, 1963. Don't continue a session until you find out why the ARC Break.

L. RON HUBBARD
LRH:jw.rd
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171 TAL 21 NOV 63 DATA TAKEN FROM RECENT LRH LECTURE

(Not in either set of tech vols, previously considered confidential, not in NTV because it isn't an HCOB)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

TECHNICAL ADVISE LETTER OF NOVEMBER 21, 1963

Franchise
Field
Orgs. Info

DATA TAKEN FROM RECENT LRH LECTURE

The bank is composed of things. Thing that have mass.

These things are GPMs, Reliable Items, Locks on GPMs and Items, Implants, Implant Reliable Items, Locks on Implants and Implant Items, and goals of the thetan with or without Items and GPMs attached.

A GPM has mass, actual mass. It has density, weight and size. It can be measured.

A Reliable Item has mass, and size.

Implants, Locks, and Actual Goals of the thetan have mass.

This mass is caused by by the suppression of the things by the thetan.

Only non-implant GPMs and RIs have any aberative value on the thetan. The others are merely confusion factors.

The bank is composed of these masses and nothing else.

When a GPM or RI or RIs or GPMs are pulled out of line by restimulation, and brought into present time, they impinge upon the body. When this happens in auditing we say the pc has the "creak"; when this happens in life the doctors say "he has an incurable case of lumbosis".

When one of these masses is restimulated out of line, the thetan then has a mass bearing down on him. A large, ugly, heavy, black mass. Mass that brings pressure against his body. Mass that tries to inhabit the same space the thetan is inhabiting with his body.

And when two or more such masses may get restimulated - OW!

Restimulation of these masses all the time in life.

Auditing is handling these masses all the time - no matter what level of auditing it is!

When you are having a pc simply talk about his like and livingness (as with R1C), or you are doing R2C Slow Assessment, or you are doing R3SC, or an R4 Case Analysis - any one of these - you are handling the masses of the bank - GPMs, RIs, etc. The pc is looking at these masses no matter what you are running.

R4M2 is the only technology which as-ises or gets rid of these masses on the pc in any combination. Not only could a

pc get the "creak" but the "croak". Now, since the bank has its own snarled up areas in it, from life restimulation, already, any auditor is going to make errors running R4M2, when he runs into an already snarled up area of the bank. If the auditor is trained in R4M2, he will know how to unsnarl the bank, and correct his error.

But the auditor who is not trained in R4M2, does not know how to unsnarl an already snarled bank, and who attempts to run R4M2, will run into a snarled area, make mistakes and these masses will fall in on the preclear.

Result, pc with the "croak". (Good way to make MDs rich perhaps).

So the point is: no matter what you are doing with the pc, no matter what auditing technique you are using, you are handling and having the pc look at (itsa) the masses called GPMs, RIs, etc.

And as long as you don't try to run these masses out (if you are not trained in R4M2) but run R1, R2, or R3 techniques, your pc will get better and better and won't "croak".

Stick to auditing levels I, II, III until you have been trained in R4M2.

You'll get plenty of charge off, and make keyed-out clears. And the pcs will be happy.

Another point is that a pc cannot be run on R4M2 unless he knows what a GPM, an RI, etc, is anyway. R4M2 is for educated pcs.

OTs are made with R4M2 - when run right.

Dead Thetans can be made with R4M2 - run wrong.

Issued by: JOSEPH BREEDEN
HCO Franchise Secretary WW

for L. RON HUBBARD

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173 HCOB 25 NOV 63 DIRTY NEEDLES

(TV5 p. 384, NTV VII p. 305-6)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 25 NOVEMBER 1963

Central Orgs
Franchise

DIRTY NEEDLE

If your pc has a dirty needle, its cause is CUT ITSA or an L1 session ARC Break.

NO other source such as a wrong Item or goal or earlier engrams or service fac by-passed charge can cause a dirty needle.

If it's a dirty needle its cause lies in basic auditing not in technique errors.

This rule is invariable. The apparent exception is the session ARC Break that keys in by-passed technique charge.

Example: PC has a wrong goal. Session ARC Break caused by cleaning a clean on the meter. This keys in wrong goal. Auditor does an L4 ARC Break Assessment over a dirty needle, finds "wrong goal". PC brightens up a bit. Auditor thinks he has found all the by-passed charge but actually continues session with a somewhat gloomy pc whose needle occasionally gets dirty. The session ARC Break was left in place. This makes the auditor think a wrong goal can cause a dirty needle. The heavy charge keyed in (and that had to be gotten fast) was the wrong goal. But the session (L1) ARC Break caused the dirty needle.

An auditor whose Basic Auditing is poor (who Qs and As, cuts Itsa, invalidates or evaluates, or who misses meter reads on rudiments or prepchecks or cleans cleans or misses withholds) can be spotted by his pc's dirty needle. It's an invariable sign.

If the pc has a dirty needle the Basic Auditing of the auditor is bad.

That auditor ought to put one of his sessions on tape and listen to it and analyze it as per the earlier HCO Bulletin.

Oddly enough, an auditor could run perfect technique on goals and yet be so poor in basic auditing that the pc is always ARC Breaking. This would be spotted by the pc's chronically dirty needle.

