

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

Franchise  
CenOCon

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ROUTINE 3-M  
RUNDOWN BY STEPS

(HCO Secs Check out more thoroughly  
than any you've ever checked before on all staff auditors  
and staff clearing people.)

SHSBC Lecture of 26 Feb, 1963 also covers this HCOB)

The steps of Routine 3-M are as follows:

PREPARE THE GOAL

- 1) Get the goal Prepchecked so that some rocket reads are seen. Get it checked out. It may only have been seen to Rocket Read sometime in the past and will not now Rocket Read; Prepcheck it until it RRs at least once. If so, go to Step 2. (3-M can be started without having the goal if you have an RR RI from 2-12, if so start 3-M with Step 8 and find goal as in Step 15).

DETERMINE GOAL QUESTION

- 2) Determine, by Meter and by what the pc can answer, the wording for the Goal Oppose Line:

Who or what would the goal \_\_\_\_\_ oppose?

Who or what would \_\_\_\_\_ oppose?

Who or what would somebody or something with the goal \_\_\_\_\_ oppose?

Who or what would (ing version of the goal) oppose?

Use only one of the above and use no other wording for the question.

LIST SOURCE LIST

- 3) List a list in the usual way on a Meter, watching carefully for Rocket Reads or Rock Slams as the pc gives Items. Note these accurately on the list. If no RSeS or RRs appear on this list assume that the goal was wrong or that the pc has been suppressed by other listing below RR or RS. Do not proceed if no RRs or RSeS were seen while listing; relegate the case to 2-12 repair (see below) or other goal finding. If RSeS or RRs are seen on listing, proceed to next step.

COMPLETE SOURCE LIST

- 4) List the list no less than 50 Items (by actual count) beyond the last RS or RR (whichever was last). In actual fact all TA action should be off the list by this time but auditors have trouble in some instances in interpreting what is TA action on the list. Keep going if you know what "no TA action" is but don't use ".005 divisions TA change" as an excuse to list pc black in the face.

TEST LIST

- 5) Test list by reading two RSeS or RRs back to pc. If only one RS or RR is reading on the list, it is complete. If two are reading continue the list until you have new RSeS or RRs and 50 beyond the last one again. Then retest. Be sure list is complete, by which is meant "it has an RSing or RRing Item reading on it but not two, and an RI is on the List."

FIND RI

- 6) Search out the RSing or RRing Item by reading each one marked RR on listing back to pc. One should Rocket Read or Rockslam without T.D. If none are found that now RS or RR, read the non-RS, non-RR Items just above and below each marked RS or RR. (You may have mistaken which Item RSed or RRed). Work at it until you've found the Reliable (Reading on the Meter when read back to the pc) Item. If none RS or RR use small tiger on those that DR. If still none RS or RR extend the list until new RSeS or RRs are seen. If no RI yet, null the whole source list. You only do this with Goal Oppose (source) list.

CLEAN UP RI

- 7) Get the Big Mid Ruds in on the Reliable Item found. If it RSed it will turn into an RR if Big Mid Ruds are put in on it. But even if it only still RSed, proceed to next step. If it vanishes without being listed extend Goal Oppose list.

DETERMINE WHETHER TERMINAL OR OPPTERM

- 8) Determine if the RI is a terminal or an oppterm. Just because an oppterm was indicated by the list question is no reason an oppterm will come up. If an exalted sounding Item it is probably an oppterm. If a degraded reversal of the goal it is probably a terminal. As more RIs accumulate on the Line Plot the less this is true. It finally reverses. Use any tests released. Wrong way to give more mass to pc and reads less on meter.

LIST THE RI

- 9) List the RI as a terminal "Who or what would (RI) \_\_\_\_\_ oppose? or as an oppterm "Who or what would oppose (RI) \_\_\_\_\_?" If pc's face darkens or mass pulls in or if he can't keep the question in mind or can't think of answers easily or if needle tightens, etc., quickly abandon and start a new list with the reverse question. But be very careful not to keep reversing an R3 list. Don't test list as in R2. Be right in the first place and unload fast if you're wrong in the way it's being opposed. The more you change the way you oppose it the more mass you'll pull up on the pc. A reverse way oppose list also has RRs and RSeS on it.

COMPLETE RI LIST

- 10) List 25 (not 23 or 20) Items beyond the last RS or RR. If you can read a Tone Arm, be sure the TA action is out of the list. But don't use TA action of one/millionth of a division as an excuse to list the pc into the ground with over-listing. The actual rule is "25 Items beyond the last TA change and 25 beyond the last RR or RS." Never list less than 25 Items beyond the last RR or RS. If a new RR or RS occurs go 25 beyond it. TA action can be caused by Protest, Decide, ARC break. If the pc ARC breaks after you've stopped listing, the list must be extended as the ARC break, no matter what the pc says, comes from the Item not being on the list. This step is very easy. Just list and note down the RRs and RSeS seen on the meter as you list. Write fast. Get the Item down correctly. Ask the list question only often enough to keep the pc listing. When he stops you ask the question. Or ask it when he asks for it. Don't overlist. R3 overlisting is brutally cruel. Don't underlist. Don't miss reads. The Sensitivity is set at about 3 on a Mark V and 4 on a Mark IV for listing. The eye looks across the dial at the sheet beside the meter. You move the sheet up as you write. Left hand meters are available at HCO VW for Southpaws. Put your TA reads on your listing sheet each time TA changes.

