R-3M2
WHAT YOU ARE TRYING TO DO
IN CLEARING

The final object of the Auditor in clearing is: TO FIND GOALS AND RELIABLE ITEMS UNTIL ALL GOALS AND RELIABLE ITEMS HAVE BEEN FOUND AND EACH GPM IS COMPLETE AND ALL GPMs ARE DISCHARGED.

Now there are many ways to do this, but finding and discarding the pc's RIs is not one of them. The more you get hold of RIs and say "That's not it" the more miserable your pc will feel and the less clearing you'll get done.

You can actually fumble and grope and get wrong RIs and fall on your head But If You Continue To Get RIs And Put Them On The Line Plot The Pc Will Eventually Get Them All.

The length of time it takes to make a multi-goal clear does not depend upon the care with which RRing RIs are found, it depends upon the number of RRing RIs and goals found. Only the comfort of the pc depends upon the care with which RRing RIs are found.

It is a mechanical proposition. There is just so much charge on a case. The case recovers when the charge is released. "Charge" is manifested on the E-Meter in the Rocket Reads contained in goals and their RIs. Charge vanishes when RIs are found and paired.

If you understand this, much will come plain to you. The idiocy of giving the pc an Item that doesn't RR lies in the fact that it doesn't bleed off charge, not that it will soon lead to an ARC Break.

The question is only: How many Reliable Items and Goals can be found on this case? Not how much time can be spent repairing the case.

A smooth run to clear would consist of the auditor finding the exact top of a GPM, running out the exact RIs in it, getting the next goal and Prepchecking the goal of the bank just cleared, all by 3-M2.

But with auditors and the pcs green (and worried), is this ideal always obtain-able? The answer is, I am afraid, No.

The following is far more likely to be the case: A goal is found. A lot of RIs are run out of its GPM. The next goal is found. It is discovered then that half the RIs found in the old bank belonged in this new bank. The new goal is run and many RIs are found. The Auditor then finds the 3rd goal and many RIs in it. The Auditor now discovers the top of the first bank was missing and goes back to find it. He does so and discovers a goal above the "first goal." He finds it and gets RIs in it. Then to his horror finds there is a bank two above the "first bank" found. He finds that goal and gets RIs in it and discovers the pc's present time. He also finds that everything the pc was groaning about is contained in the bank that was closest to Present Time. He cleans this up and then goes back down to discover that although the goals of the lower banks no longer read, he had never found half the RIs in any one of them. He remedies this and only then, in succeeding banks, finds he can smoothly carry on, cleaning up each GPM fully as he goes.

There is nothing wrong with this. When we had R2-12 it worked well. Then we got 2-12A and wasted fantastic amounts of time repairing 2-12, and we had few gains to show for it. It's the same with 3-M and 3-M2.

The pc is far from comfortable with the auditor battering around missing GPMs and goals. The pc will swear he'd rather be dead. But the message is, he'll get clear if they keep at it on the basis of finding RIs and goals as they can. And there'll come a day when the pc will really shine.

Do a perfect clearing job if you can. If you can't, just find goals and RIs and just keep going and you'll still achieve the same end. The error is not to find lots of RRing RIs and goals per unit of auditing time. Keep your records well. Just barrel along. Sounds barbarous and you'll have to get used to ARC Breaks but the point is, clearing can be done that way.

Clearing can't be done by finding an RI, getting nervous about it, abandoning it, finding another RI, abandoning it, fooling around whole sessions trying to find the top of a GPM when a whole panorama of RIs exist lower down.

Find goals and RI's!   Get the GPM as complete as you can but not at the expense of not finding RIs. Yes it sounds barbarous, and it is, but it works. Remember, you'll have ARC Breaks. Assess for why, repair it and keep going.

These are the only rules you must _not_ violate:

(1) AN RI MUST (A) RR, (B) CAUSE A TA BLOWDOWN, AND (C) TURN ON A MINIMUM OF MASS.

(2) IF YOU FIND MORE THAN A DOZEN RIs WHICH DON'T MATCH THE GOAL YOU'RE WORKING ON, THE PCS RR AND RS WILL SHUT OFF.

(3) PRECISE LEGIBLE RECORDS AND LINE PLOTS MUST BE KEPT.

