

HUBBARD COMMUNICATIONS OFFICE
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Franchise
Gen-O-Con

HCO BULLETIN OF MARCH 30, 1963

URGENT URGENT URGENT
AFFECTS EVERY CASE BEING CLEARED
ROUTINE 3-M SIMPLIFIED
(CANCELS EARLIER R3-M STEPS)
(R3-M2 = R3-M ISSUE II)
AN INTERIM RAPID SUMMARY OF CLEARING

Suspend any 3-M you are doing (except goal finding) and proceed with the following steps only. Leave all Reliable Items and Goals already found by the original version of 3M on the Line Plot. Don't invalidate the pc's goals and Items. Patch in any Items you already have with what you will find in doing these steps.

Doing the following steps will REPAIR and forward or START any 3-M case on which one or more goals have been found. In repair, address the 1st GPM you contacted.

(1) CHECK OUT GOAL: Make sure it fires once in any three consecutive times read. (Or make sure a Class IV has seen it RR at sometime).

(2) OBTAIN CONDITIONAL TOP OPPTERM: (See Line Plot HCO Bulletin of March 13, 1963). DO NOT DO A GOAL-OPPOSE LIST TO START. (Abandon any goal oppose list you have done). This is done by listing only this question with this wording: "WHO OR WHAT WOULD BE MOST LIKELY TO ACHIEVE THIS GOAL?" (Pc knows what goal it is. Don't name it in the question).

Do a relatively short list. List only until the question above no longer reads on the meter. Check the question for read about every five Items. When it no longer ticks (make sure it isn't ticking from Protest or Decided) add five more Items. Test read it. If it still doesn't tick, end list. If it does, continue list.

Null this list by elimination, starting at the top of the list, calling each Item three times and marking in or out, until only 1 or 2 are in.

Put in left hand buttons on remaining Items. One should now Rocket Read. That is your top oppterm RI.

This source list is a source list. The Reliable Item may appear anywhere on it. (Consider all lists of 3-M as Source Lists now. In R2-12 RI oppose lists still exist).

This "most likely" list will probably be less than a hundred Items long. It may be only 10 Items long. If it's longer, the question is being protested which makes the question read.

This gives you the top of the GPM, hitherto hard to get and usually missing in case repairs. (I had to get clever on this one. Everybody was missing the top of GPMs until case was repaired).

(Note: The exact listing rules for this "most likely" list will be published in a subsequent HCO Bulletin. Take whatever you get that is an unmistakable top oppterm (see Line Plot HCO Bulletin of March 13, 1963 where it is "The Most Screamish"). Use it and go on with the following steps. After you find 3 or 4 RIs downwards, go back and see if the RI you found for Top Oppterm ticks when read to pc on meter. If it does now, don't throw away the RIs you've just gotten. Just extend the "most likely" list and nul what you extended.

Take the RI you now find for Top Oppterm and use it as per steps below. You will find you are going up now higher in the GPM. Complete it upwards until you reach the real top of the oppterm column. Then resume with the former last RI lower in the GPM where you left off going down and continue to the bottom of the GPM exactly as in these steps below. The toughest part of the GPM to get is the top end, and as it's the one most dramatized by the pc, it is the most important in his estimation. If you don't get it all at the top, the pc will drag that mass down through the lower GPMs and things will be less real on the lower RIs and harder to find. The only time you will have difficulty is when a "few RI GPM" extends into present time up from the "first GPM" you contact. That means a goal above the "pc's first goal". You can also have trouble when this "most likely" listing system is used if the pc's first GPM is only half lived through and has its top missing (never formed). This will become apparent as the pc lists and tests

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will show you have a terminal. You can in such a case cope by using what you find but realizing you have a terminal on the "most likely list". This is rare so don't invite it. The status of a pc's "first GPM" can be established by meter questions, "Do you have a goal closer to present time?" or "_____ above this?" If the pc's first GPM (meaning the first one contacted by the auditor, always, not the earliest one on the track) is "truncated", missing at the top, the remaining GPMs in the bank will still be of standard size and content. Even if you have trouble finding the top of a "truncated" GPM, still don't do a goal-oppose list. If "most likely" doesn't work on a truncated GPM, try a least likely version).

(3) COMPARE AND TEST RI: Note if getting RI blew down TA. Ask pc if this is the Item, if it turns on more mass.

Ask how it relates to the goal.

