## HUBBARD COMMUNICATIONS OFFICE Saint Hill Manor. East Grinstead. Sussex.

Central Orgs.
Franchise Airmail

HCO BULLETIN OF SEPTEMBER 19, 1962.

## TIPS ON DYNAMIC ASSESSMENT RULES OF THUMB

- 1. If the system does not work, it is <u>invariable</u> that the item is not on the list.
- 2. If an item, dynamic, or person can be found that will RS broadly, only list "What represents" from it. Do not use another form of listing (goals being a "represents" also).
- 3. The PC's interest follows the RS.
- 4. Carefully record the presence of a RS or any dwindling of the RS on any item, dynamic or, most important, during the course of listing.
- 5. If the PC has no cognitions the item is not on the list.
- 6. The dynamic and/or item will be accompanied by heavy pain or sensation if on the list.
- 7. A RS is a convulsion of the mind and can reflect as a convulsion of the body.
- 8. A PC's needle may be dirty until the goal is on the list.
- 9. A goal sometimes cannot be checked out until the charge is listed off on various goals lists derived from the item.
- 10. The item is more valuable than the person found or dynamic found.
- 11. An item is proven by its overt goals list (No. 1) producing a dwindling slam.
- 12. The real item when listed itself on "What represents" gives no further slams on the new list.

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