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URGENT  
ROUTINE-2 - SIMPLIFIED  
(Communicator: Mimeo AT ONCE and  
RUSH TO ALL TECH DIVISIONS)

I will shortly release Routine 2-12A which will incorporate Routine 2-10 and 2-12 with enormous simplification.

While the basic processes and purposes remain the same, I have worked out a number of simplifications that are greatly needed.

Having seen some of the trouble with R2-10 and 12, I have been furiously working to improve Indicators. I've now proved out some invariable indicators that will completely wipe out flubs if followed exactly as given in this HCO Bulletin. If they don't work for you, the R2 being done is from wrong source. These indicators are not wrong.

I have also succeeded in developing a system in 2-12A that eliminates nulling, thus saving half the auditing time, and eliminates Tiger Drilling - a week spot for HPAs. As the sessions can be run with almost no Mid Ruds or ruds, this leaves auditors with only an RS to see on the meter and cuts out almost all other meter reading. R2 then comes much more easily into the realm of Co-Audit.

If you don't get results from R2 its being done wrong. I've got the variables pretty well licked.

Until the full release of R2-12A, incorporate these changes which belong to 2-12A into any R2 you are doing or supervising. Change over at once. Abandon the old way where it conflicts as these data below will keep you out of trouble and stop some of the glaring errors being done. Apply these below to any 2-10 or 2-12 currently being done.

TONE ARM

The Tone Arm is used in R2-12A.

On any list done on a preclear, whether source, represent or oppose, RUN ALL THE TONE ARM ACTION OUT OF THE LISTING. LIST AT LEAST 50 ITEMS BEYOND THE POINT THE TONE ARM BECAME MOTIONLESS.

Keep the tone arm readings in the left margin of the list column. Note TA action about every 5 Items or at every charge.

In a wrong-way-to oppose list, the TA tends to be more stationary.

If you don't run the TA action out and at least 50 Items beyond, plus 50 Items beyond the last RS seen on listing the list will be incomplete.

Sometimes several pages have to be listed with a motionless TA before the final RS comes on the list but ordinarily the final RS comes within 50 Items after the TA has been motionless for 50 Items.

LIST BEYOND LAST RS

List at least 50 Items beyond the last RS on the list. Do not stop listing with the last RSing Item. If you do you can be fooled. If you get a new RS in the 50, list 50 more beyond that and so on.

TEST LIST BOTH WAYS

List a few Items on each way oppose as a conclusive test to find right way oppose. The needle gets stiffer on the wrong way oppose. THE NEEDLE LOOKS LOOSER ON RIGHT WAY OPPOSE. If you still can't decide, again test either way until you are sure.

Use all normal tests but list a little each way to be sure.

WRONG WAY LIST

A list is wrong way to if

- (1) The list does'nt RS.
- (2) The RSeS on the list increase in incidence - more RSeS per Item on later pages. (The number is quite marked).
- (3) The pc looks darker and mass is pulling in on the pc.
- (4) The list is inordinately long - 40-50 pages.
- (5) The needle gets tighter and stiffer as you list (the most noticable test). (A needle also gets tighter on an added list if you don't read the right item to the pc.)

VANISHED RS

If a case has RSeD and suddenly can't be made to no matter what you do, the RS is swallowed into some earlier incomplete or fumbled action.

Go back and handle the earlier action correctly.

Sometimes an Item grabbed off an incomplete source list (but never use one that was found by representing an RSing Item) has to be handled fully to get the RS back. Example: Incomplete Patts of Existence List. "God" RSeD heavily on it. Some auditor grabbed it and opposed it. List abandoned when directions came to use Items only from complete source lists.

Eight Reliable Items later, RSeS on the case vanish or get tiny. PC's PTPs heavy and not being resolved by R2. Solution: Go back and get the "God" package complete. The big RS will come back on. (Make sure its opposed the right way to this time.)

FOUR ITEM PKGS

The biggest change from 2-12 to 2-12A is the four Item Package.

Always get four Items in a row.

Complete any existing 2 or 3 Item packages on a case to 4 Items whether the last Reliable Item found still RSeS or not.

The four are:

- (1) Reliable Item taken from a completed source list;
- (2) Reliable Item taken by opposing (1).
- (3) Reliable Item taken by opposing (2).
- (4) Reliable Item taken by opposing (3).

It will be found that (4) is in opposition also to (1) if all was done correctly.

All lists (1) to (4) must be complete, to no TA action and beyond, right-way-to opposition in each case.

Where a represent enters in (which is seldom), there are five lists for four Items. These are:

- (1) Source list, (vcomplete to no TA for 50 Items but no RS).
- (2) Represent list from last Item in on source list. This is RSing Item. This is the first RI. List must be complete.
- (3) Oppose list on RI found in (2) just above. This gives second RI.
- (4) Oppose list on RI found in (3). This gives third RI.
- (5) Oppose list on RI found in (4). This gives fourth RI.

Whether you get your first RI from an oppose or represent list, you always wind up with four RIs.