You may see a dirty read on a pc while listing something or assessing. This means nothing as long as it is a dirty read. A dirty needle, of course, jitters all the time.

By their pcs' needles you can know them.

L. RON HUBBARD

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[The copy in the New Tech Volumes has included with it, on page 347, a handwritten page which contains the above paragraph that begins with "An auditor whose Basic Auditing"]

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174 HCOPL 26 NOV 63 CERTIFICATE AND CLASS CHANGES, EVERYONE CLASSIFIED
(OEC p. 360-2 , NTV VII p. 348-51)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 26 NOVEMBER 1963

General Release
BPI
MA

CERTIFICATE AND CLASSIFICATION CHANGES EVERYONE CLASSIFIED

(Subject to last paragraph this Policy Letter changes all earlier Certificate Classification HCO Policy Letters, as of February 15, 1964.)

Acceptance, requested change or objection to this plan should be airmailed to me at Saint Hill so that any necessary amendments can be issued before the effective date. If objections are minimal and acceptance general, this plan goes into full effect February 15, 1964, without further announcement and will remain the stable gauge of all training, processing, certifying and classification in the future. It is only possible to formulate this now that technology to OT is complete.

Signalizing the discovery and refinement of all levels of processing up to and including the highest targets set in Scientology research, the following classification schedule has been developed.

It is evident that 13 years of research developed many processes and styles of auditing and that these are all useful and necessary to the successful progress of cases.

To open the road to everyone, it is necessary to have a precisely mapped course of progress. Experience shows that preclears entering too high into processes without adequate processing and training background at lower levels will fail.

Technical data now makes it evident that a person not trained to run high level OT processes cannot receive

successful case improvement on them and that it is dangerous to run an uneducated pc at high levels. This alone makes classification of preclears as well as auditors necessary. Even at lower levels it will be found that preclears, lacking training, do not advance well.

Further it is economical to co-audit to higher levels.

Therefore, without disturbing private or HGC processing commitments and yet placing these as well into these classifications for the protection of the preclear and auditor alike, the following rules are adopted and have the full force of policy. Effective February 15, 1964, auditors and preclears violating these policies will be subject to Committees of Evidence.

1. NO PRECLEAR MAY BE AUDITED ABOVE HIS OR HER CLASS.
2. NO AUDITOR MAY USE PROCESSES ON ANYONE ABOVE HIS OR HER CLASS.
3. A PRECLEAR MAY BE PROCESSED WITH THE PROCESSES OF HIS OR HER CLASS OR WITH THE PROCESSES OF ANY LESSER CLASS.
4. AN AUDITOR MAY USE THE PROCESSES OF HIS OR HER CLASS OR ANY LESSER CLASS, BUT MAY NOT USE ON ANY PARTICULAR PRECLEAR ANY PROCESS ABOVE THAT PRECLEAR'S CLASS REGARDLESS OF THE AUDITOR'S CLASSIFICATION.

Any HUBBARD CERTIFIED AUDITOR or HUBBARD PROFESSIONAL AUDITOR who holds the actual certificate may train any person to the level of HUBBARD APPRENTICE SCIENTOLOGIST and may further train to Class I and by application to the nearest Central Organization may have the person he has trained certified or classified, for which application forms and certificates will be furnished by Central Organizations.

A full Classification Chart will be published from time to time giving the requirements and processes of every level and concise text books and answer sheets are in preparation for every class. But absence of texts shall not preclude training or classifying so long as the materials are communicated, at least until such time as texts are complete and available.

It readily will be seen that stress is being placed on co-audit at every class level. While no objection will be made to private pcs or HGC pcs, the above rules apply as to what the pc may be run on and a pc who fails to study for and attain his next classification levels will not be able to be processed at higher levels. Technical surveys demand these measures for the safety of preclears. Furthermore, training is far cheaper than processing in the long run.

It will be found that auditing skill varies even within a class. It is true that an auditor receives no better processing than he gives if only for the reason that no one wants to co-audit with him or her when the skill is low.

Therefore there is an incentive to be a very good auditor if only to receive good processing at any class level.

These measures are dictated by a desire to have everyone make it and to leave a precisely marked roadway from the lowest to highest levels.

It will also be found that auditors disseminate and purely preclears seldom do.

A great many recent instances are to hand which not only demonstrate the impossibility of attaining the highest levels without training but also demonstrate the way cases are barred out at the lower levels through lack of training and orderly forward programming up through the levels. The only case barriers now are failures to have experienced certain processes at lower levels which reduced the confusion of the environment, hidden standards, etc. For instance you cannot pull missed withholds on a preclear who has no concept of communication much less the definition of missed withholds.

Unless we take this step and adopt classification for preclears as well as auditors, we will find ourselves continuously losing people off the road and halting our forward advance.