CHECK RI BEING LISTED

- 11) Check the Item you are listing from. If it ticks or fires, don't do anything with the list you've just done. Continue it to a new RR or RS and do 25 beyond it. The Item can read because the pc is protesting or invalidating but usually it's just list more. If Item being listed from doesn't read, proceed to 12.

READ NEW RI

- 12) Say to the pc, "I will now read the last Rockslamming Item on the list." (Omit saying the above if the last Item was an RR). "That didn't read." (If it did, and an RR is above it your list is incomplete so do Step 11 again.) If it didn't read (which it shouldn't) say "I will now read the next to last Rocket Reading Item on the list." Do so. If it RRs or RSeS do step 11 again. If it doesn't (which it shouldn't) say "That doesn't read." Now say, "I will now read the last Rocket Reading Item on the list." Do so. If it reads (RS or RR) say "That Rocket Reads." or "That Rockslams." This is the one that must read. If it RRed when being written down but RSeS when read back to pc, the only action necessary is to put in the Big Mid Ruds on it and it will RR. If the last RR noted on list doesn't read, then say, "I will now read the Item above it." (Read the one above, the one below, the one 2 above, the one 2 below.) As soon as you have one that fires, say, "That Reads." Now don't do anything else when you have the Item. Look silently at the pc. You will see him get lighter coloured in the face, the Tone Arm will blow down, the meter will fire Rocket Reads as the pc cognites. If pc is in doubt say "That's your Item."

Give the pc a brief break, mark in your line plot and auditors report swiftly. Restart the session.

The Item you find must be the last RR seen on listing or the Item a couple above or below. If it is not then the list is incomplete or you didn't see the RR after this one and must nul from it to end of the list. If no Item fires with an RR or RSeS, you've reverse opposed some earlier RI or left an earlier

list incomplete. You should then read RIs off the line plot to the pc until you see one fire or tick. Take that one and do steps 9, 10, 11 with it.

Don't do a new goal oppose ever unless you have no RR on the line plot or last RI just found. The urgent rule is "Use the RR you have and just keep going along with it. Don't create new RR Items with strange actions. Use what you've got always."

This step is very simple. The trouble in R3 comes when the auditor loses his head and does new strange actions. This step is not complicated. The better the auditor the simpler this step will be.

Only one RI in 50 will need Tiger Drill to make it fire. If the RI has already been found in 2-12 or life and has big suppresses on it, it may not fire when just read. But it will tick or RS. This is probably only 1 RI found in 50. The rest just bang fire, just like that. It doesn't take Tiger Drill to make R3 RIs fire. An RR Item, suppressed, invalidated, will sometimes (1 in 10) RS when it should RR. Big Mid Ruds converts it to RR again.

The less you sweat the more you'll get. So relax and find RIs.

It is the number of RIs found that are RIs that clear the pc. It is a simple matter of quantity.

You can use any RR RI to start the spiral staircase. These are sometimes found in R2. After you have started it with Step 8 above, just go on doing steps with it, 8, 9, 10, 11, 12 etc. By the time you have several RR RIs the pc will give you his goal. But even when he does, just carry on down the spiral staircase, don't do a goal oppose. Why? Because you already have an RR RI. To get another would leave you with two in the air at the same time.

If by mischance, you do get 2 or more RIs that haven't been opposed yet, always test for the biggest RR and use the one that has it. The others will eventually tie in or can be opposed when you've completed a piece of the GPM down to free needle.

Rule: "Follow your best RI".

#### PACKAGE THE RI

- 13) After finding an RI, after the brief break, or in the next session, ask the pc "How does the goal \_\_\_\_\_ influence the Item \_\_\_\_\_?" Then, "Does the Terminal \_\_\_\_\_ (the one found just before,) oppose the Item \_\_\_\_\_ (oppterm just found)? Or for a terminal just found "Does the Item \_\_\_\_\_ oppose the Item \_\_\_\_\_ (oppterm before)?"

Just take the pc's opinion for use in making tests.

#### GET NEW RIs

- 14) Repeat steps 8, 9, 10, 11, 12, 13. Just keep repeating these steps, find more and more and more RR RIs.

Occasionally get the goal to read. About once at the start of every session.

It takes a good auditor about 35 minutes to list from an RI and find an RI. With other actions, that's about one an hour. If you're getting less per hour, then it's because of goofs. What consumes time is making mistakes. And you make mistakes only by departing from the rules. There are no special pcs.

The first GPM has from 10 to 30 RIs. The second has from 30 to 60 RIs. It's the number of RIs found that clear the pc.

Just do Steps 8, 9, 10, 11, 12, 13 over and over.

If you completely lose all RIs and no RI on the line plot fires or ticks, do a new goal oppose as per steps 1 - 7. And use the result to carry on with steps 8 - 13. You will find the new RI will fit exactly in sequence on your line plot.