Check goal for read.

Read next question to pc as a terminal, then as an oppterm. Determine which one gives least mass and use that way of oppose.

However, if this RI found in Step (2) is anything but an oppterm you have bypassed an Item or over or under listed or it's not pc's goal. Also, the "first GPM" can have been only partially formed and the top oppterm does not easily express the goal, in which case you'll get a terminal. If so, you'll know by test.

(4) OBTAIN CONDITIONAL TOP TERMINAL: Using question "Who or what would oppose (Top Oppterm just found)?" list.

Check the question about every five Items given. Immediately that it no longer ticks, add five more. Test RI and question again for tick. If it still doesn't tick, null it. If it does, get five more, etc.

Null either by calling each Item 3 times in sequence until only one is left and put in left hand buttons on it (suppress, careful of, failed to reveal), or by calling only the RRs seen on listing each one one time and put in left hand buttons on it.

As all lists in R3-M are now all to be considered source lists, the former method is safer but harder on the pc.

These are very short lists. All RI oppose lists are. They may be as small as 10 Items, certainly seldom more than 20. Length is determined by the needle tick of the question (read to pc) vanishing.

If you overlist you will miss an RI, err with a By-Passed Item, do the next one wrong way oppose and send the pc into another GPM!

The whole error in listing is By-Passing Items by over or under listing.

That the listing question ticks means the Reliable Item is not yet on the list or there are more Items needed to discharge the tick. That the listing question ceases to tick means the Reliable Item is either on the list or will be in the next three or four given by the pc.

(5) COMPARE AND TEST RI:

Ask the pc if Item turned on more mass.

Ask the pc if it's the Item.

Ask pc if RI found opposes the one it was listed from.

Ask pc how it relates to goal.

Test RI for term or oppterm by asking next listing question one way and then the other. "W/W would oppose _____?" "W/W would _____ oppose?" The one that turns on the least mass is it.

This is, however, a terminal and if it isn't, the list you did to find it was a little too long or a little too short. Find an earlier RI on it or extend it for another RI.

(6) OBTAIN NEXT OPPTERM:

List "Who or what would _____ (RI just found) oppose?"

Null list by elimination or by RRs as above.

Find RI.

Always read the RI you are listing from and then the question you are listing on. Doing this jogs the question to read again when it might not. If the read won't go off the RI you are listing from, it is surely arrived at after an RI has been by-passed. Re-do the list it came off from.

(7) COMPARE AND TEST RI:

Ask pc if RI turned on more mass.

Ask pc if it's pc's Item.

Ask pc if RI is opposed by terminal it was listed from.

Ask pc how RI relates to goal.

Test goal.

Test RI for Term or Oppterm.

(8) OBTAIN NEXT TERMINAL:

List "Who or what would oppose _____ (RI just found)?"

Complete by testing question for reads.

Null by Elimination or by RRs seen on listing.

Obtain RI.

Test RI you're listing from for a tick.

(9) COMPARE AND TEST RI:

Ask pc if RI turned on more mass.

Ask pc if it's pc's Item.

Ask pc if RI opposes the one it was listed from.

Ask pc how it relates to the goal.

Read goal.

Test RI for term or oppterm. It should be a terminal.

(10) CONTINUE STEPS 6,7,8,9 ABOVE IN SEQUENCE.

(11) Toward bottom of the GPM, 20 or 30 (number is a guess) RIs from top, you will find (and this is not a guess) a terminal "Somebody or something with the goal (pc's goal)" or "Somebody with the goal (pc's goal)". There will be an oppterm, then "The goal (pc's goal)". Then an oppterm. Then just the pc's goal "To whatever". This last RI is called "the goal as an RI". There we stop all actions as above.

The pc can know that these pat bottom GPM RIs exist. He can even be shown a model line plot. In a misguided enthusiasm the pc can put all of them on the list at once. Only the right one in sequence will RR, and if he's been premature in putting them down they won't fire, so don't worry about it. Just be sure you get those RIs. (See HCO Bulletin of March 13, 1963 for the pattern).

(12) LIST FINAL LIST:

When you definitely arrive honestly at "the goal as an RI" ("To Scream", "To Whatever" just the goal all by itself), you will find that although the goal has ceased to RR, this "goal as an RI" still has an RR on it.