(4) IF THE PC ARC BREAKS DO AN ARC BREAK ASSESSMENT AND REPAIR WHAT YOU FIND. DON'T DO WHAT THE PC SAYS. TAKE THE PC'S DATA BUT ACT ONLY AFTER AN ARC BREAK ASSESSMENT.

(5) DON'T PREPCHECK A GOAL UNLESS YOU KNOW YOU HAVE ALL THE RIs IN THAT GPM AND HAVE DONE THE FINAL GOAL OPPOSE LIST TO THE NEXT GPM.

(6) A LIST MUST BE LONG ENOUGH TO GIVE ONLY ONE RR ON NULLING AND NO RS. IT MUST BE SHORT ENOUGH NOT TO BY-PASS ITEMS. IT MUST BE LONG ENOUGH TO HAVE THE NEEDLE CLEAN ON NULLING. IT MUST BE SHORT ENOUGH NOT TO GET A DIRTY NEEDLE THROUGH PROTEST AND COLLAPSED MASS.

Now just how you list or find goals or repair is a broader study, all stemming from the above.

When you gain experience you'll be able to come closer to perfect. Meanwhile don't stall around nervously. Find goals and RIs.

Learn to find an RI every 30 minutes of auditing time. And then improve that speed.

There is a certain exact quantity of charge on a case. It's contained in goals and RIs. Every goal you find deducts from that quantity. Every RI you find and oppose deducts from that quantity.

The more _accurately_ you do it, the less time you'll waste on ARC Breaks and fumbling. Accuracy itself is only important because it saves auditing time. But accuracy can become a vice which gives one _no_ goals or RIs found.

I know I have said "Do it right." That's fair enough. But I'm now saying "Do it as right as you can but _do it_."

At the start of his case the pc hasn't a clue. Therefore he lists longer. His confront is at its poorest. Therefore he fails to list the obvious.

A green auditor on 3-M2 does not really believe it is all as pat as made out. Therefore he always thinks the pc is different.

Eventually both auditor and pc get the "hang" of the bank. They learn that the bottom five RIs on "To Catch Catfish" will be "A Catfish Catcher", "Somebody with the goal To Catch Catfish", "Somebody or something with the goal to Catch Catfish", "The Goal To Catch Catfish" and "To Catch Catfish," (the goal as an RI). Only what each opposes is variable. They learn that the top terminal will be something like "Somebody Who Can't Catch Catfish". And that the three highest oppterms from the top down will probably be "Catfish Catchers," "Catching Catfish" and "People Who Catch Catfish." And they know that there may be RIs, term or oppterm, in this goal like, "Catching Catfish" "The Inability to Catch Catfish" "People who wont Catch Catfish," etc. And they know then that only the low oppterms and the middle ground are in serious question. Give the auditor and pc the next goal and they'll list away as usual but directly at what should be there. And it goes like a whirlwind.

Early on, without this experience, both auditor and pc grope, overlist, fumble about. So the first GPM run has the longest lists and the most errors.

Clearing is not easy on the pc. It's not easy on a new auditor. And there will be times when both rue the day they ever got into the GPM. But if they keep going, finding goals and their RIs, faint streaks of pre-dawn grey will begin to gleam ahead and then, with perseverance, day will break upon a higher plateau than Man has ever dreamed of before.

The mystics spoke of the Abyss. They said that in trying to cross it, many fell into the darkness. Without knowing it, they spoke of the Goals Problem Mass.

The Buddhists spoke of Nirvana. Without knowing it, they spoke of vanishing forever into the GPM (Nirvana). They had become completely overwhelmed, lacking meters and a map.

We are Scientologists. We won't fall into the abyss. And we won't join Nirvana. We have meters and a map. We know the rules and the way.

This is the greatest adventure of all time. Clearing. The way is strewn with the skeletons and skulls of those who have tried over the past trillenia. The bottom of the Abyss is glutted with failures. Nirvana is choked with the overwhelmed.

To say it is not a dangerous way would be false.

But it is not dangerous if you keep going, finding goals and RIs, reducing the charge on the case, handling the ARC Breaks as they occur. Only the faint hearted will add any bones to the Abyss or apathy to Nirvana.

We are Scientolgists. We have won.

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