

Game Condition and Auditing

There are a number of games conditions. For a complete list of them, see Fundamentals of Thought by L.R.H.. Here we are interested in "Total effect on others -- no effect on self". This is the game condition an auditor sometimes gets into with his Preclear. This is part of the effect scale, and can easily come into play with an auditor when the Preclear is not behaving exactly as the auditor thinks the PC should behave.

Whether an auditor goes into a games condition with a Preclear knowingly or unknowingly, it is of no particular benefit to the auditing session and the Preclear. It is usually worse when it is unknowing. And, it almost always results in lowered ARC and ARC breaks.

Here are some questions you can ask yourself. Look at each one and give yourself an honest answer. If you find that you've been going into a games condition with your Preclears or with certain types of Preclears, you should be able to remedy it some. Take a good look.

- Are you really willing to accept a Preclear's answers?
- Do you feel you must shut a Preclear up when he is talking a lot?
- Do you feel you must make a Preclear talk when he is being quiet?
- Do you frequently have to "force" your Preclear to cognite?
- Do you have a big impulse to end the session or process every time the Preclear makes a noticeable change?
- Do you have an impulse to end the session or process when the Preclear is changing somewhat slowly?
- Do you often cough, shift your chair, "just happen" to touch your Preclear or some such when your Preclear is in a silent comm lag?
- Are you really willing to find and patch up ARC breaks with your Preclear?
- Do you easily get angry or impatient with your Preclear?
- Are you really comfortable when auditing muzzled?
- How much do you fidget, want breaks and look at your watch, or some such?
- How many commands or questions do you get in per unit of time?
- What percent of the time are you looking at the E-meter -- at the PC?
- What somatics do you usually have while auditing?
- What do you usually think about while auditing?
- What do you "blame" your PC for?

Going in a game condition is just another form of Q and A. If you find yourself overwhelmed by it, you'd better get run on "From where could you communicate to a Preclear", first chance you get.

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Director of Training,
Washington, DC.

JG:iet

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When is a Process Flat.

(Addition to HCO Bulletin dated September 7th)

I wrote a Bulletin dated September 7th, 1959, stating when a process is flat. I failed to mention that this was only on processes which were running terminals. In other words processes such as

Connectedness would be considered flat according to the old recognised rundown.

NORMA WEBB
HCO Secretary WW

NW:iet
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BPI

HCO BULLETIN OF OCTOBER 5, 1959

Universe Processes.

I have just been checking out a process series we will call Universe O/W. It is a killer in sheep's clothing.

Assessment is done with an E-meter to discover which of four things has the greatest difference of needle pattern. One doesn't look for a drop - he looks for the one of the four that is different than the others.

The four are:

Thetan or Spirit
Mind or Brain
Body or Male Body or Female Body
Physical Universe or Earth or Continent or Town or House or Dwelling.

One uses different ways of putting these things if he doesn't get instant difference on calling off Spirit, Mind, Body, Physical Universe. If he does get a different pattern from the rest he proceeds to audit that discovered thing as follows:

"Think of something you might have done to a -----"
(The ----- being the terminal you discovered).

alternated with

"Think of something you might have withheld from a -----"
(same terminal).

Because these dive backtrack so fast the question may not be a direct "recall what you have done to" since that implies certainty. This problem could be a specific for illnesses of the chronic type.

This is an allowable process in HGCs.

L. RON HUBBARD.

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