The general Classification Chart Issue One is as follows:

Class	Process Types	Certificate
0	Listen Style	HAS
I	Listen Style, Assist s R-1-C Principles of ARC, Dynamics	HAS Classed
II	Repetitive Processes, CCHs, Straight Wire, Tone 40 and Formal Auditing Axioms O/W	HCA
III	Prepchecking, Metered Processes, Assessing Old "R2" and "R2H"	HPA
IV	Service Facsimiles, ARC Break Assessments, Programming, Missed W/Hs	HCS
V	Implants, Engrams, Whole Track, Whole Track Case Analysis	HAA
VI	OT Processes	HSS

obtainable except by training and no actual GPMs may be run by any auditor until the full technology is released and re-classification is earned. This is due to the numerous upsets at this level (VI).

Classes V, VI and VII may only be awarded at Saint Hill. Classes O to IV inclusive may be awarded by Central Organizations. Classes O to I may be awarded by HCAs or above by application for, not of rights to award, but for certificate and class to HCOs of Central Organizations. The right to award HAS and Classes O and I are inherent in holding a valid HCA or HPA certificate.

Note: If any pre-1960 auditor feels confused about his class, he or she need only honestly answer the question, "What processes do I do very successfully and get good results with and do I succeed on myself as a case?" and that will serve as a good gauge of what class that auditor should have in order to go forward on the charted course to OT with maximum gain and minimal upset.

L. RON HUBBARD

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[Amended by HCO P/L 11 December 1963, Classification for Everyone, later in this volume]

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175 HCOB 26 NOV 63 A NEW TRIANGLE, BASIC AUDITING, TECHNIQUE, CASE ANALYSIS
(TV5 p. 385-7, NTV VII p. 352-4)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 26 NOVEMBER 1963

Central Orgs
Franchise

ALL LEVELS

STAR RATING

A NEW TRIANGLE

BASIC AUDITING, TECHNIQUE,

CASE ANALYSIS

All processing can be broken down into three separate parts for any level of auditing.

These three parts are: (1) BASIC AUDITING (2) TECHNIQUE and (3) CASE ANALYSIS.

BASIC AUDITING

The handling of the pc as a being, the auditing cycle, the meter, comprise the segment of processing known as Basic Auditing.

If an auditor cannot handle this segment or any part of it well, trouble will develop in the other two segments (technique and case analysis). When technique and case analysis seem to fail "even when done by the book" the fault commonly lies in Basic Auditing. One or more of the five faults elsewhere listed will be present and these faults effectively prevent any technique or case analysis from working.

Where Scientology "isn't working", the wrong first places to look are technique and case analysis. The right place to look is Basic Auditing.

Until an auditor can handle a pc in session easily, handle a meter smoothly and accurately and is flawless in his auditing cycle, he or she should have no hope of making any technique work or of analyzing any case for anything.

In smooth Basic Auditing lies the open sesame to all cases, for only then do technique and case analysis function. The gun barrel is Basic Auditing. Technique and Case Analysis form the Ammunition and sight. A poor basic auditor using a fine technique is firing ammunition with no gun. It doesn't go anywhere.

There is a level of Basic Auditing for every level of Scientology. At the lowest level it is only the ability to sit and listen. It grows in complexity from there up to the fabulous co-ordination of pc, auditing cycle and meter so flawless that neither auditor nor pc are aware of the presence of Basic Auditing at all, but only the actions of the technique and the guidance of case analysis. And between those two practices of Basic Auditing lie many gradients.

Basic Auditing is the rock on which all gains are built.

TECHNIQUE

The techniques of Scientology are many, spread out over 13 years of development.

A technique is a process or some action that is done by auditor and pc under the auditor's direction.

The lowest technique is the single co-audit question given by the supervisor to let the pc Itsa. The highest is the complex listing of goals and GPMs.

A technique is a patterned action, invariable and unchanging, composed of certain steps or actions calculated to bring about tone arm action and thus better or free a thetan.

There have been thousands of techniques. Less than a hundred, at a guess, are in common recommended use for the various levels of auditing.

Techniques have their place in various levels of auditing today rather than various differences of case.

As cases may be audited only at the level in which they are trained, by modern ruling, and as several techniques exist at each level for choice out of Case Analysis, it will be found quite simple to select a technique and get results with it. Safe auditing and good sense dictate such selection and classing of techniques, and trouble only results when someone sells himself out of his level to a high fast flounder.

Techniques exist in tables and texts for the various levels and it will be found that these give the best case results applied in that way.

CASE ANALYSIS

Case Analysis establishes two things (a) What is going on with the case and (b) What should be done with it.

Case Analysis is a new subject to auditors at this time. It is commonly confused with techniques and the gravest fault is treating Case Analysis as only another assessment technique.

There is a level of Case Analysis for every level or class, to compare with the Basic Auditing and Technique of that class.

My first development in this new segment of processing was Programming. This is the consecutive techniques or actions a case should have to get adequate Tone Arm action and achieve a new plateau of ability.

But Case Analysis itself has steps like (a) and (b) above.

There is also an invariable sequence of application in a more advanced Case Analysis. These steps should be very, very well known by a trained auditor since all Case Analysis fits into them:

1. Discover what the pc is "sitting in".
2. Have the pc detail what assumptions and considerations

he or she has had about it; and

3. Identify it fully and correctly.

The "it" above can be as slight as a worry, as bothersome as a Present Time Problem or as overwhelming as a Goals Problem Mass. Whatever "it" is the Case Analysis steps would be the same.

