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URGENT
ROUTINE TWO - TWELVE
OPENING PROCEDURE BY ROCK SLAM
AN HPA/HCA SKILL

Note: Hat Check this HCO Bulletin with a stiff examination before permitting its use.

Note: This Procedure is to be done on every HGC pc, every course student of every course as a pc, as early as possible and definitely before Prepechecking or CCHs. Done correctly it will end the no-results or slow result case and guarantee faster gain to the fast case. ALL Cases must have this done at once.

The slow student as well as the slow gainer is always a Rockslammer.

THE SLOW-GAIN, NO GAIN CASES

The slow or never gain case has been a target with me for twelve years.

I have now made a breakthrough on this. It is, I'm afraid I have to tell you, the breakthrough. You could straighten up the head of the Medical Association with it, it's that powerful. It undercuts all the reasons why. It must be done on all students. And also every HGC pc.

Unfortunately the solution is similar to a Routine 3 process, but there's nothing for it but HPA's/HCA's must learn the steps in this HCO Bulletin if we are to survive. For these skills encompass more than 50% of the cases, in some areas up to 80%. And these will clear slowly or not at all unless this first step is taken first. Even a Problems Intensive will fail on about 30% of these cases.

Here are the progressive data which lead to this breakthrough:

DATUM - 1953 - A Problem is postulate counter postulate.

DATUM 1954 - Persons with heavy overts on Scientology make no case progress.
No Case Gain = Suspected Person.

DATUM 1955 - A person with a present time problem will get no graph change.

DATUM 1961 - The Goals Problem Mass consists of Items (valences) in opposition to one another. Any pair of these Items, in opposition to each other, constitute a specific problem.

DATUM 1961 - A person with a hidden standard won't go clear.

DATUM 1962 - Rockslammers. Persons who Rock Slam on Scientology or associated Items are Security Risks.

DATUM Nov. 1962 - When a GPM Item Exists in Present Time It Constitutes a Present Time Problem. If one of the opponents in a Problem (Item versus Item) is part of the Goals Problem Mass, that problem will not resolve without resolving at least a portion of the GPM.

DATUM Nov. 1962 - All non-gain or slow-gain cases have a GPM Item in their present time environment. The companion or opposing Item to the PTP Item is buried out of sight.

CONCLUSION - All slow gain or non-gain preclears have to have the GPM Item that is in the present time environment located and opposed before they will make adequate gains in processing or study.

Suddenly it becomes of vital technical interest whether a person is any variety of Rock Slammer or not. Before, it and other security measures were only of administrative interest. Now it is a question of whether or not the case will ever improve.

Thus we have to have (a) a broadened definition for a Rock Slammer, (b) an easy method of detecting one and (c) quick procedures to remedy the condition. We have all these now.

DEFINITION - A ROCK SLAMMER is a preclear who Rock Slams on a Present Time GPM Item in his or her Immediate Environment.

Until this Item is located and opposed the Rock Slammer will make slow gains or no gains in clearing.

The Routine 2-12 method of discharging the influence of a Rock Slamming Item is actually taken from 3GA Criss Cross (3GAXX), and is a specialized routine from Routine 3. We will, however, since it does not touch goals, designate it as Routine 2.

This routine will have to be learned by all HPAs/HCA's and used by all staff Auditors. It does not include clearing. It includes only Item Assessment. By labelling it Routine 2 it comes within the reach of all trained auditors.

