

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

Central Orgs.  
Franchise

HCO BULLETIN OF APRIL 8, 1963

URGENT  
(Corrects HCO Bulletin of April 6, 1963, R-3M2)  
LISTING AND NULLING

The most likely list ("who or what would be most likely to achieve this goal?") for the first GPM contacted is proving to be longer on most pcs than was expected.

List this list by the rules of the old goal-oppose source list, which is to say 50 Items past the last RR or RS.

You will find that on subsequent goals the list is shorter, but it still must be complete, 50 past last RR or RS.

A list is as long as it has to be to have a clean needle and only one RR on the list. On the most likely list at the beginning and the goal oppose list at the end of the GPM (done after it is complete) the 50 past the last RR and RS serves best.

The RR can be anywhere on a source list.

---

When you X out an Item in nulling, be sure the Item did not react on the needle. To do otherwise is dishonest in the extreme. X means No Reaction on Needle.

Overlisting causes a dirty needle through Protest and Decide. Underlisting causes a dirty needle and lots of Items to react.

There are then, still 2 kinds of lists for each GPM:

- (1) The Source list.
- (2) The RI oppose list.

There are only 2 of these "source lists". (a) The "most likely list" at the start of each GPM, done before any RIs are found and (b) The "goal as an RI oppose list" at the bottom of the GPM, done after all the RIs of the GPM are found.

The "most likely list" results (if completed) in a high oppterm of the GPM. From this the remaining RIs are found.

IT IS NOT ABSOLUTELY NECESSARY TO DO A "MOST LIKELY" LIST IF YOU CAN GET THE TOP OF THE GPM BY DOING "RI OPPOSE LISTS" FROM WITHIN THE GPM ITSELF; A COMMON OCCURRENCE IN 2nd AND ONWARD GPMs.

The "goal as an RI oppose" list at the bottom is done only after all the RIs in the GPM are found. It results in finding the goal of the next GPM.

Between these two are the "RI oppose lists."

The two "source lists" are long, 50 Items past the last RR or RS, and the RI will be anyplace on them, usually an Item that did not RR when listed but RRs on nulling.

The "RI oppose lists" are relatively short. They tend to be longer in the 1st and 2nd GPMs than in later ones. But they are never very long. They go perhaps 20, 30 Items in the first GPM, fewer in the second, as few as 5 or 10 in the 3rd and remaining GPMs.

The "RI oppose lists" are listed until neither the RI being listed from or the question tick. This is the actual listing rule. Just list and test the RI being listed from and the question frequently (above every 5 Items.) You can add five for good measure or not.

Overlisting an "RI oppose list" tends to by-pass RIs. Underlisting tends to by-pass RIs.

It is perfectly alright, on an overlisted list to take an earlier RR than the last one seen on listing. Sometimes the pc overlists and "goes around the corner" to the next RI. This is particularly true in later GPMs. Then you have the actual RI earlier than the last RR. It is more usual, however, to extend the list a bit when this happens, as the pc will put the first RI back on, now after the "next RI". The "next RI" will not now RR and only the pc's actual RI will RR.

Sometimes pc's argue and get ARC Broke when their RI "occurs earlier than the last RR". This, however, is an infallible sign of an incomplete list. It needs two or three even non-reading Items to complete it and the pc will put back his insisted upon RI which now is the last RRing Item on the list.

In all listing, nulling and taking RRing Items off any list, a certain amount of judgement is required. It can't all be machine-like. But that judgement doesn't include 2 RRs or 1 RR and 1 RS firing at the same time on a list, nor does it include giving the pc an Item that "read once on careful of," nor does it include not trying to get the right RI.

A skilful auditor becomes an adept pilot in listing, nulling, finding the pc's RI and giving it to the pc. And in learning to become one, an auditor makes mistakes. That's okay. You'll also invent some short cuts. That's okay, too, as you'll soon find that dropping the safety factors costs you more auditing time than you save and that the innovations introduced come hard against the unalterable rules of listing and nulling. Then you'll be happy to do it right, do it well and pick up a speed that will list a whole later GPM in a single session. All by the rules.