In the first step the survey may be very brief. It should certainly have certainty in it for the pc. It can be very general. It can be a part of a case or a geographical location. The pc could be clear or insane. The sequence or the 3 steps would be the same.

The next step (2) gets the lies off, giving TA action and thus clearing away charge for a more accurate assault in (3). This second step can be very lengthy as in Level Two or very brief as in OT auditing techniques. But it must exist whether short or long. Otherwise the analysis is heavily hindered by the lies and these will read on the meter and upset the analysis or they will cloud the pc's perception on which all Itsa depends. So the lies must come off in any Case Analysis. Usually this is quite permissive and gently done. But it can amount to also pulling missed withholdings. It all depends on the level on which the analysis is being done and what is being analyzed. This step (2) becomes itself a technique at lower levels. It is just a spatter and promise at high level auditing.

The third step can be long or short but must always be there. Here, with the charge gone in (2), the auditor and pc can now identify the thing much better and the pc can have a final certainty on it. Usually at lower levels, the certainty is only that it is gone. The familiar "How do you feel about that problem now?" "What problem?" is a lower level result of Case Analysis. At the highest level, "On checking the meter, I find that is a wrong Item" would be the auditor's final (3) statement.

So Case Analysis at any level has as its action establishing what the pc is in, what it has been supposed to be and what it now is (or isn't).

Anything from a habit to a headache could be analyzed in this way. At the lowest levels it could occupy an intensive, at the highest levels five minutes.

ARC Break handling has been the most familiar tool of Case Analysis.

Case Analysis handles the momentary or prolonged problem, determines the technique to be used, and is always done with Basic Auditing.

An auditor has three hats. One is his Basic Auditor's hat. This he never takes off. The other two are his Technique hat and his Case Analysis hat and these he switches back

and forth at need.

These are the three segments. Put together well, they make successful auditing.

L. RON HUBBARD

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176 HCOPL 4 DEC 63 ORG STAFF W/H CHECKS

(OEC V5 p 228)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 4 DECEMBER 1963

CenOCon

ORG STAFF W/H CHECKS

(Cancels earlier Poi Ltrs on Missed W/H Checks)

All Central Org and City Office Staff Members must be given a W/H session each week, particularly execs and staff auditors.

By new Classification Chart, only general O/W may be run at Level II, and Itsa on the org below that level. The D of P is responsible under guidance of HCO Area Sec. As these sessions are longer, possibly an hour or so, Co-audit assignment and a chit for it should be arranged.

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177 HCOPL 6 DEC 63 ORG PROGRAMING

(OEC V4 p 363)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 6 DECEMBER 1963

HCO Sees
Assoc Sees

URGENT

ORG PROGRAMMING

HCO Poi Ltr of 26th November 1963 and the tape of 3 December 1963 outline a new departure and if handled well prosperity for Central Orgs.

The remaining two tapes of this week, that of 4 December 1963 and 5 December 1963 are illuminative of technical.

The Association or Organization Secretary should play these three tapes and take up the Poi Ltr of 26 November 1963 with all staff, using more than one period, and discuss and examine these points until certain they are understood.

Doing this should give the necessary promotional and technical data and programming necessary to carry organizations forward with higher impetus.

It is possible that course costs will be changed. Any suggestions for this will be appreciated.

Reports of the conduct and results of the staff meetings above should be reported to me directly.

L. RON HUBBARD

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178 HCOIL 10 DEC 63 THE DANGEROUS ENVIRONMENT, THE TRUE STORY OF SCIENTOLOGY

(NTV VII p. 356-8, not in old tech volumes, probably because it is not an HCOB)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

MA
BPI

HCO INFORMATION LETTER OF 10 DECEMBER 1963

SCIENTOLOGY ZERO

THE DANGEROUS ENVIRONMENT THE TRUE STORY OF SCIENTOLOGY

The true story of Scientology is simple, concise and direct. It is quickly told:

1. A Doctor of Philosophy developed a philosophy about life and death;
2. People find it interesting;
3. People find it works;
4. People pass it along to others;
5. It grows.

When we examine this extremely accurate and very brief account we see that there must be amongst us some very disturbing elements for anything else to be believed about Scientology.

These disturbing elements are the Merchants of Chaos. They deal in confusion and upset. Their daily bread is made by creating chaos. If chaos were to lessen, so would their incomes.

The politician, the reporter, the medico, the drug manufacturer, the militarist and arms manufacturer, the police and the undertaker, to name the leaders of the list, fatten only upon "the dangerous environment." Even individuals and family members can be Merchants of Chaos.

It is to their interest to make the environment seem as threatening as possible for only then can they profit. Their incomes, force and power rise in direct ratio to the amount of threat they can inject into the surroundings of the people. With that threat they can extort revenue, appropriations, heightened circulations and recompense without question. These are the Merchants of Chaos. If they did not generate it and buy and sell it, they would, they suppose, be poor.

For instance, we speak loosely of "good press." Is there any such thing today? Look over a newspaper. Is there anything good on the front page? Rather there is murder and sudden death, disagreement and catastrophe. And even that, bad as it is, is sensationalized to make it seem worse.