PACKAGING

A package always consists of Two RIs that are terminals and Two RIs that are oppterns.

The terminals oppose either opptern, one better than ~~the other~~.

This is two packages 2-12 style, one package 2-12A style.

The Term-Opptern of each pair must be of the same order of magnitude.

The auditor has no business with the significances of Items. He never suggests an Item or goal. He never rejects one because of significances.

Here is an actual package. 1st RI found, opptern RELIGION; 2nd RI found Terminal A CONQUEROR; 3rd RI found Opptern PUBLIC COMMUNICATIONS; 4th RI found Terminal A DISEMBODED SPIRIT.

PACKAGE



Continued.....

In a 2-12A package you have to have 2 terminals and two oppterm, opposing and cross opposing as above.

Otherwise you've goofed and will the pc hedge and ARC break! Oh, my!

The sequence may be (1) Oppterm RI, (2) Term RI, (3) Oppterm RI, (4) Term RI, or it may be (1) Represent Item, (2) Oppterm RI, (3) Term RI, (4) Oppterm RI, (5) Term RI. Or it may be (1) Term RI, (2) Oppterm RI, (3) Term RI, (4) Oppterm RI, or (1) Represent Item, (2) Term RI, (3) Oppterm RI, (4) Term RI, (5) Oppterm RI.

Always 4 RIs, always 2 Terms, always 2 Oppterm.

If they don't come out that way then one of the lists was wrong way to or incomplete or both.

#### NULLING

R2-12A doesn't nul a full RSing list. Only a non-RS list to be represented gets nulled. And these are infrequently needed.

One completes the list to no TA action plus 50 or more Items and then 50 Items beyond the last RS seen on listing. The 50-50 rule is minimum, not maximum. It sometimes must be more.

One tells the pc that one is going to read him the next to last RS and does so. If it RSeS, one adds to the list until a new RSing Item is seen and 50 Items beyond it. Then one reads the now next to last RSing Item again. (No Tiger Drill). Auditor tells pc: "This is the next to the last RSing Item, not THE Item."

When the next to last RSing Item does not RS on reading it to the pc, (no T.D.) one then tells the pc that his or her Item will now be read and reads the LAST RSing Item to the pc. It should RS without T.D. If the next to the last Item did RS, one does not read the last RSing Item to the pc but just returns to listing. If the RS is off the last Item seen to RS read the non-RSing Items just before and just after it, always to be sure. The RS could have been noted for the wrong Item.

When one has read it to the pc and seen it RS, the auditor says "That Rock Slams" and watches the pc. The auditor does no other action for a while, says nothing else. To speak or engage in new actions will rip the pcs attention to shreds. This is a critical moment. One watches the pc's face to see if it darkens or lightens. Darkens = wrong Item. Lightens = right Item. (Watch the area below the pc's eyes, the eye pouches.) PC doesn't know if its his Item or not = wrong Item. PC knows its his Item = Right Item. PC ARC breaks shortly or gets critical of auditor = wrong Item. PC happier = right Item. PC doesn't cognite = wrong Item. PC cognites = right Item.

While pc is cogniting auditor will see the Item continue to RS on the meter. The RS may fade out or narrow as PC cognites. This does not mean wrong Item necessarily.

Even if the RS vanishes after a good bit (5 minutes?) (no T.D.) it is still opposed. (3) is more likely to fade than (1) and (2) RIs. (2) is more likely to fade than (1) RI. (4) Fades almost at once.

The Item must always be the last RS on the list and must always RS the first few times read without Tiger Drill, (providing session rudiments are even vaguely in).

If you aren't sure of the RSeS while listing null for RS only from the one above the next to last Item to the end of list. Don't nul whole list ever.

If an added portion has an RS on it there is no need to nul earlier than it either as no earlier RS will exist. However always test next to last RS. If two RSeS appear before a list is added to (next to last and last) or if any two Items on a list RS before a list is added to, that list is incomplete and does not have the Item on it.

#### WRONG ITEM SIGNS

A wrong Item given to the pc as his Item does the following:

- (1) Darkens pcs eye shadows and face;
- (2) PC immediately has more mass than before pc was told Item;
- (3) TA tends to stay up and stuck;
- (4) PC slightly or greatly ARC breaks;
- (5) PC doesn't cognite at all or cognites briefly and stops (and ARC breaks);



- (6) PC can't really understand how it is his Item, but sometimes is propitiatively agreeable with no cognitions.
- (7) PC can't really see how it fits in package but may say so diffidently.

RIGHT ITEM SIGNS

A right Item given to the pc as his Item does the following:

- (1) Lightens pc's eye shadows and face;
- (2) PC has no more mass about him than before Item was read to him;
- (3) TA usually blows down;
- (4) PC feels more cheerful;
- (5) PC cognites, usually at length;
- (6) PC sees just how it is his Item;
- (7) PC sees how it fits against other Items in any package.

The auditor must check up on all 7 points above as well as the RS, making 8 points in all.

If the wrong indicators aren't present and neither are the right ones, list on further. Don't be a niggardly lister. Another hour's listing can save 50 hours case repair.

