

HUBBARD COMMUNICATIONS OFFICE  
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Central Orgs  
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THE END OF A GPM

A Goals Problem Mass has an exact anatomy. It does not vary pc to pc except in significance. The mechanics are all the same.

A full dissertation on the GPM exists on tapes. This is not a repeat of that data, although it corrects some of it.

I wish to give you exactly what you need to know to pilot through a GPM with a pc.

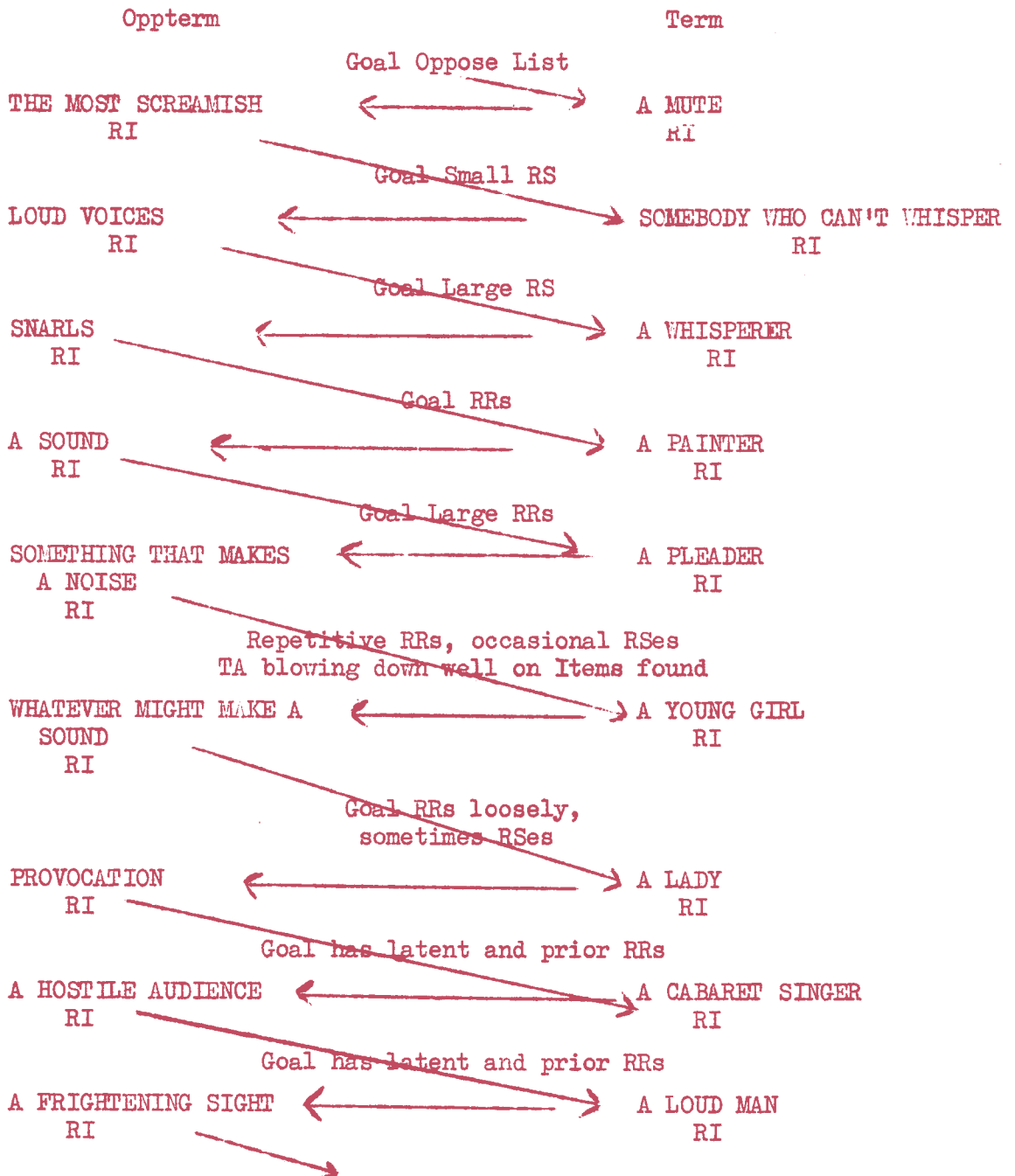
There are many GPMs. Four of them take one back about twenty trillion at a rough estimate. Some cover  $2\frac{1}{2}$  trillion. Some as much, at a guess, as 15 trillion. The last one formed may be only partially formed and cover as little as 60,000 years.

