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LEVEL III

CLAY TABLE HEALING

The purpose, actions and the auditor commands of Clay Table Healing are completely different from those of Clay Table Clearing.

When undertaking Clay Table Clearing one can also from time to time do Clay Table Healing on the pc. In fact one commonly starts out Clay Table Clearing by doing Clay Table Healing to get the hidden standards (things the pc uses to tell if the process is working) out of the way.

However, when one is working on pcs to heal, not to clear, and when the sole object of auditing is healing, then one does not move over into clearing during a given series of sessions but only uses Clay Table Healing.

Example: Mrs. G comes to be audited to heal her bad arm. On her, only Clay Table Healing is used. Mrs. Y comes to improve her ability. On her, Clay Table Clearing is used and as sessions progress, some sessions of Clay Table Healing also become necessary in the general course of auditing. Mrs. G would have to alter her reasons for being processed on her own say-so before one would move her into Clearing. This point is made to clarify for auditors the fact that when people want to be healed, they are given healing and one doesn't force them into living better lives also. This takes care of case levels.

Clay Table Healing uses a different, more repetitive, easier approach than Clay Table Clearing. One completes cycles of action over and over on the pc.

The steps are:

- STEP 1. Get the pc to name the condition the pc requires to be healed;
- STEP 2. Make sure the pc is satisfied this is the condition he or she wants to be healed, (this and 3 can be meter steps);
- STEP 3. Get the pc to name a body part that seems most closely associated with the condition.
- STEP 4. Make sure the pc is satisfied he or she has given the correct part.
- STEP 5. Get the pc to represent the named body part in clay or whatever modeling substance is being used.
- STEP 6. Make sure the pc is satisfied the body part has been represented.
- STEP 7. Get the pc to state "what should be near" the body part just made.
- STEP 8. Make sure the pc is satisfied he or she has stated the correct thing for 7.
- STEP 9. Get the pc to represent whatever is named in 7 in clay.
- STEP 10. Make sure the pc is satisfied he or she has represented it.
- STEP 11. Begin with 5 again and do not redo 1 to 4 inclusive until the upsets in No.3 have vanished.
- STEP 12. Begin with 3 again.
- STEP 13. Begin with 1 again when condition vanishes.

Caution: To re-do the condition every time or to change the body part to be healed every time are failures to flatten the process before beginning another.

The whole process is flat only when No.1 is flat by which is meant the condition has vanished. But one doesn't even test for the condition again until the afflicted body part is recovered.

So there are two things to flatten. One first flattens the body part, or several body parts before choosing a new condition to handle.

To be explicit, when one has done 5 onward over and over until there is no difficulty in the body part left, one checks the condition and if it has not vanished one finds a new body part (3) to fit the condition and using this does 5 onward over and over until that is flat. Then one checks the condition (1) again and if it is still there, one finds a new body part and uses it for doing 5 onward over and over. One does this until the condition (1) has vanished.

You get a session then that looks like this in terms of the above step numbers.

1, 2, 3, 4, 5, 6, 7, 8, 9, 10  
11, 5, 6, 7, 8, 9, 10, 11,  
5, 6, 7, 8, 9, 10, 11,  
5, 6, 7, 8, 9, 10, 11,  
5, 6, 7, 8, 9, 10, 11,  
5, 6, 7, 8, 9, 10, 11,  
5, 6, 7, 8, 9, 10, 11,  
5, 6, 7, 8, 9, 10, 11, 12  
3, 4, 5, 6, 7, 8, 9, 10, 11,  
5, 6, 7, 8, 9, 10, 11,  
5, 6, 7, 8, 9, 10, 11,  
5, 6, 7, 8, 9, 10, 11,  
5, 6, 7, 8, 9, 10, 11, 12,  
13, 1, 2, 3, 4, 5, 6,  
7, 8, 9, 10, 11      5, 6..... and so forth.

This is very easy auditing providing you do not do the following goofs.

- A. To touch the pc's clay is fatal. Never touch the pc's clay.
- B. Tell the pc what is wrong with him or her. Never evaluate.
- C. Fail to flatten a body part. Never leave a body part until it is O.K.
- D. Choose another condition before the original condition is gone. Always get another body part to do if the pc's attention is at all on the condition.
- E. Fail to get the pc to make up the affected body part each time. Always get the pc to make up the body part being used newly.
- F. Fail to follow the Auditor's Code. Always follow it.
- G. Fail to use the Auditing Comm Cycle every time the pc does or says anything he or she wants you to understand.
- H. Pass over something the pc did or said that you didn't understand. Always get it so you the auditor understand it.
- I. Audit a pc with a PTP. Always clean up PTPs.
- J. Audit a pc who has an undisclosed overt. Always clean up the overts.
- K. Audit over the top of an ARC Break. Handle ARC Breaks properly on the meter.

#### SUMMARY

Clay Table Healing is a study in repetition and simplicity for an auditor. It is easy. It is very successful. But it is very simple auditing. However that simplicity has to be done right. Therefore it is a very precise series of actions.

An auditor who can't handle the auditing comm cycle shouldn't ever be let near Clay Table Healing as the pc will be made ill by constant ARC Breaks.

The above A to K precautions are all but one (don't touch the clay) basic standard auditing. They must be well done skills each one before Clay Table Healing can be routinely successful. Failure to have these skills of auditing well in hand will give very uneven results - one pc gets better, another pc no change, another gets worse. Uniform results come from uniform auditing skill.

The pc is put on the meter only at session beginning and end and is not metered during Clay Table work unless PTPs, overts or ARC Breaks become apparent at which time the pc is put on the meter for as long as is necessary to handle the matter.

No auditing occurs when the auditor takes up too much time with non-Clay Table activities in Clay Table Auditing.

Caution: The pc sometimes names some very peculiar body parts and sometimes says conditions are body parts. It is not for the auditor to argue, he or she is just to make sure that the pc is sure. Sometimes, going into Clay Table Clearing, you find yourself really doing Clay Table Healing. In such a case the auditor should use the healing approach, not the clearing approach. Example: Pc wants to improve his "walking" and we find this, according to the pc is a body part, so we use Clay Table Healing, not Clearing. Clay Table Clearing is a process of clearing words and symbols

Clay Table Healing is a process of taking ailments out of objects. The processes therefore can both be used, in clearing. But when you use one or the other you flatten it before returning to the other. And you keep the steps separate - don't mix the steps. Use the steps of one or the steps of the other.

It should be noted in passing, as a point of interest, that a pc's trouble with any object in addition to a body part, responds to Clay Table Healing. Where the object is not a body part but is still an object (like a car or a typewriter) you can use the Clay Table Healing steps. These Healing steps, however, unlike the Clearing steps, will not work well on a condition only. Healing steps become less workable when you try to audit "worry" or "being afraid". They work best on "a leg" or "clumsy fingers". Extending them beyond their purpose, to any part of any of the eight dynamics, the Healing steps drop in workability. Clearing steps, however, work on almost anything whether an object or a condition, but work better on conditions than upon objects.

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