This is the coldblooded manufacture of "a dangerous environment." People do not need this news and if they did they need the facts, not the upset. But if you hit a person hard enough he can be made to give up money. That's the basic formula of extortion. That's the way papers are sold. The impact makes them stick.

A paper has to have chaos and confusion. A "news story" has to have "conflict" they say. So there is no good press. There is only bad press about everything. To yearn for "good press" is foolhardy in a society where the Merchants of Chaos reign.

Look what has to be done to the true story of Scientology in order to "make it a news story" by modern press standards. Conflict must be injected where there is none. Therefore the press has to dream up upset and conflict.

Let us take the first line. How does one make conflict out of it? "1. A Doctor of Philosophy develops a philosophy about life and death."

The Chaos Merchant has to inject one of several possible conflicts here: He is not a Doctor of Philosophy, they have to assert. They are never quite bold enough to say it is not a philosophy. But they can and do go on endlessly as their purpose compels them, in an effort to invalidate the identity of the person developing it.

In actual fact, the developer of the philosophy was very well grounded in academic subjects and the humanities, probably better grounded in formal philosophy alone than teachers of philosophy in universities.

The one-man effort is incredible in terms of study and research hours and is a record never approached in living memory, but this would not be considered newsworthy. To write the simple fact that a Doctor of Philosophy had developed a philosophy is not newspaper-type news and it would not disturb the environment. Hence the elaborate news fictions about 1 above.

Then take the second part of the true story. "People find it interesting." It would be very odd if they didn't, as everyone asks these questions of himself and looks for the answers to his own beingness, and the basic truth of the answers is observable in the conclusions of Scientology.

However, to make this "news" it has to be made disturbing. People are painted as kidnapped or hypnotized and dragged as unwilling victims up to read the books or listen.

The Chaos Merchant leaves 3 very thoroughly alone. It is dangerous ground for him. "People find it works." No hint of workability would ever be attached to Scientology by the press, although there is no doubt in the press mind that it does work. That's why it's dangerous. It calms the environment. So any time spent trying to convince press Scientology works is time spent upsetting a reporter.

On "4. People pass it along to others," press feels betrayed. Nobody should believe anything they don't read in the papers. How dare word-of-mouth exist? So to try to stop people from listening the Chaos Merchant has to use words like "cult." That's a closed group. And they have to attack organizations and their people to try to keep people out of

Scientology.

Now as for "5. It grows," we have the true objection.

As truth goes forward, lies die. The slaughter of lies is an act that takes bread from the mouth of a Chaos Merchant. Unless he can lie with wild abandon about how bad it all is, he thinks he will starve.

The world simply must not be a better place according to the Chaos Merchant. If people were less disturbed, less beaten down by their environments, there would be no new appropriations for police and armies and big rockets and there'd be not even pennies for a screaming sensational press.

So long as politicians move upward on scandal, police get more pay for more crime, medicos get fatter on more sickness, there will be Merchants of Chaos. They're paid for it.

And their threat is the simple story of Scientology. For that is the true story. And behind its progress there is a calmer environment in which a man can live and feel better. If you don't believe it, just stop reading newspapers for two weeks and see if you feel better. Suppose you had all such disturbances handled.

The pity of it is, of course, that even the Merchant of Chaos needs us, not to get fatter but just to live himself as a being.

So the true story of Scientology is a simple story.

And too true to be turned aside.

L. RON HUBBARD
Founder

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179 HCOPL 11 DEC 63 CLASSIFICATION FOR EVERYONE

(OEC V4 p 364-5)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 11 DECEMBER 1963

CenOCon
General Release

URGENT

CLASSIFICATION FOR EVERYONE

(Amends HCO Poi Ltr of Nov. 26, 1963)

HCO Policy Letter of November 26, 1963 should be corrected and amended before magazine or general release where this is possible.

HCA is restored to Level III in the table and HCA is ranked as the U.S. version of Commonwealth HPA. HCA/HPA is the Certificate at Level III.

At Level II HCA is replaced by "Hubbard Qualified Scientologist" initials HQS. Mark it so in table.

Change the rights to train to HAS and to give Class I to "All auditors including and above Hubbard Qualified Scientologist"

The Academy course envisioned for the HQS is the old one month Comm Course Upper Indoc HCA/HPA course. Both Comm Course and Upper Indoc are however taught in one week. At the end of this course the student will be given his or her certificate. At the end of this course however, the student is not given Class II. The student is now qualified to train to HAS and Class I and to use and be audited on Class II materials since he or she is in training for Class II. When the student feels ready, he or she may take their Classification examination for Class II. No additional training may be sold this student by an Academy until the student is Class II, and no additional Class II course may be given this student.

The cost of the original HQS course is envisioned as L35. It may not be priced above this figure anywhere. The cost of an HAS course is envisioned as not more than L5 where it is charged for and the Class I course for HAS Class I is envisioned as an additional course costing no more than L10. Any auditor from HQS up may teach and charge for HAS courses and HAS Class I courses. There is no restriction on auditing fees charged by auditors or HGCs. Charges for co-audit unit attendance are at discretion.