Now, the list we do from this is the Final List of that GPM. And it works like the old goal oppose list. And it is the only place we now do a goal oppose list. It's a long list. The only Long List we now do.

The list wording is exactly and only this "Who or what would (pc's goal) oppose?" (Who or what would To Scream oppose?). We ignore any complaints from the pc that he or she can't answer the question. Even hint there are some goals it might oppose as well as Items.

This is listed to fifty beyond the last RR or RS on the list and until the question no longer ticks.

THIS LIST WILL HAVE ON IT THE NEXT GOAL WHEN COMPLETE. (And so, I found a way to give you the next goal without any fumbling).

It may be very long. It must have goals on it as well as Items. Don't do it until the Line Plot is complete. Or you'll get an Item off it, not a goal.

(13) NULL THE FINAL LIST:

Null by elimination. The RRs seen on listing will have no real bearing on the final RI, so don't just read off the RRs. Chances are the final Item (the goal) won't RR while listing and won't RR until the list is completely nulled.

Find Item.

It should be a goal. The goal of the next GPM.

(14) SMOOTH OUT LAST GPM:

As soon as the goal of the next GPM is found, make sure it fires nicely but don't get pc involved in it. Don't start to find RIs in it yet. Or you'll have to go on with next GPM and be trying to make an O.T. before you make a clear!

(15) INSPECT OLD LINE PLOT:

Each GPM should have its own Line Plot.

Make sure pc's Line Plot is complete, particularly at the Top.

(16) INSPECT RIs:

Read over each RI on old line plot to see if one ticks. INCLUDE THOSE ON THE PLOT THAT OBVIOUSLY BELONG TO SOME OTHER GPM.

If one is found ticking, take the list off which it came (not the list listed from it) and re-null it or extend it somewhat and re-null. A new heretofore missing RI will turn up. Oppose it gently (short list) and in short, do Steps 6, 7,8,9 on it (depending for sequence on whether it's a terminal or an optterm) until the RR vanishes. Be careful not to leap into a new GPM by overlisting or opposing backwards. (Wrong way oppose lands you in a different GPM usually).

If during inspection you find an RI on the Line Plot Rocket Reading even though it was opposed, the rule in the above paragraph still applies. It was backwards opposed. BUT, the fault is that an RI was by-passed on an earlier list. Find the by-pass and oppose it.

In this patch up (or patching up a GPM done by earlier versions) you will find a list, even though RRs were seen on listing, suddenly fail to give up an RI. That's usually because the RI is already found. The list has been tied back into the already existing RIs.

PUT EVERYTHING YOU FIND RIGHTLY OR WRONGLY ON THE LINE PLOT. THEY'RE ALL THE PC'S ITEMS.

When the line plot is all smooth and looks like the March 13, 1963 HCO Bulletin model, go to next step.

However, if the auditor has already found and listed other goals and the pc has 3 or 4 incomplete GPMs, the Line Plots will have become interdependent and straightening them up depends on running the last goal found as per this HCO Bulletin (finding the next goal but no RIs into its GPM) and then going back for a smooth out of the others.

No danger, only discomfort and more frequent ARC Breaks attend the condition where the auditor tried to make an O.T. before making a clear. Just do the goal with the biggest read, complete its plot, but don't find RIs in a new goal found from it, and work around as you can in the old mess until each GPM is complete.

(17) PREPCHECK OLD GOAL:

Only when you've done all these steps on a GPM do an l8 button prepcheck on the old goal (no counter-button as it may be the next goal!).

Get in the EMRs on listing and on auditing on GPMs.

(18) DO NEXT GPM:

Exactly in accordance with the above steps 1 to 17 inclusive do the next GPM.

NOTES

Pcs attach far more importance to GPM mess ups and goal mess ups than they deserve.

Just handle ARC Breaks with HCO Bulletin of March 14, 1963 and assessments for the cause of them and correct accordingly - the ARC Break assessment is always right.

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By-Passed Items, even By-Passed goals and GPMs won't kill the pc. I know. I've been in every cross-fire that goals and GPMs could produce as a pc and I'm still alive even if occasionally frayed. So stop worrying and do a good job and do what you consider correct, not what the pc insists upon, and you'll win through with your pc.

I admit it takes a high level of courage to audit Routine 3-M. But it's the only safe road out from aberration.

In nulling a single list:

That an Item appears earlier on a list is no guarantee it doesn't appear later in the bank than the one you want.

