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HCO BULLETIN OF 8 NOVEMBER AD12R
REVISED 5 SEPTEMBER 1978

(Revisions in Script)

SOMATICS

HOW TO TELL TERMINALS AND
OPPOSITION TERMINALS

It is important that a clearing auditor be able to distinguish pain from sensation, terminals from opposition terminals, and to have the data at the level of instant knowledge. To understand it less is to invite serious errors in clearing. Failure to sort terminals from opposition terminals can confuse the pc or even degrade the case. All a pc's somatics, deformities and distortions proceed from terminals, opposition terminals and combination terminals. Thus they are of vast importance to the pc and the auditor.

DEFINITIONS

SOMATICS = This is a general word for uncomfortable physical perceptions coming from the reactive mind. Its genus is early Dianetics and it is a general, common package word, used by Scientologists to denote "pain" or "sensation" with no difference made between them. To understand the source of these feelings, one should have a knowledge of engrams, ridges and other parts of the reactive bank. To the Scientologist anything is a SOMATIC if it emanates from the various parts of the reactive mind and produces an awareness of reactivity. Symbol SOM.

PAIN = PAIN is composed of heat, cold, electrical, and the combined effect of sharp hurting. If one stuck a fork in his arm, he would experience pain. When one uses PAIN in connection with clearing one means awareness of heat, cold, electrical or hurting stemming from the reactive mind. According to experiments done at Harvard, if one were to make a grid with heated tubes going vertical and chilled tubes going horizontal and were to place a small current of electricity through the lot, the device, touched to a body, would produce the feeling of PAIN. It need not be composed of anything very hot or cold or of any high voltage to produce a very intense feeling of pain. Therefore what we call PAIN is itself, heat, cold and electrical. If a pc experiences one or more of these from his reactive mind, we say he is experiencing PAIN.

"Electrical" is the bridge between sensation and PAIN and is difficult to classify as either PAIN or sensation when it exists alone. Symbol PN.

SENSATION = All other uncomfortable perceptions stemming from the reactive mind are called SENSATION. These are basically "pressure", "motion", "dizziness", "sexual sensation", and "emotion and misemotion". There are others, definite in themselves but definable in these five general categories.

If one took the fork in the pain definition above and pressed it against the arm, that would be "pressure". "Motion" is just that, a feeling of being in motion when one is not. "Motion" includes the "winds of space", a feeling of being blown upon, especially from in front of the face. "Dizziness" is a feeling of disorientation and includes a spinniness, as well as an out-of-balance feeling. "Sexual sensation" means any feeling, pleasant or unpleasant, commonly experienced during sexual restimulation or action. "Emotion and Misemotion" include all levels of the complete tone scale except "pain"; emotion and misemotion are closely allied to "motion", being only a finer particle action. A bank solidity is a form of "pressure", and when the sensation of increasing solidity of masses in the mind occurs, we say "the bank is beefing up". All these are classified as SENSATION. Symbol SEN.

TERMINAL = An Item or Identity the pc has actually been sometime in the past (or present) is called a TERMINAL. It is "the pc's own valence" at that time. In the Goals Problem Mass (the black masses of the reactive mind) those identities which, when contacted, produce pain, tell us at once that they are TERMINALS. The person could feel pain only as himself (thetan plus body) and therefore identities he has been produce pain when their mental residues (black masses) are recontacted in processing. Symbol TERM.

OPPOSITION TERMINAL = An Item or Identity the pc has actually opposed (fought, been an enemy of) sometime in the past (or present) is called an OPPOSITION TERMINAL. As the person identified himself as not it he could experience from is only sensation. An OPPOSITION TERMINAL, when its mental residues (black masses) are recontacted in processing, produces only sensation, never pain. Symbol OPPTERM.

COMBINED TERMINAL = An Item or Identity the pc has both been and opposed produces therefore both pain and sensation when it is "late on the track", which is to say, after the fact of many Terminals and Opposition Terminals. The Combination Terminal is the closure between Terminal and Opposition Terminal lines which possesses attributes of both and the clarity of neither. It signifies a period toward the end of a game. It is found most commonly when the pc's case is only shallowly entered. They exist on all cases but are fewer than terminals and opposition terminals. Symbol COTERM.

ITEM = Any terminal, opposition terminal, combination terminal, significance or idea (but not a doingness, which is called "a level") appearing on a list derived from the pc. Symbol It.

RELIABLE ITEM = Any Item that Rock Slams well on being found and at session end and which was the last Item still in after assessing the list. Can be a terminal, an opposition terminal, a combination terminal or a significance, provided only that it was the Item found on a list and Rock Slammed. Symbol RI.

ROCK SLAM = The crazy, irregular, left-right slashing motion of the needle on the E-Meter dial. R/Ses repeat left and right slashes unevenly and savagely, faster than the eye easily follows. The needle is frantic. The width of an R/S

depends largely on sensitivity setting. It goes from one-fourth inch to whole dial. But it slams back and forth.

A Rock Slam is the response of an E-Meter to the conflict between terminals and opposition terminals. It indicates a fight, an effort to individuate, an extreme games condition which in the absence of auditing would seek unsuccessfully to separate while attacking. A Rock Slam means a hidden evil intention on the subject or question under auditing or discussion.

As the pc's attention is guided to the Items involved the games condition activates and is expressed on the meter as a ragged, frantic response. The wider the response the more recognizable (to the pc) is the reality of the games condition and the violence of the conflict.

The Rock Slam Channel is that hypothetical course between a series of pairs consisting of terminals and opposition terminals.

