HCO BULLETIN OF DECEMBER 27, 1958

THE FIRST FIRST DYNAMIC PROCESS

All processing to date has been in the main third dynamic processing.

For the first time I have worked out a purely first dynamic process. It is used by the Auditor on a pc with lots of attention to ARC Breaks, havingness and, of course, smooth skill.

The process is "Invent something worst than you."

Theoretically this is a "one shot clear" process. It directly changes the being that is making the bank - the thetan.

It does not hope for a change of the person via a change of the bank.

The HGC and any validated Auditor can use this with great profit.

2 cautions: Do not permit a pc to escape "invent". Do not let him do something else (such as see how he is to find if something is "worse than".

The process does not work unless "Invent Something" is workable. Therefore, to run it, one makes sure first that the pc knows he can invent something.

The process does not work if the pc also does something else. Ask the pc "what are you doing exactly" now and then and make the pc do only the process.

Patch up any ARC Breaks with "what have I done wrong". And follow that with "What have you done to me" to get with motivator and overts in the session.

This is a wonderful process - simple to run and do, with good results - if it is done right. It is easier to run than ARC Break Straight Wire.

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