Don't fail to let a pc have his RIs and goals. That they aren't the RIs or goals of the GPM you have to work doesn't make them not his. Develop the H Factor: "It's yours but it's not due quite yet". "This is undoubtedly your goal (on one that stayed in but isn't it) but we have to find the GPM closer to where we're working". "That's your RI all right. But we need the consecutive one to the last we found".

In Case Repair, use the above rundown. To repair R3-M2 (when you run out of RIs suddenly) the rule is to find the Item on the Line Plot that reacts on the meter, re-null or extend the list it came from and locate the By-Passed Item and proceed with that as though you hadn't found anything else.

If you encounter an RI that, given to the pc, turns on more mass, extend or re-null the list it came from and get another RI that doesn't. But don't be too harsh with this rule. Some RIs do turn on a bit more mass, particularly when the top of a GPM has not been found.

If you find an RI that doesn't belong in this GPM, put it on the Line Plot. Realize it came from a wrong way oppose. See if the list the RI you just opposed came from doesn't have a by-passed Item on it. If so, don't bother to right way oppose the RI you wrong way opposed. Use the earlier RI and go on.

The reason you can't find an RI on a list even though you saw RRs on listing is because the RI for that list has already been found, or your list is just a trifle short.

If you suddenly find no RRs seen on listing a list, an earlier Item was wrong, by-passed or wrong way opposed. Locate and go on.

If RR on Items is getting smaller, beware of having a wrong goal, or having gone into a GPM you have no goal for. Don't find more RIs until you find what's wrong.

Only finding RIs for which you have no goal will shut off the RR and RS. Finding the goal for them will turn the RR and RS back on.

If you have to put a question mark after the list RRs and RSeS, you are nulling with too low a sensitivity setting. Put up the sensitivity until you can see what's happening. Or get one of the new listing meters.

If a pc cognites on an Item as you list and it RRs (it must RR to be an RI), say "Very good". Test the question for a read. If the question is clean, read the Item to the pc to make sure it RRs. If the question still reads say, "I'm sure you're right. However, give me a few more so I can get the tick off this question". Do so, test the question and read the pc the RI. If it doesn't read, put left hand buttons in on it. If it still doesn't read, find the one that does. Pc won't ARC Break unless you give him an Item that doesn't RR.

There are no Bonus Packages in R3-M. If two Items RR or RS on the list, the list is incomplete. Complete it until question doesn't tick.

We will no longer consider there are two kinds of lists. Due to the travelling nature of the RR on the list, the last RR always reads, but it may be after the RI we need. To avoid By-passed Items consider every list a source list, the RI can appear anywhere on it. Considering them all source lists ensures your finding the RI that should RR and in sequence.

The main danger in R3-M is not wrong way oppose. You can tell that fairly easily. The danger lies in By-Passing RIs. The way these get By-Passed is to over list or under list.

If the RR seen on consecutive RIs found is getting smaller as you find more, you have the wrong goal for the GPM you're in. Either get into the right GPM or, less preferably, find the goal of the one you're working. You can only get into the wrong GPM by having a wrong goal in the first place or by By-Passing RIs, resulting in opposing an RI wrong way to and getting thrown into another GPM, or by moving down into the next GPM after the old goal has ceased to tick.

A goal RR improves as you find successive RIs, right up to the moment it begins to occasionally RS and RR, as marked on the Line Plot of HCO Bulletin of March 13, 1963.

If a goal doesn't read better on the meter after you find the top oppterm and terminal, there's something wrong with that goal. If the goal was wrong and the RIs you found did RR, use the oppterm to list goals from and ~~the~~ terminal to list goals against. "What might be the goal of (oppterm)?" and "What goal would (terminal) be an overt against?"

Watch overshooting into the GPM below the one you should be working in.

You can miss the low RIs ("Somebody with the goal _____" etc.) and plow on into the GPM below it without its goal. After a dozen or so RIs without having the goal, the pc's ability to RS and RR will shut off, to be restored only when the goal for them is found.

Tell your pc the best way in the world to commit thetancide is to self-audit or self-list on R3M, or to dope the Line Plot in advance.

If the pc thinks of goals or Items out of session, make the pc write them down and bring the list in.

But discourage it.

I saw the troubles you were having and have been researching swiftly to remedy it with a more positive version of R3-M. It's getting simpler. It can't get much easier.