HCO BULLETIN OF MARCH 9, AD13

Franchise

URGENT
ROUTINE 2 & 3M
CORRECTION TO 3M STEPS 13, 14.

The first 5 first goal clears, made by R3M brought to light the following vital datum:

Auditors tend to overrun into the next GPM without having a firing goal.

VANISHING RS & RR

The ONLY thing that makes a pc's ability to RR or RS vanish on a meter is finding too many RIs without finding the goal.

The pc can be overwhelmed by RIs if he or she has no goal to align them to.

THIS IS TRUE OF ROUTINE 2. Every RI found is part of a GPM. Finding too many (more than 4) RIs (whether they RS or RR) with Routine 2 or Routine 3M will narrow the pc's ability to RS and RR and will cause his or her RS or RR to VANISH. Thereafter you will see no RSes or RRs on any list. It is natural for the RS or RR to vanish on a Routine 2 or 3M Item when it is opposed. The RS and RR on a goal vanish when the goal is run out. What I'm talking about is the ability of the pc to RS and RR on lists and new goals.

ROUTINE 2

Every R2 Item is a GPM RI. Find too many R2 RIs, no matter how, and fail to find a goal that RRs and you'll not see any more RSes or RRs on that pc until the goal has been found.

The difficulties of finding a goal with the pc's RR off is something I need not stress. The right goal, well prepchecked, and seen to RR, will turn on the pc's ability to RS and RR in general.

This is life and death data. DON'T find too many R2 or 3M RIs without finding a goal.

The RR and RS ability does not vanish by failing to package up, oppose and square away RIs. It only vanishes if you fail to find a goal.

Four RIs with no goal is MAXIMUM.

You can get 2 Routine 2 RIs to help find a goal. After that STOP until the goal is found.

3DXX etc ITEMS

All the 3DXX, 3GA, 3GAXX Items, no matter how found, must be put on a pcs 3M Line Plot. They were all GPM RIs. Use them to find the goal. Get them added up to the goal when the goal is found.

FAVORITE GOAL

Some pc's have a second GPM goal (or 3rd or 4th) which won't RR—yet. And is not ready to run. Their attention gets so stuck on it they can't co-operate in finding the 1st GPM's goal.

The thing to do is to list "What goal might have been postulated after (favorite goal, bare words like "To Catch Catfish") had failed." This moves pc's attention to a later GPM. And you'll again get TA action on listing goals.

By favorite goal is meant the goal that the pc thought (and fought) was his but no amount of prepchecking could make RR regularly. Most pcs on whom you can't find a firing (RRing) goal had a favorite goal. Ask them what it was or when it went out and use it in the above.

5 is the common TA read for a pc who hasn't got a goal and is stuck on the last (now run out) goal or on a favorite (too deep) goal. When the TA goes to 5 or there abouts in listing goals, and you can't get it to move and you haven't got a firing (RRing) goal, use the above method. It applies to R2 and R3M pcs alike at any stage of case or in any GPM.

The wording can also be (for pcs in 1st, 2nd or 3rd GPM) "What goal might have failed before (last goal) was postulated." Various wording can be used, the intention being to get pc's attention off a GPM and onto another GPM.

CHANGE IN R3M STEP 13

As auditors can easily slide on by a GPM into the next and miss the Rocket Firing Blow Down, or don't heed it, this must be added to Step 13 and never omitted. If omitted you can turn off the pc's ability to RR no matter how many (up to 5 or 6 anyway) GPMs have been run.

Add after "Just take pc's opinion for use in making tests."

NOW READ THE PC'S GOAL TO THE PC THREE TIMES, CAREFULLY NOTICING WHETHER IT RRS OR RSES ONCE OUT OF THREE OR NOT. Ticks or DRs don't count. Only Rocket Reads or Rockslams. If the goal RRs or RSes, continue with opposing the Item just found. If the goal does not Rocket Read or RS, do this:

(1) Find a new goal by ordinary listing or any means;
(2) Give the old goal an 18 button prepcheck.

Do not Tiger Drill the old goal to get it to RS or RR as it will briefly and then fold up.

The new goal, if it RSes, must be Tiger Drilled or prepchecked until it RRs.

This happens right after a Rocket Firing Blow Down (or Blow Up in Low TA cases) to Clear Read but auditors miss it and often a brief blow down to Clear Read occurs with the old goal still in action. The only test then is whether the old goal RRs or RSes. If it does either, go on. If it does neither, only ticks, falls or DRs, then find a new goal and prepcheck the old.

And then in your step 14 pick up the last RRing Item on the spiral staircase, get it to fire and oppose it. Don't do a goal oppose with the new goal. If no RRing Item now exists on the line plot, then use the new goal for a goal oppose list as in Step 2 and proceed on down the steps of 3M.

If you always read the goal to the pc in Step 13 and never go on opposing if the goal does not RR or RS, you will never turn off a pc's ability to RR or RS and the GPMs will stay straight. To keep on opposing and finding Items after the old goal has ceased to Rocket Read or RS is to court real disaster.

This is the commonest auditor error in R3-M, to shoot on past the old GPM and go racing into the next with no goal. Suddenly disaster, RR and RS off, pc

screaming. No atmosphere in which to find a new goal.

R3M STEP 14

Delete 2nd paragraph in Step "Occasionally etc"

Delete 4th Paragraph. Substitute: The number of RIs in a GPM vary greatly. The first GPM encountered may be newly formed and have only two or three RIs in it. A GPM is as long as the goal of it will continue to RR or RS while opposing items. When its goal no longer RSes or RRs when read to pc, the GPM limit has been reached.

A new goal for a GPM must be made to RR before being used. Listing will improve its read. The RR then becomes an RS, then an RR again but latent or Prior and as it finally discharges from the bank in a Rocket Firing Blow Down and only then ticks, falls or DRs.

LR:dr:lm   L. RON HUBBARD