

HUBBARD COMMUNICATIONS OFFICE
WASHINGTON, D.C.

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HGC PROCESSES FOR THOSE TRAINED IN ENGRAM RUNNING
OR TRAINED IN THESE PROCESSES

STARTING A CASE: AND BEGIN EVERY SESSION AS FOLLOWS WITH THESE RUDIMENTS. USE RUDIMENTS. FIND THE AUDITOR, FIND THE PC, FIND THE AUDITING ROOM. ESTABLISH A GOAL FOR THE SESSION. ASK FOR PRESENT TIME PROBLEM.

PRESENT TIME PROBLEM:

If PTP exists then run it as follows and in no other way. Do not yak around about it. Just ask if there is one, see if one registers on the meter. On the PT PROBLEM THAT REGISTERS ON THE METER (not some other one) do the following.

Ask for and write down all the persons connected with this problem. That problem includes the preclear. On each of these persons, one after the other, beginning with the one most real to the pc, run this:

"THINK OF SOMETHING YOU HAVE DONE TO (selected person)."

"Think of something you have withheld from (selected person)."

These commands are run one after the other until the selected person chosen is somewhat flat. (PC begins to repeat things he has recalled before.)

Do this to each person involved in the problem.

PT PROBLEMS WERE CUT OUT OF HGC BECAUSE AUDITORS BURNED UP HALF AN INTENSIVE ON THEM. A PT PROBLEM NEVER REQUIRES MORE THAN A COUPLE OF HOURS TO FLATTEN. NO "WHEN" IS USED WITH PT PROBLEM BY SELECTED PERSONS.

USE RUDIMENTS AND CHECK PT PROBLEM EACH SESSION
AND HANDLE AS ABOVE.

DYNAMIC STRAIGHT WIRE:

Do a survey, one time on the pc, not every session, to discover any errors in their dynamics. This is done with an E-meter. On pcs not familiar with Sci. terms use the following words: Self, sex, family, children, groups, mankind, the animal kingdom, birds, beasts, fish, vegetables, trees, growing things, matter, energy, space, time, spirits, souls, gods, God. Assess with this question only, "Tell me something that would represent (each of the above, one after the other)". When one changes the pattern of the needle action or when it is definitely balmy, write it down. When list is completed, take those items written down and run:

"Think of something you have done to (selected terminal you wrote down)."

"Think of something you have withheld from (selected terminal, same one)."

Run these questions one each, one after the other, until pc seems flat.

IF NO DAFFY TERMINALS ARE FOUND ON SURVEY, SURVEY IT ALL AGAIN. IF NONE ARE FOUND THE SECOND TIME, SKIP THIS PROCESS.

DO THIS ONLY ONCE PER AUDITOR PER PC.

PAST AND FUTURE EXPERIENCE:

This process goes rapidly into engrams but can be continued even if engrams are contacted.

Run these two questions one after the other, one time per each.

"What part of your life would you be willing to re-experience."

"What part of the future would you be willing to experience."

KEEP AN ACCURATE RECORD OF ANY ENGRAMS CONTACTED. WHEN ENGRAMS PERSIST IN THE PCS VIEW, CAREFULLY SPOT THEM IN TIME FOR HIM.

ENGRAM RUNNING:

Find the engram necessary to resolve the case. ONCE YOU HAVE CHOSEN IT AND HAVE BEGUN TO RUN IT, BE SURE YOU HAVE THE MOTIVATOR AND THE OVERT AND THEN DO NOT DO NOT DO NOT DO NOT DEPART FROM THAT INCIDENT TO RUN ANOTHER THAT "DROPS BETTER" OR COMES UP. IN OTHER WORDS ONCE YOU HAVE FOUND AN INCIDENT STAY ON IT UNTIL IT IS FLAT.

NOT IS STRAIGHT WIRE:

WHEN YOU HAVE FLATTENED AN ENGRAM THOROUGHLY WITH ALL FIVE COMMANDS GONE OVER TWICE, RUN NOT-IS STRAIGHT WIRE BETWEEN INCIDENTS. IN OTHER WORDS FLATTEN AN ENGRAM, THEN RUN NOT IS STRAIGHT WIRE, GET THAT A BIT FLAT AND LOCATE AND RUN THE NEXT INCIDENT.

SELECTED PERSON OVERT AND WITHHOLD, AND GENERAL OVERT AND WITHHOLD CAN BE RUN ON A PC ONLY IF THEY ARE BITING. THIS IS ALSO TRUE OF NOT-IS STRAIGHT WIRE.