Central Orgs.   HCO BULLETIN OF MARCH 18, 1963
Franchise

R2-R3
IMPORTANT DATA
DON'T FORCE THE PC

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

If a 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 <u>wrong</u>.

WRONG WAY TO.

Mass moves <u>in</u> 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 <u>forces</u> 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 increase. 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 recognise 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.

TRAVELLING 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 3M 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 <u>goals</u> list. <u>Then</u> 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 a list but, taken off the list and known by the pc to be <u>off</u> 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.

RR's 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 <u>or</u> you had the goal with a slightly wrong wording. The pc still ARC breaks on a wrong wording as its a missed withold.

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, <u>but</u> 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

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

You <u>can</u> 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 <u>very</u> 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 a 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.

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