ROUTINE TWO - TWELVE

1. Make or use a list of Scientology Items. This includes Scientology, Scientology Organizations, An Auditor, clearing, auditing, Scientologists, a session, an E-Meter, A practitioner, the auditor's name, Ron, other Scientology persons, parts of Scientology, past auditors, etc. (See HCO Bulletin November 23, Issue II and subsequent HCO Bulletins for "Scientology Lists".) The list need not be endless as it will be easy to catch a trace of the GPM if the person is a Rockslammer. The list is composed by the auditor, not the pc.
2. Assess the list, calling each item once (or until auditor is sure of the read). Eliminate down to the last 3 or 4 items.
3. Tiger Drill the Items still in. Select the one with the biggest dirty read or the last one to go out or the one that went out hardest. No matter how faintly or sporadically the Item found now reads, if the last one in stayed in at all, use it for Step 4 below. If, however, the Item found in this step produced a good Rock Slam (Reliable Item) omit Steps 4, 5 and 6 below and do the tests in Step 7 and continue with the remaining steps. If two R.I.'s are found in this first step, oppose each one as in Steps 7 onward.
4. Using the Item selected list a list from the line question "Who or what does _____ (the Item found in 3) represent to you." (It can happen that Steps 4, 5 and 6 are unnecessary. If the Item in Step 3 consistently Rock Slammed a third of a dial to a dial wide and kept on doing it when the auditor said "Consider committing overt acts against _____ (the Item found)" use it instead of doing the Step 4 List. If this Rock Slam is on and then vanishes even with "Suppress" clean, do Step 4, using the Item that so slammed but vanished. In doing listing beware of stopping listing while the needle is still dirty or stopping just because the pc says the last item was it. (The real RS Item you want usually comes after the pc says the last one he put on was IT.) (If the pc stops or refuses to go on, get in your Mid-Ruds and continue to list until there is no dirty needle or RS when pc thinks of Items before saying them to the auditor.) Mark every Item that RSed or DRed on Listing. While listing keep the meter at about Sens 8 and keep an eye on it to note RSs and DRs.
5. Null the list, saying each Item on it once (or more if the auditor didn't catch the read.) Be sure the Mid Ruds are in. If a dirty needle turns on while nulling, add to the list, get the Mid Ruds in and test the question for reaction. If needle reacts to question the list is incomplete or the pc is protesting the question.) Leave any Item in that reacts. Eliminate all but the last 3 or 4 Items.
6. Tiger Drill the last Items in. Select one Item with the biggest needle reaction or Rock Slam. (Two Items can appear on any list. If they both Rock Slam equally and neither goes out, you have found two Items, in which case you must do the following steps to each.)
7. Find out if Item turned on Pain or Sensation when being Tiger Drilled, or say it to the pc and find out. If pain, say to pc "Consider _____ (Item) committing overt acts." If Sensation say "Consider committing overt acts against _____." This should turn on a Rock Slam if it isn't on already whenever the Item was said or Tiger Drilled. This is called a Reliable Item if it Rock Slammed. The Rock Slam is very touchy sometimes and has to be Tiger Drilled back on. If an Item slammed while being nulled it is probably it. Those that RS while being listed do not have to RS flicker at all while being nulled, and usually don't.
8. If the Reliable Item found turned on Pain, list "Who or what would _____ (the Reliable Item) oppose?" If it turned on Sensation, list "Who or What would oppose _____ (the Reliable Item)." Complete the list as in any listing. Don't stop just because the pc nattered or wept. Get the Mid Ruds in and get a list which

gives no dirty needle (not dirty reads, there's a difference) while mulling. In case of a Coterm, test to see if there's more Pn than Sen or Sen than Pn and classify accordingly. If you can't decide, listing both as opposed and oppose and nul as one list.

9, Nul the list saying each Item once, down to 3 or 4 Items.

10, Tiger Drill the last 3 or 4 that were left in. Select the last one left in.

11, Test and turn on the Rock Slam on the last one in (as in Step 7 above). Be sure to properly determine which is Term and which is Oppterm.

Get pc to examine and align the package for correctness (and any Bonus Package) and put on the pc's Line Plot.

12, Go over the list used in Step 1 to see if there are any more Dirty reads or traces of reads on the Scientology List. If so, repeat the above Eleven Steps on the pc. If not make a list for the Step 1A etc., using questions given further on in this HGO Bulletin. Note: Only the Scientology list is tested again. Other lists for Step 1 are used only once.

This is the only action known in auditing which will undercut the bank of a slow moving or non-gain pc. Every such pc is a Rockslammer.

Why is this? Well, these two Items, (a terminal and oppterm of the GEM) make a Present Time Problem. The pc is obsessively trying to solve this problem, not trying to get well or go clear. The pc won't come off trying to solve this sub-surface problem. He or she doesn't even "know" about it. So there's the Auditor trying to make somebody well, but the pc is trying to die "to prove Scientology doesn't work" or to get sick "to make my boss realize what he's done to me" etc., etc.

It's pathetic. In the largest percentage of cases, the auditor is opening the door to the next two hundred trillion years and the pc is reactively trying to get even with grasshoppers.

This disagreement between auditor and pc brings about the upsets and no gains.

No other technique known will get at this key problem or problems.

This technique doesn't try to diagnose the problem. Indeed the problem won't be known to the pc (or the auditor) until the action is complete. And then the auditor doesn't even have to ask for it or about it.

