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STABLE DATA ON ENGRAM RUNNING

These are the comments of each one of three ACC Instructors, Nibs, Dick and Jan on Scientology running of engrams.

The best rule if a pc gets out of an incident or loses it is to have pc find the "last largest object" he noticed in the incident and get him to confront parts of it then let him go on.

The following comments are for information.

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Nibs:

1) Any perception which is overlooked by the auditor in running the engram will tend to hang up that perception in the running of future engrams. The auditor must locate and pull out all perceptics in every engram.

2) When an engram has been located and has been started to run it can be assumed that while the pc is in the engram everything which the pc comes up with is a part of the engram and to one degree or another being dramatized by the pc, and should be investigated by the auditor.

3) Never furnish answers or story content to a pc concerning an engram. Ask him - yes, use HIS data, yes, but let him give you the engram. It is his incident, not the auditor's.

4) Always investigate what the pc at first glance seems very usual to him. There is a tab that shows that there is a missing piece of incident. This tab shows up as a part of the incident which is out of text, but is taken for GRANTED BY THE PC or seems to be very usual to him. It is an edit in the incident which is unconfrontable to the pc. It violates the story sense. Example: "I had a wonderful ride on my horse. I hung my dirty rain coat up and had a cup of tea." Well, how did the raincoat get dirty? Its out of text.

The auditor should never assume anything concerning the text of an incident. Any time the auditor feels "he has the incident taped", he should stop and see what the pc is doing and what HIS engram content is. Never "assume knowingness" as an auditor about a pc's incident.

Curiosity cannot exist in the face of answers. When an auditor produces compulsive answers or tries to maintain his own and assumes what occurred, it

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takes the place of his curiosity and therefore does not get the engram fully viewed by the pc.

Dick:

1) What the pc dramatizes in session is that part of the engram not yet viewed by the pc. Look for unchangingness in body position, emotional curve, etc. held considerations.

2) What the pc has not mentioned to the auditor, has not yet been viewed by the pc. (Chief fault of auditors is filling in gaps in the pc's story with "The way it must have been" -- These are automatic answers which knock off the auditor's curiosity, give him the feeling that he need not ask the pc.)

3) Sudden unreality in the incident can nearly always be traced to the auditor having ticked the compulsive exteriorization without having pulled the unreality postulate made by the pc at that point of the incident, leaving the pc stuck at that point, viewing the remainder of the incident through the irresponsibility and unreality postulates at exteriorization moment of.

4) A method: To find missing parts of incidents.

a) Notice what does not change about the pc's body position (especially unusual strain or effort), his emotions (especially misemotions), his somatics -- These will be found in the portion of the incident still hidden from view. If MUCH unchanging, suspect pc has not yet viewed actual beginning, or end, or both, of incident.

b) Pull the postulates at point of impact and/or exteriorization.

c) Check for the missing unconsciousness, the missing somatic, the missing moment of exteriorization, the missing moment of impact, the missing considerations - ie. "What did that prove?" what did the pc conclude, what was he thinking at that moment.

5) A pc, unless prodded or pushed through by the auditor, will tend to assume rest points (nuls) in the incident from which to view the remainder of the incident, thus he does not move on the track.

Characteristics: Somatic shut off, unreality, out of valence, utter calm, irresponsibility etc. on part of pc. The pc MUST be made to view the incident as himself, by moving through it; not choosing a section of the incident to squat in, being permitted to squat there by the auditor, and seeking to run off the track of the incident against the segment of the incident from which he views.

STABLE DATUM: Any unviewed section of the incident may turn into a rest point for the pc. Get him out by getting him to view it, through 2-way

comma, straight wire, and "What part of it can you confront?".

Jan:

- 1) Auditor's three basic certainties:
  - a) There is an incident.
  - b) The pc does have the data as to what occurred.
  - c) The pc can communicate this data when asked for it.
- 2) If the pc is not disturbed by the incident, you have not got him properly into it. If something damned unpleasant did not happen to him in the incident, it would not be an engram.
- 3) Continually suspect that there is more there than he has told you, and that what is missing is either the hardest to confront, or the most non-computational.
- 4) Get every bit of time accounted for, once you have got an incident.
- 5) Always insist on him going earlier than he volunteers to go, to pick up the lead in.
- 6) If you "smell" something, ask a direct question. "Does such and such occur in this incident?" Yes or NO?". Even if you guessed wrong, it makes him take a good look to be able to tell you what did not happen.
- 7) If anything appears peculiar or senseless, make HIM explain it and how it came about.
- 8) That an engram contains highly unusual circumstances, makes it more believable, not less so. If it were perfectly ordinary, he probably would not be hung up in it. Expect some goofy or startling element.
- 9) Find out, by two way comm, what was his general life situation and goals before he got into this mess.
- 10) If it does not lift, you have not got it all.
- 11) If, AFTER contacting the pain etc. he goes through it in anything but a relaxed and interested manner, you have not got it all. Any protest, misemotion or somatics will tell you there is more.
- 12) To shift into own valence, ask pinpoint questions, which he can only answer as himself. (Because no one else present would have that particular bit of data).

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- 13) Be alert to any manifestations of pc's body, or any odd bits of data he lets fall, to bring up reality of incident and settle him into it better.
- 14) Use present tense on incident, and have him do likewise.
- 15) Work fast and precisely with flashes.
- 16) What he is dramatising as a pc is almost certainly in the incident.
- 17) Find out the worst part of the incident early and get some charge off it to reduce overall flinch from incident.