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TRAINING C.C.H.s.

The following rundown of C.C.H. 1, 2, 3 and 4 have been slightly amended. They are for use in training or processing.

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No: C.C.H. 1.

NAME: GIVE ME THAT HAND. Tone 40.

COMMANDS: GIVE ME THAT HAND.

Physical action of taking hand when not given and then replacing it in the pc's lap. Making physical contact with the pc's hand if pc resists. THANK YOU ending each cycle. All Tone 40 with clear intention, one command in one unit of time, no originations of the pc acknowledged in ANY way, verbally or physically. Run only on the right hand.

POSITION: Auditor and pc seated in chairs without arms. Auditor's knees on outside of both pc's knees.

PURPOSE: To demonstrate to pc that control of pc's body is possible, despite revolt of circuits, and inviting pc to directly control it. Absolute control by auditor then passes over towards absolute control of his own body by pc.

TRAINING STRESS: Never stop process until a flat place is reached. Freezes may be introduced, maintaining a solid comm. line, to ascertain information from the pc or to bridge from the process. This is done between two commands, holding the pc's hand after acknowledgement. Pc's hand should be clasped with exactly correct pressure. Make every command and cycle separate. Maintain Tone 40, stress on intention from auditor to pc with each command. To leave an instant for pc to do it by own will before auditor decides to take hand or make contact with it. Stress Tone 40 precision; can be coached for some time silently with coach looking for silent auditor intention. Process introduced briefly and not run in a model session. Coach indicates hand by nod of head.

HISTORY: Developed by L. Ron Hubbard in the 17th ACC Washington DC, 1957.

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No: C.C.H. 2.

NAME: TONE 40 8C.

COMMANDS: YOU LOOK AT THAT WALL. THANK YOU.  
YOU WALK OVER TO THAT WALL. THANK YOU.  
YOU TOUCH THAT WALL. THANK YOU.  
TURN AROUND. THANK YOU.

Run without acknowledging in any way any origination by pc, acknowledging only pc's execution of the command. Commands smoothly enforced physically when necessary. Tone 40, full intention.

POSITION: Auditor and pc ambulant, auditor in physical contact with pc as needed.

PURPOSE: To demonstrate to pc that his body can be controlled and thus inviting him to control it. To orient him in his present time Environment. To increase his ability to duplicate and thusly increase his Havingness.

TRAINING STRESS: Absolute auditor precision. No drops from Tone 40. No flubs. Total present time auditing. Auditor on pc's right side. Auditor's body acts as block to forward motion when pc turns. Auditor gives command, gives pc a moment to obey, then enforces command with physical contact of exactly correct force to get command executed. Auditor does not block pc from executing commands. Method of introduction as in C.C.H. 1. Freezes may be used at flat points and to bridge from the process at the end of a cycle, this being the acknowledgement, 'THANK YOU' after the command 'TURN AROUND'.

HISTORY: Developed by L. Ron Hubbard in Washington DC, in 1957, for the 17th ACC.

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No: C.C.H. 3.

NAME: HAND SPACE MIMICRY

COMMANDS: Auditor raises 2 hands palms facing pc's about an equal distance between the auditor and pc and says 'PUT YOUR HANDS AGAINST MINE, FOLLOW THEM AND CONTRIBUTE TO THEIR MOTION'. He then makes a simple motion with right hand then left. 'DID YOU CONTRIBUTE TO THEIR MOTION?' Acknowledge answer. 'PUT YOUR HANDS IN YOUR LAP.' No Ack. Auditor allows pc to break solid comm. line. When this is flat, the auditor does this same with a half inch of space between his and the pc's palms. The command being 'PUT YOUR HANDS FACING MINE ABOUT  $\frac{1}{2}$  INCH AWAY, FOLLOW THEM AND CONTRIBUTE TO THEIR MOTION'. 'DID YOU CONTRIBUTE TO THEIR MOTION?' Acknowledge. When this is flat, auditor does it with a wider space and so on until pc is able to follow motions a yard away.

POSITION: Auditor and pc seated, close together facing each other, pc's knees between auditor's knees.

PURPOSE: To develop reality on the auditor using the reality scale (solid communication line). To get pc into communication by control and duplication. To find auditor.

TRAINING STRESS: That auditor be gentle and accurate in his motions, all motions being Tone 40, giving pc wins. To be free in 2-way communication. That process be introduced and run as a formal process. To teach student that if pc dopes off in this process auditor may take pc's wrist and help him execute the command one hand at a time. That if pc does not answer during anaten to question 'DID YOU CONTRIBUTE TO THEIR MOTION?' auditor may wait for normal comm. lag of that pc, acknowledge and continue process.

HISTORY: Developed by L. Ron Hubbard in Washington Dc. 1956 as a therapeutic version of Dummy Hand Mimicry. Something was needed to supplant 'Look at me' 'Who am I?', and 'find the auditor' part of rudiments.

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No: C.C.H. 4.

NAME: BOOK MIMICRY.

COMMANDS: THERE ARE NO SET VERBAL COMMANDS.

Auditor makes simple motions with a book. Hands book to the pc. Pc makes motion, duplicating auditor's mirror-image-wise. Auditor asks pc if he is satisfied that the pc duplicated the motion. If pc is and auditor is also fairly satisfied, auditor takes back the book and goes to next command. If pc is not sure that he duplicated any command, auditor repeats it for him and gives him back the book. If pc is sure he did and auditor can see duplication is pretty wrong, auditor accepts pc's answer and continues on a gradient scale of motions either with the left or right hand till pc can do original command correctly. This ensures no invalidation of the pc. Tone 40, only in motions, verbal 2-way quite free.

POSITIONS: Auditor and pc seated facing each other, a comfortable distance apart.

PURPOSE: To bring up pc's communication with control and duplication (control and duplication = communication)

TRAINING STRESS: Stress giving pc wins. Stress auditor's necessity to duplicate his own commands. Circular motions are more complex than straight lines. Tolerance of plus or minus randomness are apparent here and an auditor should probably begin on a pc with motions that begin in the same place each time and are neither very fast nor very slow, nor very complex. Coach may 'flunk' if motion is too complex for 'his assumed case.'

Introduced by the auditor seeing that pc understands what is to be done, as here is no verbal command, formal process.

HISTORY: Developed by L.R.H. for the 16th ACC in Washington DC 1957. Based on duplication. Developed by L.R.H. in London, 1952.

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LRH:esc

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