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CHANGE PROCESSES

I have been studying change processes in relation to the tendency of the pc to alter-is commands and have found that if a pc is bad off on change (which includes about eighty per cent of the pcs you get), he cannot run another auditing command cleanly as he never really runs the command but runs something else. Therefore the only thing that can be run is a change process and it must be run until motion is removed from the tone arm. (This does not mean a "stuck" Tone Arm, but a motion of about one sixteenth of a division on the Tone Arm dial).

Discovery

What has made the change process so important is a recent discovery I made that resisted change is the basis of all mass in the physical universe. Resisted change is the basis of every stuck point on the track.

There are probably dozens of versions of change processes.

The safest way to dope out what change process to run on the pc is to read it on the needle and get each different command of the whole process to fall properly, and then to run whatever has been figured out.

Safe Rules For Change Process

Run at least two ways of flow.

Run positive and negative change.

Run a version that is real to the pc, with each command cleared on the meter (to get each command to fall before actually using it). This is meter clearing the command. It's new.

Examples:

"Think" vs. "Get the idea of" can be sorted out on the meter. The right one will fall. The wrong one won't or will fall less.

Get the flows sorted out with commands.

Process Versions:

"Get the idea of changing yourself."

"Get the idea of another changing himself."

"Get the idea of changing another."

"Get the idea of another trying to change you."

"Get the idea of another trying to change another."

"Get the idea of not changing yourself."

"Get the idea of another not changing himself."

"Get the idea of not changing another."

"Get the idea of another not changing you."

"Get the idea of another not changing another."

Another version:

"How have you changed another?"

"How have you failed to change another?"

Another Process:

"How have you tried to change yourself?"

"How have you tried to change another?"

"How has another tried to change you?"

"How has another tried to change himself?"

"How has another tried to change another?"

Another Process:

"Think of something changing"

"Think of something failing to change"

"Think of changing somebody"

"Think of failing to change somebody."

Another Process:

"Get the idea of changing another."

"Get the idea of failing to change another."

Another Process:

"Recall a change."

"Recall a failure to change."

Summary

There are many many versions of change. To get the best result, adapt a process to the pc. Before leaving a change process you have been running, because motion has come out of the Tone Arm, try to find another change process that will get the motion going again.

Change does not particularly cut down havingness, but after a while you can scout the pcs havingness process out and use it from time to time during and at the end of a session. The reason change does wreck havingness is that resistance to change prevents the pc from having, and as the ideas of change are sorted out the pc has increased havingness anyway, similar to O/W which is a havingness process.

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LRH:jl:b