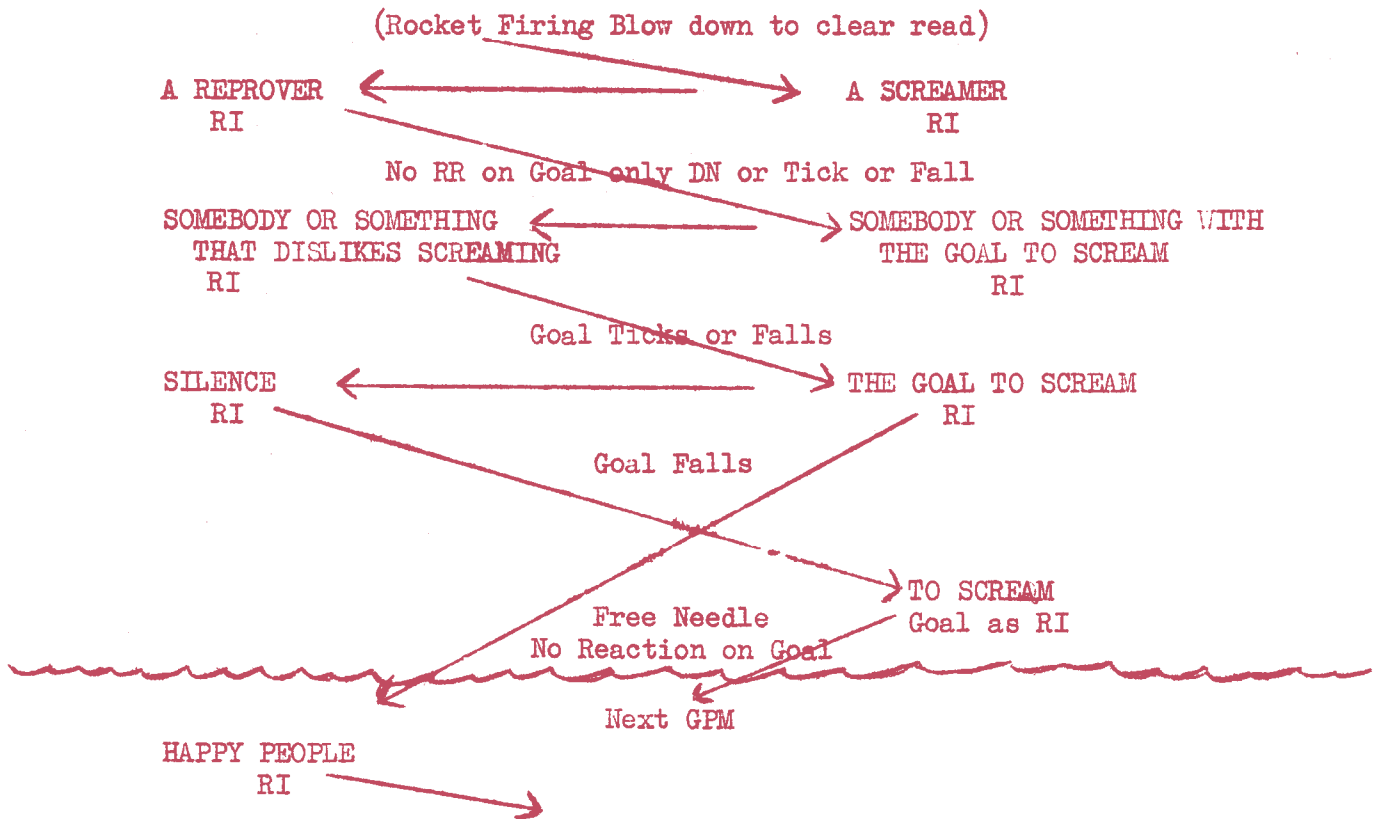
The first one encountered then, by the auditor, may be the least standard but only at its top. The bottom RIs of the first GPM will be standard. This is the old story of the hardest part of the case is the beginning.

This is a standard GPM. The first GPM encountered is just the same but may be missing its top RIs (those closest to PT)

A LINE PLOT

Goal: To Scream





The above plot, with dates added, is the way your GPM Line Plot should look. There may be more Items, and in the first GPM you contact there may be less from the top down, but this synthetic plot will assist you in knowing what to do with your preclear.

Note that the first Oppterm in a complete GPM is the most likely to be a successful form of Goal RI, and the first terminal at the top the least successful RI terminal of the goal. This will keep you from making errors in selecting out the first RI you contact.

Rule: THE FIRST TERMINAL CONTACTED WILL BE FOUND TO BE THE MOST DEGRADED FORM OF THE GOAL OF THAT GPM AND THE FIRST OPPTERM AN EXALTED FORM OF THE GOAL.

Of course, in a first GPM that is not fully complete, the above rule may not hold true but this is an exception. A first oppterm found is usually a better expression of the goal even in the first GPM than the first terminal. In all subsequent GPMs (2nd, 3rd, 4th,) there are no exceptions to the above rule. It is very upsetting to the pc and the bank to oppose the first thing you find in a GPM wrong way to. Or to oppose any RI wrong way to for that matter. But even this doesn't change the rules.

Note that the RI HAPPY PEOPLE in the next GPM does not fit the goal TO SCREAM.