In short it is envisioned that a person may receive his HAS from any auditor HQS or above, or from any Scientology Organization, and similarly may receive his HAS Class I. These HAS and HAS Class I courses are envisioned as evening or weekend courses. The only restriction is that failure to train well before awarding can result in a Committee of Evidence for the trainer.

Any HAS Class I may take his or her HQS course at any Academy, will be certified on completion and will be given Classification Examination for Class II at a future date without further formal training.

It is necessary to have been classed as Class II before being permitted to take an HCA/HPA course at Level III.

Academies will teach the HCA/HPA course with Level III

materials. The course is envisioned as 2 months in length and its cost about L78. Classification arrangement is similar to HCA/HPA.

It is not envisioned that people taking HAS or HQS or even HCA/HPA courses are making a career out of Scientology. They are expected to keep on working at their jobs. This must be stressed. There is no effort to follow medical - psychiatric practitioner patterns and have offices. There is an effort to work evening and weekends running small organizations of co-audits. The effort is to make Scientologists, not have "patients". This dictates the length of the HQS course as people can seldom get off work for more than a month.

This does not interfere, however, with someone working full time in Scientology.

Cost and length of courses rise somewhat as they increase in Class as the increased ability of the student, if well processed on classification level processes, commonly brings him or her more income and leisure.

The intent of this programme is to (1) Open the road for everyone (2) Provide wider dissemination (3) Guarantee an increase of knowledge to keep pace with increase of ability (4) Provide the cheapest possible processing (5) Regulate processes by Class Level to guarantee a more real advance (6) Steer around rough spots found in the past in technical, administrative and personal areas.

There is no effort to decrease the income or present activity of any auditor or organization but only to widen the sphere of action.

L. RON HUBBARD

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180 HCOPL 13 DEC 63 CO-AUDIT

(OEC V5 p 229)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

Sthil Only

HGO POLICY LETTER OF 13 DECEMBER 1963

CO-AUDIT

Co-audit will hereafter concentrate only on OT processes.

A period of training for all Co-audit members will be entered upon as of December 16, 1963.

Until after Christmas Basic Auditing and TRs and general O/W will be concentrated on during scheduled auditing periods. After Christmas special training will be given in:

1. Basic Auditing for Goals
2. Nomenclature and Definitions
3. Technique of running.

It is expected that by February 15, 1964, all the data will be instinctively known by pcs and auditors and goals processes will then be entered upon by all Co-audit members.

No further goals processing or other processing than the above will be done on the Sthil Co-audit until further advices.

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181 HCOB 14 DEC 63 CASE ANALYSIS, HEALTH RESEARCH

(TV5 p. 388-9, NTV VII p. 359-60)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 14 DECEMBER 1963

Central Orgs
Franchise

CASE ANALYSIS

HEALTH RESEARCH

I recently indicated that I was doing some research into alleviation of physical difficulties, not because we are in healing but because the AMA should be taught a lesson for attacking us.

The research took a sudden optimistic turn with the new subject of Case Analysis, HCO Bulletin of November 26,

1963. While Case Analysis is not used for healing purposes, it can be varied at very low levels to produce some astonishing results in health.

The steps for Case Analysis are (1) Discover what the pc is sitting in, (2) Get the lies off, (3) Locate and indicate the charge. In (1) the pc is sitting in whatever the pc says he or she is sitting in, i.e. "I don't know" means pc is sitting in a puzzle and is used with steps (2) and (3) by finding what he has supposed and then with the Itsa handled, establishing the truth of it.

The following example severely follows the (1), (2) and (3) steps of Case Analysis without seeming to and without the pc having a clue about either Case Analysis or Scientology for that matter. This was done by a DScn using the new fundamentals of Case Analysis as an independent action to help someone, and very cleverly done it was. I asked the auditor to write it up for you.

"Dear Ron,

"An account of an assist which I gave recently.

"The pc, aged 17 years, was completely new to Scientology: he was suffering from chronic bronchitis, which was currently particularly worrying to him as he had just been given a serious warning by his doctor that this could become TB.

"I used the case-analysis assist, first establishing he was 'sitting in' chest trouble, then getting him to tell me all he could about the condition, then I asked (after the TA had slowed down) what he considered was the cause of the trouble, i.e. getting the untruth off, and he said, 'Well, I think it is caused by the climate' - this was accompanied by a big TA blowdown; no further considerations were forthcoming and no more TA action, so I then asked if this condition 'had anything to do with something that he himself had wanted to do' (i.e. an ACTUAL GPM) - no BD, so then asked did it have any connection with 'something that someone else had tried to make him do' (i.e. IMPLANT GPM), no BD, so then asked if this was connected with someone or something he had ever known (RIs). This produced a big BD and pc spoke of his grandfather's death: a further BD when I enquired if his grandfather had died of some chest trouble. Then I asked if any other person or incident was connected to his chest trouble: big BD on 'Nearly drowned in a swimming pool just before grandfather died.' I let him ITSA on both these incidents until TA slowed down, then indicated to him that the trouble was connected to grandfather's death AND the near-drowning incident - this gave a further BD.