What do you do with these two Items? Well, this will prove to be the third biggest source of falls from grace in using Routine 2 - 12. You don't do anything with the Items except establish which is the terminal and which is the oppterm and put them on the pcs line plot. The thing that could be done with them would be to get "Represent Lists" from them to find more Items. You can ask for missed W/Us, saying "When did _____ (oppterm found) nearly find out about you." But it's best to leave the RS on for a goal finder as the goal finder will want to use them in 3GAXX. (Step 4A - Routine 3 - 21). So don't spoil the RS. The pc will cognite all over the place and that's the benefit, and the pc won't be trying to chop up auditors and orgs, and should respond very well to CCH's and Prepchecking after the Two Items are found.

The biggest error that will be made is trying to do R2 - 12 with the Rudiments out, and conversely, putting the Mid-Ruds in every time a pc originates (a sure way to ruin a pc).

The second biggest source of error is making Incomplete Lists. These go out hard and give a dirty needle and result in no Item. The unschooled auditor will usually chicken out whenever the pc says "That's all," or "I've just put it on the list. That last Item is FF," at which the auditor stops listing. And the Item that will Rock Slam is never put on the list and so is never found. And the auditor is left fighting a dirty needle and trying to read through it. The rule is, while mulling, if a simple question "What did you want to say?" fails to smooth out a suddenly dirty needle the list is incomplete. Complete it and then put in Mid Ruds. The average list runs 80 or more Items. (Get the precise difference between a dirty needle and a dirty read in HGO Bulletin November 6, AD12).

QUESTIONS FOR THE SECOND PAIR

If you have found a pair of Reliable Items and can't find anything now on the basic list of Step One, and you want to continue Routine 2 - 12, the following questions will produce lists on which Reliable Items can be found. You ask the pc the question and write down whatever he says. You never correct the pc or refuse an Item.

You only use one of these questions at a time for a full coverage with all 12 Steps.

LISTS

List R2 - 12 - 1. The Basic Scientology List as given in Step 1. It is essential not to omit it as the first action in Routine 2 - 12. It may be done again, and should be, after other lists are used to get Reliable Items. (After other Items have been found, List 1 may come alive again as pe's case unburdens.)

List R2 - 12 - 1A. Special List for pc's environment. General Question, "In present time, who or what have you been upset about?" This, whatever the question, must get things like wife, husband; marriage, job, home, myself, my case, police, this country, machines, etc., etc.. It is an effort to locate PT Items that keep the GPM keyed in. Use only after List 1. PC gives the Items for this List.

List R2 - 12 - 1B. General Question. "Who or what would you prefer not to associate with?" Listed from pc. This list heading was developed for pc's who won't say they have enemies. It can be used on any pc. Use only what pc lists. Be sure list is complete.

List R2 - 12 - 1C. General Question, "Who or what have you detested?" Use only what the pc gives. Be sure list is complete.

List R2 - 12 - 1D. General Question "Who or what isn't part of existence?" Use only what pc gives. Be sure list is complete.

List R2 - 12 - 1E. General Question, "What Problem have you had?" Use only what pc gives. Be sure list is complete.

List R2 - 12 - 1F. General Question, "Who or what have you had to be careful of?" Use only what pc gives. Be sure list is complete.

List R2 - 12 - 1G. General Question, "Who or what have you invalidated?" Use only what pc gives. Be sure list is complete.

List R2 - 12 - 1H. General Question, "Who or what has nearly found out about you?" Use only what pc gives. Be very very very sure that list is complete or you'll have missed a withhold on the pc.

The above lists are numbered and lettered for proper sequence in use on the preclear.

In other words you could do Routine 2 - 12 many times (plus doing Step 1 on the Scientology List more than once) on a preclear. But always do the first step with Scientology Items as many times as you can get one of its Items to react and you'll never miss.

It is this first list of Scientology Items which holds up cases, so it must be used for all 12 steps again and again.

Further questions can be had from Prehav assessments.

The rule is: "If you get a Reliable Item always get its opposing item." Then you will never get a BY-PASSED ITEM, the thing that hangs up cases.

In getting any Reliable Items and their opposition, you are of course cleaning up the GPM and therefore clearing the pc. So this is a road to clear.

Items have many other uses, so never fake one and never fail to record one on the Line Plot.

Occasionally you get a BONUS PACKAGE of one list. In addition to the Item you are looking for, sometimes two RSing Items will show up on the same list opposing each other and blow. They oppose each other, not what you're listing. Point this out to the pc when found and put these also on the Line Plot, marked BP (Bonus Package), one as a terminal and one as an opposition terminal. And go on and find your regular Item.

Routine 2 - 12, coupled with Problems Intensives and CCHs, give the HCA/HPA a full kit that can handle the worst cases, knock out the no-gain cases and can clear. So I haven't forgotten the HCA/HPA.