The real time to get the next goal after TO SCREAM is when you have found HAPPY PEOPLE. If you go more than four RIs into the next GPM (after you saw TO SCREAM cease all reads) after the goal TO SCREAM you are putting the pc in real danger as THE RS AND RR MAY SHUT OFF on the pc, thus making it very hard to find the next goal.

However, if you try to find the next goal after TO SCREAM with the pc no further along than the RI A REPROVER in the above plot, you won't find the next goal. The TA will go up to 5 and the pc will muddle about giving you goals (which won't RR) out of the remaining (unfound) Items of the goal TO SCREAM.

If you find RIs into the next GPM after RI HAPPY PEOPLE without first finding its goal, not only will the pc's ability to RR and RS eventually vanish (about 12 RIs later than RI HAPPY PEOPLE) but a goal oppose list done on TO SCREAM may give you the goal of the GPM two down from that of TO SCREAM and you will have skipped a whole GPM (the one with HAPPY PEOPLE at the top). Now you've missed the goal of a whole GPM (although you have half its Items), and my, won't that poor pc ARC Break.

RULE: THE FURTHER THE PC GOES INTO A GPM WITHOUT THE GOAL, THE HARDER IT IS TO GET THE GOAL AND THE MORE LIKELY IT IS THAT YOU'LL GET THE NEXT GPM'S GOAL AND MISS THE GOAL OF THE GPM YOU HAVE ITEMS FOR.

### TROUBLE

What you can say with certainty is the more you depart from S.O.P. 3M, the more trouble you'll have.

Don't invite trouble by thinking and worrying too much. WORRY is the Occupational Hazard of the auditor doing 3M. The Worry Rule:

RULE: SO LONG AS THE PC IS HAPPILY GOING ALONG AND YOU'RE FINDING GOALS AND RIs ON SCHEDULE, KEEP CALM. START WORRYING AND CORRECTING WHEN THE PC IS ARC BREAKY AND LOOKS BAD.

Example: Auditor finds the RR on the list (on reading back to the pc) 5 Items above the last RR marked on the list. There is no RR on the list after the RRing Item found. PC is happy with Item found. It RRed. It was the last RR found on nulling. How the Auditor saw an RR five Items later is caused by the pc continuing to think about the one five above while he lists. The pc is actually representing the Item the Auditor finds. Hence it looks like a list Item five down fired. There was no fire on the list item in nulling. What should the auditor do? Well, the pc is cheerful about the RRing Item that was found. There is no RR on nulling after it. No other Item on the list now fires. So it's the pc's Item, a bona fide RI.

The above is Excess Worry. It will all come out all right as it follows the senior rules.

But there is another extreme. Too little worry:

Example: The auditor finds HAPPY PEOPLE in sequence on the above plot. The pc (out of pride) says that's a terminal. The Auditor carelessly lists it without any careful test. The pc starts looking black. The Auditor keeps on going. The pc gets "flu". The Auditor plunges on without correcting the Item, finds four more without a goal found, runs out of RR RIs (blank lists), does a goal oppose on "To Scream", lands in the GPM after next (beyond the one of HAPPY PEOPLE), runs out of all RRs and Rses on the pc, can't hold the pc in session, pulls missed withholds and prepchecks. PC and auditor together dive off highest bridge on "realizing 3M doesn't work and case is hopeless." (Joke).

The Auditor didn't start worrying when the pc started looking and feeling bad, kept adding more errors to an unhealed ARC Break and BANG! R2-45.

RULE: THE MORE YOU DO AFTER AN ARC BREAK OR PC UPSET WITHOUT CORRECTING THE EXACT REASON FOR THE UPSET, THE HARDER THE UPSET IS TO CORRECT.

Routine 3M has a terrific wallop. Its ARC Breaks are fantastic. When it starts to go wrong, stop and set it right.

But if it isn't going wrong, don't try to set it right. Keep going.

After you have done a few GPMs your heart will settle back into your chest and you'll lose that hunted look. So for the Auditor, the start of auditing 3M is the worst, as in the pc the start of the case is the worst.

Fortunately, GPMs are carbon copies, with terrific precision of construction. Do one and you'll have done the actions you'll do on all.

So learn the rules right. And make clears.

### WARNING

Auditors who are not well trained make errors and then in failing, try to correct by inventing new rules and procedures.

We have already had a "3M" where the RIs did not have to fire to be used. We have had several other brands.

Remember this: A Clear is a Clear. The attainment of clear lies on the other side of a GPM. Man has been unable to crack the riddle of the bank until now. We have the rules. 3M makes clears. There are only about 12 errors you can make. There is only one path through the GPM. It has been found. The myth of one-shot clear has been exploded. There is no easier way to clear.

So learn the rules well, don't think you've found exceptions to the rules. You haven't. Banks "got built" that way. Thetans are freed this way.

Study 3M like you've never studied anything before. You can learn it. You can make clears. You can be clear.

Who said it was easy?

Man, it's impossible! And has been for trilleennia!

And we can do it. The first of all the ages to understand and free the human spirit. So get busy.

LRH:dr  
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