HCO BULLETIN OF JULY 29,1958

THEROCK

The Rock is a Reach-Withdraw mechanism and the phenomenon of a stuck needle is the ridge so created.

The Rock is: That which a person has used to reach people or things with and is determined in value by its creativeness and destructiveness. It is simply the reach and withdraw mechanism which makes a ridge and this causes the stuck of the needle.

The rock is AN ONJECT - it is NOT a significance. And you determine a scout by what the pe shys away from as well as what he sticks on - and a theta bop always winds up in a stuck needle if pursued in a scout.

CYCLE OF THE ROCK (object): A person (1) failed to communicate himself; (2) Started using something to communicate with; (3) put the last item on automatic and it created for him; (4) it failed.

The rock itself, when first located, will be a solution to many earlier cycles as described above. And so, a rock is peeled off cycle by cycle as above.

The rule is to find the last cycle that is real enough to the pc to stick a needle and this is true of locationg and running any lock of the rock.

Be careful during a scout not to choose an object which makes the needle rise slowly, as this is an addition to the rock which is being done gratuitously by the pc. (This factor is an indicator but it must not be run.) The rock stick does not rise - it just sticks.

LIRON HUBBARD

LRH: mld 7-29-58

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