DIRTY NEEDLE

Lists that never go clean needle are wrong way to.

You never ned up a list with a Dirty needle if you run all the TA action out on a right way oppose list.

You don't have to have a clean needle anyway on this type of nulling.

RS MATCHING

The RS you see on the first RI of any package exactly repeats itself in width and speed on each one of the other 3 RIs in a 4 RI package.

It is the same RS when listed and when called, also.

A package has a characteristic RS. If one of the Items doesn't match the RS, its wrong. If none of the 4 Rses seen are similar, run don't walk to the nearest Academy and as soon as the pc gets out of the hospital send him to an HGC.

The Rses in one package all match exactly when first seen and first called to pc. Of course after a few cognitions RI (3) and RI (4) of the package may lose their Rses, but not for a while and usually only after being listed.

An RS is gone when it's listed against.

You only have one RS of a package of 4 RIs RSing at any one time.

RI (1) Rses until listed. Then RI (2) Rses until listed, etc.

Rses that grind out on packaging were wrong Items.

You never audit an RI in any way but listing for another RI.

Your memory and a note of width are your only tools in matching Rses on a package.

USING ARC BREAKS

Use any ARC Break to determine that the R2 is wrong. There is no other reason for an ARC break, no matter what the pc says. The R2 is wrong. That's the reason for the ARC break.

You use ARC breaks to verify the R2. The pc will not ARC break on right R2 no matter what provocation exists in the auditing.

ARC Break always equals Wrong Routine 2.

Wrong Item, Item wrong way to in oppose, List Incomplete. These are what cause ARC breaks, not the auditing. Never forget that.

Never try to cure an R2 ARC break with mid-ruds or missed W/Hs. Go back to work on the R2 line up.

Example: "Your Item is 'A Cat'." PC says ok, soon begins to chop auditor. Correct action, "Your Item is not 'A Cat'. I will examine this." That's the end of the ARC break just like that. PC doesn't realize the wrong Item is it. He thought it was the auditor. The auditor now looks over his list to see if its wrong source or wrong way to or incomplete and proceeds accordingly.

The Rule is ALWAYS GO BACK FROM AN ARC BREAK. NEVER UNDERTAKE A BRAND NEW ACTION such as changing the universe.

New lists do not cure ARC breaks. Only doing the old list right or finding the right Item cures them.

This is also the dominant rule in case repair: Find the earliest ARC break and remedy what was being done just before it.

Use ARC breaks to guide your R2. Don't ever Q and A with them or try to handle with auditing. Never stop the auditing on one. Just correct the R2 fast.

#### CASE REPAIR

In repairing cases all you do is look over earlier reports until you find the session where the goals went sour and correct what was done in that or the immediate earlier session. Very simple. You'll also find the RS if it has vanished off the case.

Never start new actions on a case that needs repair. Only repair old ones. It's a screaming auditing goof, a major error to start a new action on such a case.

#### DOPE OFF

All dope off and boil off while listing or nulling comes from ordinary garden variety missed withholds. Pull them rapidly and go on. In R2 you only pull missed W/Hs when you can't get pc into session at all or when the pc dopes off. You don't pull missed W/Hs in case of an ARC break - you correct the R2.

PC going into apathy is also an ARC break you know. Also propitiation.

#### NEVER REP AN RS ITEM

Never represent an RSing Item. But NEVER. Don't handle or use "RIs" that came from representing an RSing Item. Some were gotten this way in 3GAXX. They're wrong. Abandon them fast.

Always test a source you are going to use for a represent list for an RS. If it RSeS don't represent it. Don't oppose it either as its off some incomplete list. Find a non RSing thing to represent instead.

There's another version of this also. A pc asked to extend a list (or seeing the auditor's paper as the auditor lists) will use Items that RS to try to get the RSing Item on the list. This is fatal and will increase the number of RSeS on the list and make the pc ill, give him the wrong item and so on.

When you see a pc doing this tell him or her, "Just answer the auditing question. Please just answer it. TheItem we're looking for probably isn't even related to any RS gotten so far."

Make the pc answer the auditing question only.

A pc may also seek to package when listing Items, not answer the auditing question. An educated pc knows that RI (4) must match RI (1). Get the pc off it. "Just answer the auditing question". And you'll be out of trouble.

Some pcs have listed 40 pages without once answering the auditing question.

#### SELF LISTING

Getting the pc to list out of session as in goals is a poor idea in R2.

Give the pc an Item wrong way to and he'll wrap himself around a telephone pole out of session.

List R2 processes in session only.

You would have to nul the whole list if it's listed out of session. Where's the time saved?

#### NEVER STEER ITEMS

Some eager beavers have started steering the pc to Items while listing, using the needle flicks.

Never do it.

Urgent Routine -2 - Simplified

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hco b jan 27 '63

You get Items that don't belong and all sorts of things.

Just be simple, huh?

Routine 2 is as good as you simply audit simply. So relax and start clearing.

L. RON HUBBARD

LRH:dr:bt:tlf