DOPE OFF AND HARD LISTING

If the pc dopes off while listing, it's a missed withhold. However, the missed withhold can also be that the question or Item being listed from is wrong or the Item is not on the list.

If a pc doesn't list brightly and easily on any list, the pc has missed withholds or has Protested or Decided out. Or is being listed on a wrong question or from a wrong Item. Always try to pull missed withholds first if a pc dopes off or isn't listing well. Consider the 3-M mechanics that might be causing the dope-off second. If you're listing an RI wrong way to, however, the trouble is more than boil off. The pc just can't do it without being whipped. So don't force a pc to list. Find out why he can't.

NULLING LISTS

The two "source lists" are nulled by elimination. Say the Item 3 times, mark it in or out. When the end of the list is reached, go back over the Items left in. Go over all Items on the list, not just those that RRed. The RI you find will seldom have RRed on listing on a "source list." The Item you will find possibly didn't RR when listed.

If a "source list" is complete, it looks like this on nulling:

A CATFISH X  
A TIGER RR X  
A WATERBUCK / X  
A WILLOWAND X  
A GAME WARDEN X  
THE WIND / RR

If a "source list" is incomplete, not only will the needle be dirty but it nulls like this:

A CATFISH // // // // // X  
A TIGER RR // // // // // X  
A WATERBUCK // // // // // X  
A WILLOWAND X  
A GAME WARDEN // // // // // // // // // X  
THE WIND // // // // // // // // // // //

You must not have more than one RS or RR on any list (source or RI oppose). This is invariable.

If you find an RR on a source list, you need only go on until you are sure there is no other RR or RS on the list before giving the pc THE Item.

Nulling the "RI oppose list" is entirely different. The best system is:

- (1) Tell pc you're going to read last RS (if any) on list and do so. It must not RS or RR. If it does, continue list.
- (2) Tell pc you're going to read the next to the last Rocket Reading Item on list. Do so. If it RRs, continue list.
- (3) Tell pc you're going to read the last Rocket Reading Item on list. Do so. If it RRs, say "That Rocket Reads." If it doesn't RR, read the Items above and below. Go up as high as five Items and down as many. If still no RR, read earlier RRs on list. If still no RR, null the whole list by elimination. If still no RR, retest Reliable Item its listed from. If it reacts, extend list

until it doesn't react. Repeat above numbered steps. If you still can't get an Instant easily found RR, examine earlier RRs. If one ticks, the list from which it came must be extended.

On an "RI oppose list" you almost never put ruds in on an Item to make it fire. When no RR fires without coaxing, the list is either over or under listed. If overlisted, find an earlier Item that DRs on nulling and put in the 3 left hand buttons on it, suppress, careful of, fail to reveal. However, overlisting is rarer than you'd think, and treat it as an under-list until it gets to looking long and pc is getting edgy. If still no RR appears on reading to pc, go back and find an earlier RI that ticks and extend the list it came off from.

Rrs on an "RI oppose list" should fire off right now the moment read with no BMRs.

Factually, doing "RI oppose lists" is a piece of cake, a walk in the park. You should get an RI every seven minutes in the 4th or 5th GPM including administration and session actions if you're going well.

In doing "source lists" you should get an RI off one, listing and nulling, in about 3 hours in the third or fourth GPM.

---

All the rules of listing the GPM are known. Any variation in how they're set forth in HCO Bulletins comes from observing auditors having trouble, or possible short cuts. All rules given about listing in any HCO Bulletin are true. The only question has been how does one accomplish them.

The above version of R3-M2 listing and nulling will be found very rapid. Only the RI oppose lists require alertness and some care.

Auditors are making, as a general comment, far, far, far more trouble in running a GPM than is there to be had.

LRH:dr  
Copyright © 1963  
by L. Ron Hubbard  
ALL RIGHTS RESERVED

L. RON HUBBARD