Don't try to cover up the fact that somebody has a Rock Slam or a Dirty Read on Scientology etc. You'll have set him or her up to never have gains.

SKILLS REQUIRED

To accomplish a 3GAXX for Rock Slammers, an auditor needs to be drilled and thoroughly examined on the following:

1. The E-Meter and what is a Dirty Read, a Dirty Needle and a Rock Slam. Practical.
2. HCO Bulletin November 8, AD12 Somatics. Theory.
3. Any future HCO Bulletins on Assessment for Rock Slamming Items. Theory and Practical.
4. Tiger Drilling. Theory and Practical.
5. This bulletin. Theory and Practical.

If the auditor can't do 3GAXX for Rock Slammers, it will be because he did not know or was badly examined on the five things above. There's neither difficulty nor mystery about the above 12 steps.

So study up and don't miss. This, but no Routine 3 process, is declared an HPA/HCA skill. If an auditor can't do it, he'll have a slow go or a no-win on about eighty per cent of all cases.

With the above, properly studied and well drilled, there will be great success on anybody who can be persuaded to begin a session.

And also this must be done on every case that hasn't gone clear already even after their goal has been found. It's a certainty that such a case is by-passing at least one side of a Present Time Problem that is part of and suppressing the whole GPM.

This is THE PC's BIGGEST MISSED WITHOLD of all.

Note: There are no variations on the order of steps or actions above. One doesn't sometimes do this, sometimes that. This is a very rote procedure.

Note: On some very, very rough cases this system may not work fully until some regular 3GAXX is run by a Class IV auditor. In any event, a case on 3GAXX should be tested again as above after every 6 or 8 R.I.'s are found.

Note: And just to clear up any possible misunderstanding you do R2 - 12 on all pcs first and you never vary its steps or sequence.

Note: No preclear will achieve a lasting case gain with overts on Scientology and allied Items. No free needle will stay free in the presence of these overts. Routine 2 - 12 removes the unwanted valences that commit such overts rather than endlessly sec checking the pc. The most insidious By-Passed Items are those that remain in present time prompting the pc to commit senseless overts to the dismay of his good sense and the peril of his case condition. He will make no fast gain until the Scientology list is worked over and over for any reaction.

FAST STEP RESUME

1. USE OR COMPILE A LIST 1, 1A, 1B etc.
2. ASSESS LIST.
3. TIGER DRILL THE LAST 3 OR 4 ITEMS LEFT IN. TAKE THE ONE WITH LARGEST OR ANY REMAINING ACTION. IF ITEM FOUND IS AN R.I. OMIT STEPS 4 AND 5.
4. USING ITEM IN 3, LIST "WHO OR WHAT DOES _____ REPRESENT TO YOU?"
5. NUL LIST.
6. TIGER DRILL LAST 3 OR 4 ITEMS LEFT IN, SELECT ONE.
7. DETERMINE IF ITEM FOUND IS A TERMINAL OR OPPOSITION TERMINAL.
8. LIST FROM ITEM USING PROPER WORDING FOR A TERMINAL OR OPPOSITION TERMINAL AS ESTABLISHED IN 7. TERM = PAIN = W/W WOULD _____ OPOSE? OPPTERM = SEN = W/W WOULD OPOSE _____?
9. NUL LIST.
10. TIGER DRILL LAST 3 OR 4, SELECT LAST ONE LEFT IN.
11. TEST PACKAGE, (AND ANY BONUS PACKAGE) WITH PC, MAKE SURE WHICH IS TERM AND OPPTERM AND IF THEY OPOSE EACH OTHER AND PUT ON LINE PLOT.
12. DO ALL ABOVE STEPS AGAIN ON SCIENTOLOGY LIST UNTIL IT HAS NO GHOST OF A REACTION. THEN DO 1A, 1B, ETC., EACH ON ALL STEPS.

Note: This is a primary training skill. Do not give students more than instruction on the check sheet of Class IIb before turning them loose on Routine IIb as a heavy time auditing activity. They will learn little or nothing before being clean on R2 - 12. Put Comm Course and other Instruction after R2 - 12 and the student will have a chance to learn it. Give the student further heavy instruction on R2 - 12 toward course end. Classify only on the end of course repass of the IIb check sheet. The point is don't waste instruction on basic Scientology until the student is cleaned up on Routine 2 - 12, particularly the Scientology List. I don't care how this is accomplished in the Academy or in the HGC. Just get it done.

LRH:dr

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