If the conflict is too great for the pc's reality no Rock Slam results. Later in auditing as the pc's confronting rises, Items which did not react earlier in auditing now begin to be real and so express themselves on a meter as a Rock Slam. The pc with the lowest reality level is the hardest to attain a Rock Slam on, but in contradiction a pc who has the least control over himself in certain zones of life has the largest Rock Slams.

The Rock Slam vanishes under Suppression and activates on Invalidate or Withhold or on other Prehav Levels.

This is the most difficult needle response to find or attain or preserve. And it is the most valuable in clearing.

All Rock Slams result from a pair of Items in opposition, one of which is a terminal, the other being an opposition terminal.

It can exist in present time where the pc is the terminal and what the pc is faced with is the opposition terminal. Symbol RS.

INSTANT ROCK SLAM = That Rock Slam which begins at the end of the major thought of any item. Symbol IRS. (Valid R/Ses are not always instant reads. An R/S can read prior or latently.)

DIRTY NEEDLE = An erratic agitation of the needle which is ragged, jerky, ticking, not sweeping, and tends to be persistent. It is not limited in size. Symbol DN.

DIRTY READ = An instant agitation of the needle in response to a major thought. It is ragged, jerky, ticking, not sweeping, and is not limited in size. Unlike the Dirty Needle, it does not persist. Symbol DR.

TESTING

The method of testing for the character of an Item whether Term, Oppterm or Coterm is extremely simple.

If the Item, when said to the pc in any way, turns on PAIN in the pc's body it is a TERMINAL.

If the Item, when said to the pc in any way, turns on SENSATION around or in the pc's body it is an OPPOSITION TERMINAL.

If the Item, when said to the pc in any way, turns on both PAIN and SENSATION in or around the pc's body it is a COMBINATION TERMINAL.

WAYS OF ASKING

The rule is, "Give the Terminal Cause, the Opposition Terminal Effect in any listing, wording or use."

The simplest form is, of course, just chanting the Item at the pc a few times. This is not always workable.

The simplest but not always workable form is:

For a Terminal -- "Would a _____ commit overts"

For an Opposition Terminal -- "Consider committing overts against _____" Using PH Level.

Instead of "Committing Overts" the Prehav Level by which the Reliable Item was found is normally used:

For a Terminal -- "Would a _____ (Item) _____ (PH Level)" or "Consider a _____ (Item) _____ ing (PH Level)"

For an Opposition Terminal -- "Consider _____ ing (PH Level) a _____ (Item)".

USING TD BUTTONS

The above sentences may also be used, or their rough approximation, with a Tiger Drill or Prepcheck Button, and if a Rock Slam is present, it may develop.

No matter what method is being used in saying the Item being tested to find out if it is a Terminal, Opposition Terminal or Combination Terminal, the rules of Sensation and Pain apply. Sensation means Oppterm. Pain means Terminal.

It is important to know if an Item is a Term, Oppterm or Coterm, as its character as one of the three determines the listing question.

The same rule for testing applies in listing. If it is a terminal, it (Prehav Levels). If it is an opposition terminal it is (Prehav Levelled).

Example: For a Terminal, A Waterbuck, Prehav Level Snort. Proper Listing question: "Who or what would a waterbuck snort at?"

Example: For an Oppterm, A Tiger, Prehav Level Snort. "Who or what would snort at a tiger?"

Of course the reverse can be listed but is rarely necessary except to get a longer list when the pc stalls.

THE LINE PLOT

A Line Plot must be made up for any pc for his 3GAXX or the Listing the Goal Steps of Routine 3-21 (Steps 6, 7, 8, 9, 10 and 11 of 21 Steps).

This consists of a heavy Blue 13" (foolscap or legal) sheet of paper, kept in the pc's folder and kept up to date every time a Reliable Item (or even last Item in) is found.

On this Line Plot one column, the left-hand one, is reserved for Oppterm. The right-hand column is reserved for Terms and lines indicate whenever Terms or Oppterm are derived from each other.

A Reliable Item is designated as such on this Line Plot with the symbol RI. Non-Reliable Items are not designated.

The date each Line Plot Item was found is added after the Item so it can be found again in the auditor's reports without a scramble.

The full behaviour and character of any Item found is written into the auditor's report of that session in which it was found. The width of the Instant Rock Slam in inches, whether the slam turned on every time the Item was read, what wording turned it on, and whether it would still RS by session end are all made part of the auditor's report.

About 20% or 25% of the cases that appear for clearing can have Reliable Items found on them at once by exploring the words "Scientology", "A Scientology Organization", "An Auditor", "Me (the auditor)", "Ron", or the head of the local Scientology organization by name. These are considered to be oppterm by any pc whose realization of his goal would be interfered with, he or she feels, by Scientology. It does not matter what wording (see above) turns on the RS so long as it can be consistently turned on for a bit. If it is at first only a Dirty Read, it is Tiger Drilled to try to make it Rock Slam. Only in this peculiar instance is the person called a Rock Slammer or is considered a Security Risk. Everyone alive RSs on something. In any event, if Items such as those in this paragraph turn on a Rock Slam, they

are put on the Line Plot as Reliable Items and used in handling the case.

The above material is in actual fact a partial anatomy of the Goals Problems Mass, its identification in auditing and the behaviour of an E-Meter towards it.

As it has never before been viewed by any practice, mental science or religion, it has to have special terminology.

The terminology has been stably in use for quite some time in Scientology. I have made the definitions more precise in this HCO Bulletin.

Anyone working in clearing should have this HCO Bulletin data at his instant call without referral to the HCO Bulletin.

With very few additions, this is the track one walks in clearing and going clear.

Know it.

L. RON HUBBARD
FOUNDER

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