

HUBBARD COMMUNICATIONS OFFICE
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Central Orgs.
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3GA
DYNAMIC ASSESSMENT BY ROCK SLAM
DYNAMIC ASSESSMENT TIP

To get a complete list for a dynamic assessment ask for "any additional parts of the dynamics," after giving pc a broad list of them.

Then ask for "anything the pc can think of that should not be a part of existence" and carefully put down everything pc says isn't or shouldn't be a part of existence.

DATUM: THE ONLY REASON GOAL FINDING BY DYNAMIC ASSESSMENT FAILS IS BECAUSE THE ITEM IS NOT ON THE LIST. THIS IS TRUE OF THE LIST OF DYNAMICS AND THE LIST OF ITEMS. NO WIDE ROCK SLAM WILL DEVELOP IF THE LIST IS NOT COMPLETE. USE PC'S LIST OF DYNAMICS PLUS THINGS HE SAYS AREN'T. GET LOTS OF "DYNAMICS" FROM THE PC UNDER ANY DYNAMIC HE WANTS TO LEAVE OUT. "WHAT PARTICULARLY SHOULDN'T BE A PART OF THAT DYNAMIC".

Assess by tiny Rock Slam, or wide Rock Slam, asking some version of this thought on each Dynamic "Consider committing overts against _____ (dynamic)". Read by Instant RS (dirty needle or wide slam).

Assess out the Dynamic that Rock Slams most.

Now list this Dynamic by asking the question, "What represents _____ (dynamic found) to you."

Bleed meter for any more items. If list complete meter will be quiet.

During this writing of items a wide Rock Slam will turn on, diminish to a dirty needle as you list and vanish when list is complete. Carefully note on Auditors report if this happened as it will never happen again!

Assess list with the question "Consider committing overts against (list item being tested)."

Keep in all instant Rock Slams or dirty needles. Assess down to one Item. This, like the Dynamics assessment is ordinary Assessment by Elimination.

Find Item.

Prepcheck Item. Be very careful to keep Suppress button clean.

Ask the pc for a list of goals with the following question: "What goal might you have that would be an overt against _____ (Item)?" As you list you will get a wide RS dwindling as you list to a dirty needle and vanish. List this first line out to a clean needle before listing goals on any of the remaining lists.

You want only a few goals on each of these lists except list one. On list One list off the Rock Slam. Note on report that this happened.

GOALS FORMULAE

What Goal might you have -

- 1) that would be an overt against (Item)? (Poor)
- 2) that (item) would consider impossible? (Check)
- 3) that (item) might consider was an overt?
- 4) that (item) would consider undesirable (also for itself or themselves)? (Good) (Check)
- 5) that (item) would prevent you from doing? (Good) (Check)
- 6) that would be impossible to realize if you were (item or part of item). (Best)
- 7) that would be impossible if (item) were you? (Check)
- 8) that couldn't be achieved because (item) acted as a barrier?
- 9) that (the item) would make too difficult?

List all lists in order above until Rock Slam and all tendency to a dirty needle vanishes.

Pc will probably know his goal. Or his goal will recur on several of the lists.

Assess List Six above first, being very careful of Suppress, working it over hard.

If not on List Six use List Five. If not on Five, go over List Four. If not on List Four, nul remaining list.

If the pc has any dirty needle (minute Rock Slam) or lots of Fail to Reveal answers, lists above were not completed to clean needle and a bled meter.

If your pc's Dynamic was on the Dynamic List, if the pc's Item was on the Item List, and if your pc's goal was put down on the above lists, and if the Dwindling Wide Rock Slam was found on Listing Items and Listing Line One above on goals, you'll have pc's goal on list for sure.

If you turn on the above phenomena, write it on a report giving Dynamic and Item to HCO WW as it can never be turned on again.

The goal must be checked out by a Class IV auditor before it can be listed.

LRH:dr
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