#### ENTER NEW GPM's

- 15) When needle goes free just tell the pc and keep going. Don't bother with a prepcheck. Just keep doing steps 8 - 13 as long as you can. But realise that you are probably now on a new goal channel. When you have 2 or more RIs that the pc knows by step 13 above do not fit the old goal, do a brief new goals list for an RR goal. Spend no real time on it. 10 or 15 minutes.

If you can't find it at once, just keep doing Steps 8 - 13. Be alert as you go for the new goal. Write down any the pc volunteers. One will RR. That's it.

Opposition Goals (3D to the contrary) do not RR! So any goal that consistently RRs is it.

You can do the whole GPM section without having its goal until the last Item on the chain. It's harder on the pc, but lack of the goal must not stop 3-M. It's the RIs that count, not the goal or cognitions.

As goals are run out repeat for each one this Step (15).

The needle may go free only for a space of 5 seconds if you go on into the next GPM. The residual mass of the goal you've just blown is held in more by the next GPM than by odd bits. So getting the next GPM is the most constructive and time saving action.

#### END OF STEPS

#### COMMENTS

You musn't let the pc represent RRing or RSing Items as he lists. If he knows something RSed or RRed he may repeat variations of it. However, interfere as little as possible with the listing by the pc. Don't force listing or prevent it.

Mask your paper from the pc.

The frequency of the bank can get thrown awry by listing both ways or by doing a list wrong way to and getting a reverse Item. But the upset is limited to the 25 Item rule. On any one GPM where goofs have occurred, you may have to extend lists due to finding a tick (Step 11). All rules and steps still apply. You just have to extend a list (as in Step 11) more often. The Item doesn't start appearing earlier on the list and the rule of the last RR is never violated. It's just that the "25 Items after the last RS or RR rule" becomes unworkable and you keep finding that the Item you are listing from still ticks so you have to extend. Step 12 remains true.

R-3M is a purely mechanical activity.

The better you know it, the more exactly you follow it, the more RR RIs you get, the less you figure-figure on it, the more clears you'll make.

3-M works because of 3-M, not because of auditing frills.

The only thing missing from these steps is the test battery to find if an RI is a terminal or oppterm. That is given on tapes and will be the subject of a whole HCO Bulletin. When an RI that is a terminal is used as an oppterm (wrong way oppose) more mass turns on. And vice versa. Wrongly call an RI and it's more mass, a darkening pc, discomfort, etc. Any RI that gives the pc unmistakable pain when said to the pc is a terminal always. The Sen is not as good to determine with as many terms also turn on Sen and no pain. Don't test list every RI both ways. In 3-M that half kills the pc. Do it only in R2. Be right before you list. Look the pc over after you've listed 10 Items to see if the face has darkened or discoloured, watch out for a tightening needle. And list right way to only.

Do 3-M carelessly or wrong and you'll wrap the pc around a telephone pole. Crash.

Be honest. Never fake a read. Never falsify a report. Somebody's future 200 trillion depends on that honesty. If it reads, say so. If it doesn't read say so. Don't try to look good at the expense of a pc's future life.

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Repair 3-M by TDing every RI on the line plot for reads. If none are reading at all, examine the lists for completeness. If these are short or goofed, complete them for an RI as per the rules.

If all else fails, prepcheck the pc on Auditing, listing, and do a goal oppose list. If that doesn't RR while being listed, examine the repair steps above in that order. This pc either had a wrong goal and the auditor didn't know a rocket read or the RR is hung up somewhere in the incomplete lists.

The point is, don't goof. You can clear a whole goal GPM while trying to repair some nutty departure from 3-M.

You've got one clearing technique. Protect it.

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### TWO TYPES OF LIST

Remember, there are two types of lists in R3-M:

- 1) The Goal Oppose as covered in steps 1 - 7. This is called a "Source List".
- 2) The RI oppose (either way) as covered in Steps 8 - 13. This is called an "RI List."

These follow different rules. The Item can be any RR or RS seen on a Goal Oppose List. The Item is always the last RR on the RI oppose list. Realize that all goal oppose lists follow the rules of Steps 1 - 7 and all RI oppose lists follow the rules of Steps 8 - 13.

There are no exceptions. If the list you've done as a Goal Oppose source list deviates from the phenomena found in Steps 1 - 7, you've goofed, not 3-M. If the RI oppose list you've done doesn't contain the phenomena in Steps 8 - 13, you've goofed, not 3-M.

Example: Auditor finds on an RI Oppose list that the "RI" was the third RR from the bottom. That's wrong. Complete the list. It's that exact.

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### OLD GOALS

With the advent of 3-M, the question of what to do about old goals or partially run goals or keyed out clears arises.

### RULE ON OLD GOALS

On anybody who has ever had a goal found, whether it was listed partially or fully, run R3-M just as though the goal had just been found. If it doesn't RR now it will still give RRs on the Source list from it. It is all right to test list it.

If the goal was wrong it will not give RRs on the source (goal opp) list.