"In all this assist (in model session) took 34 minutes and made 7 divisions of TA BD: pc made his goal 'To get to the cause of the trouble', and the Gain: 'It's got me deeply interested in the work.' Pc has virtually lost his cough and has applied for a staff appointment at HCO WW.

This pc had never heard of Scientology prior to about one week before the assist.

Best, (Auditor)"

Note: 12 days after this auditing the coughing was still in abeyance.

L.

RON HUBBARD

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182 FHC0B 28 DEC 63 ROUTINE 6, INDICATORS, PART ONE: GOOD INDICATORS
(TV5 p. 390-2, NTV VII p. 361-4)

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 28 DECEMBER 1963

Central Orgs
Franchise

ROUTINE VI

INDICATORS

PART ONE: GOOD INDICATORS

Note: No Auditor at this date is qualified to run actual GPMs regardless of any former training. The successful technology has not been fully released. There are no Class VI Auditors. If you were trained, run only Implant GPMs, the technology for which has been fully released.

An INDICATOR is a condition or circumstance arising in an R VI Auditing Session which Indicates whether the session is running well or badly, and if badly what action the Auditor should at once take.

There are good indicators and bad indicators, but all of them are indicators.

The good indicators mean that the session is progressing properly and that the next routine action should be undertaken. Good indicators abound in a properly run session. Here are some GOOD INDICATORS:

PC cheerful.

PC cogniting on Items or Goals.

PC's Items found are the ones the pc thought they were on the list.

PC listing Items briefly and accurately.

Early Items on list turning out to be the right ones.

The right item reading on the needle with a chug as though through a resistive wall and then heavily falling with Blowdown.

Items found not rocket reading.

Goals found rocket reading.

Short Item lists (1 to 15 or 20 items on the list).

Items being found rapidly without a lot of hassle even though the right item hard to make read.

Tone Arm continuing in motion. Not stuck (symptom of wrong goal or by- passed GPMs or RIs).

Needle active. Not stuck (symptom of RR gone off which means wrong goal or wrongly worded goal).

PC not troubled with new mass appearing when item is given.

RI given pc blowing tone arm down when pc asked if it is it.

Further blowdown of TA with full dial needle slash when pc told it is his or her Item.

Distinct needle slash, two inches or so, when pc asked if new item solves or is solved by RI found just before.

Full dial slash of needle when pc answers question as to what is the position of the newly found Item in the bank.

Heat on the Item list.

Heat on the goals list.

Heat on the RI found.

No pain on RI found.

Tone Arm riding between 2.5 and 3.75 (acceptable) or 2.25 and 3. (excellent).

Good Tone Arm Action on finding Items (about 125 TA Divisions per GPM in fast running). (About 30 or 40 TA Divisions down per 2 1/2 hour session, minimum.)

The right item reading with only some coaxing.

PC with no PTP about which really went where concerning goals or RIs found in earlier session.

PC with no question as to what was the right goal or item after it is found.

PC not critical or ARC Breaky.

PC not protesting Auditor's actions.

PC looking younger by reason of R VI Auditing.

PC without weariness.

PC without pains or aches or illnesses developing during auditing.

PC wanting more Auditing.

PC's confidence in finding goals and items getting progressively better.

PC's Itsa free but not so extensive as to halt session progress, giving no more than 30 seconds or a minute, usually less, to Itsaing a goal or item.

Auditor seeing how goals oppose goals.

Auditor seeing how RIs solve RIs or are solved by them.

The goals plot making sense to the Auditor.

The Line Plot looking proper, with correct gradients, to the Auditor.

No vast mental effort demanded of the Auditor to follow pc's logic in why something opposes something or solves something.

PC not developing heavy PTPs or somatics between sessions or in session.

The good indicator tells you things look the way they ought to look and are going the way they have to go to make an OT.

When these good indicators are absent then is the time to start doing searches, repairs etc.

In actual practice you get so used to good indicators that you don't really think of them as indicators at all. Therefore you keep your attention alert for bad indicators and when these show up you have to act and promptly.

Like many other things in this universe you don't concentrate on the smooth, you stay alert for the rough.

But it is a great mistake for an Auditor to be so nervous about bad indicators that the pc is thrown into a Whatsit when nothing is wrong. Things will go wrong then for sure.

The rule is: Expect good indicators and go on with routine actions as long as they are present. Observe quickly and knowingly bad indicators and rapidly act with the correct response.

Every bad indicator is precise, easily observed and has an exact counter-action.

The speed with which a bad indicator is observed and the certainty with which it is corrected prevents the session from producing more bad indicators.

Observe the trouble sign instantly. Know what to do for that exact sign instinctively. Repair swiftly. And in these points we have the whole secret of fast progress.

It is not the pc who slows the session. It is the Auditor's lack of knowledge of bad indicators and their remedies. The longer a bad indicator goes unobserved and unrepaired the longer it will take to repair it. In R VI errors consume time far, far out of proportion to successes. One overlooked bad indicator can consume a month of auditing time. In that month three whole banks would have been run. But no. The month is consumed with unproductive wanderings, the pc and auditor torn to bits with stress and ARC Breaks.

It's all a matter of indicators and knowing what to do. If that knowledge is poor, then - well, no OT, that's all. The road is traveled with total correctness only. It is never traveled at all when unremedied bad indicators are present. The auditor is either totally competent or totally incompetent. There are no shades of grey. One error unremedied puts the whole project on the dump heap.

So the auditor has to know his business. And so does the pc. And errors can't be let go by. This is the Routine of Perfection. Sloppy, hope it will get by, well it doesn't matter attitudes will not make OTs.

Any error passed up and neglected will within minutes or sessions wreck the lot. Miss a GPM or half a dozen Items and within two banks the pc will bog completely and hopelessly and never progress further until the earlier error is remedied.

It's like having a pc on rubber bands. The pc will go down the track from an error just so far and then, as though the bands tighten to drag him back, will run slower and slower and then suddenly one is faced with a pc who can't run at all!

But these errors are not undetectable. The instant they occur a bad indicator shows up. The speed errors are remedied determines the speed of advance of the case.

The don't care, hope-it-will-get-by, why-repair auditor just can't audit R VI and will only seriously mess up pcs. This is the condition of the final road out. I wish it were different but it isn't. It's that way.

An auditor can know his business.

There is a finite, specific answer for every bad indicator that shows up. Therefore an auditor, to succeed in R VI must:

1. Know Basic Auditing and meters and Itsa like an old smoothie;
2. Know the anatomy of GPMs, RIs, and the objects of the mind and all their possible combinations like a card sharp knows cards;
3. Know the techniques of R VI like a completely relaxed one-man band;
4. Know all good indicators at a glance;
5. Know every bad indicator and its response with a bang-bang, one-two certainty that never permits a moment's wonder as to what's going on or what to do.
6. Know the rules of R VI rat-a-tat-tat.

Given those six things, an auditor can make an OT in under a thousand hours. A weakness on any one of them will not only not make an OT but will fiendishly mess up a case. For even if you know R VI cold you will make enough mistakes to keep you very busy.

The pity of it is that one must become an expert before he or she performs on an actual case. But that must be overcome. I learned it from scratch. So can you with all the data now neat before us.

L. RON HUBBARD

LRH:dr.bh
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185 MESSAGE LATE 63 DEC RON'S JOURNAL

(NTV VII page 366-7, not in old tech vols)

Ron's Journal

late December AD 13

Well, here we go into AD 14.
With all our technology assembled.
With a complete Bridge.
With OTs emerging.
With a worldwide organization still intact.
With all attacks upon us failing or failed.
With all research targets attained.

HAPPY NEW YEAR!

There has been such a blur of activity to complete

everything that I doubt you've had time to catch up. I know I haven't!

In January of 1963 anti-Scientology actions intensified and to "play it safe" I adopted the policies of (a) holding the line in legal spheres and (b) intensified research as the most workable counterattack.

These policies were successful. We have held the line, thanks to the activities of Organization and Association Secretaries, HCOs and all Scientology staffs and Scientologists. And we have even made headway.

FDA is backing down as they have no case and will lose it even if it ever comes to court. They'll still make noise but it's "sounding brass and the tinkle of the temple bell." John Fudge (Scientology US) has done a fine job with the help of our attorney, Mr. Brinkman.

In Australia the Labor Party tried to pass a bill in the Victoria State Parliament to bar out Scientology. We demanded a hearing and sued various slanderers for a quarter of a million pounds. HASI Australia did a grand job of holding the fort.

Looks like we've come through the bad news period. You'll still see the summer lightning flitting about the horizon but in actual fact it's a finished storm and we will emerge bone dry and smiling.

However, all this tension resulting from the main upsets and numerous other brush fires put a rather heavy strain on me. I had to carry out, in the face of all this, the most intense period of research I've yet done. By August I had it complete to OT and during the autumn was able to subdivide all old technology and provide new basic technology (Scientology Zero) to bridge from the man in the street all the way to OT Every level of auditor and case progress has been plotted now and most of the material released, at least on tape.

I have been able to replot activities of auditors and organizations to make the road far less expensive and much more easily followed.

Results from processing are in the stars today at any level compared to even a year ago.

What I have learned is that cases do not progress beyond their Scientology education level. This has made a great difference. A case hangs right at the point to which it has been educated in Scientology. Processing gains are parallel to education gains and the two balance. Fifty percent of a case gain is from processing, fifty percent from training. DC, back in the days of Dick Steves, one-time Organization Secretary, used to produce graph gains by training alone as Dick used to point out.

It's quite impossible to go to OT without a full knowledge

of OT processes and an ability to audit them. That was the main point that emerged. But similarly, nobody gets past lower levels as a case without a knowledge of them. This was the main hang up in cases - lack of education in Scientology. And so our whole pattern of forward progress had to change. You have to know to go. And co-audit to OT is the only way it can be made. So vanished is the idea of patients and practitioners. A Scientologist is an auditor.

Well, it's been an exciting AD 13. Let's all get wins in AD 14.

Happy New Year.

L. RON HUBBARD

Founder

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END OF 1963 MATERIALS

