

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

Central Orgs.  
 Franchise

HCO BULLETIN OF APRIL 8, 1963

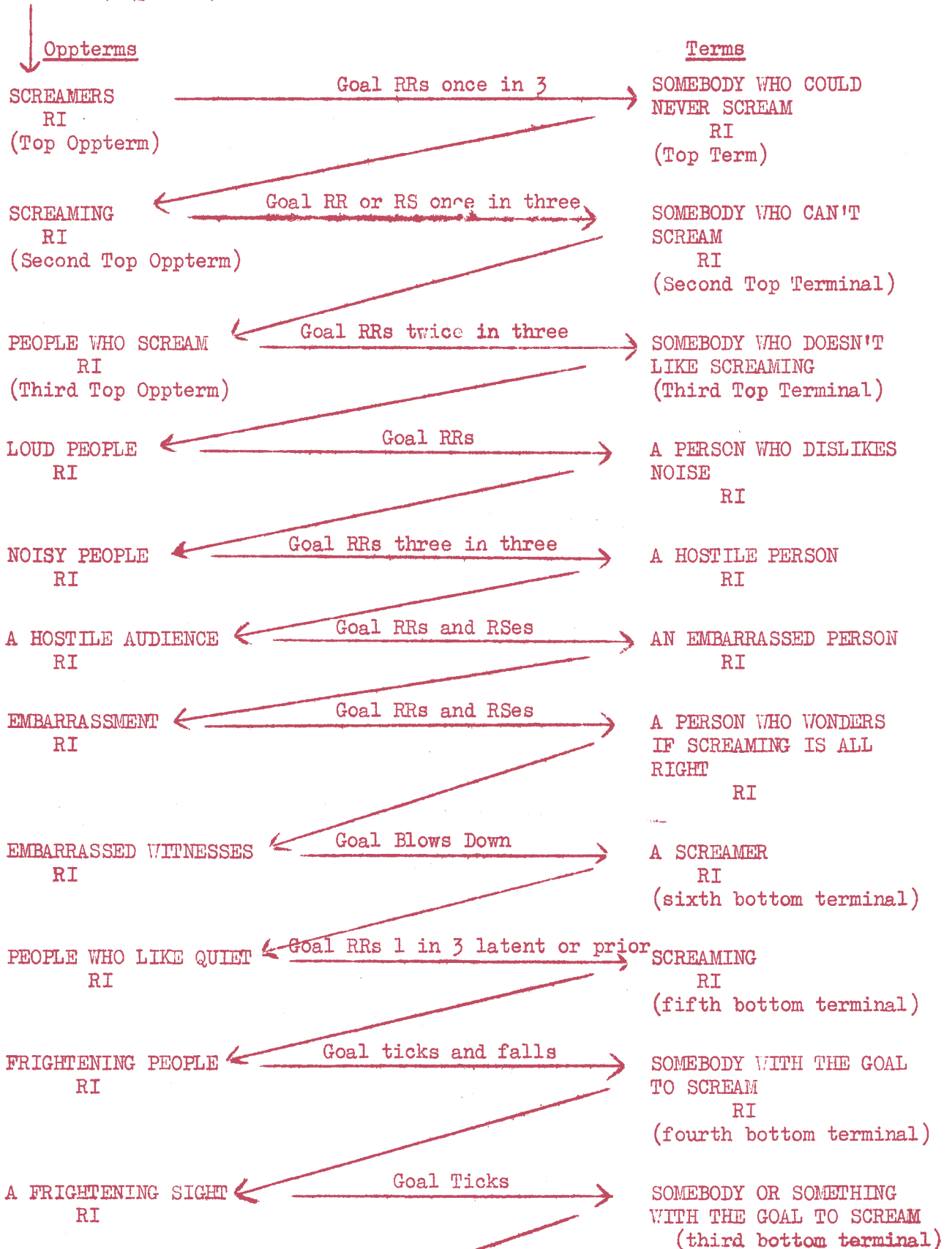
URGENT  
ROUTINE 3-M2  
CORRECTED LINE PLOTS

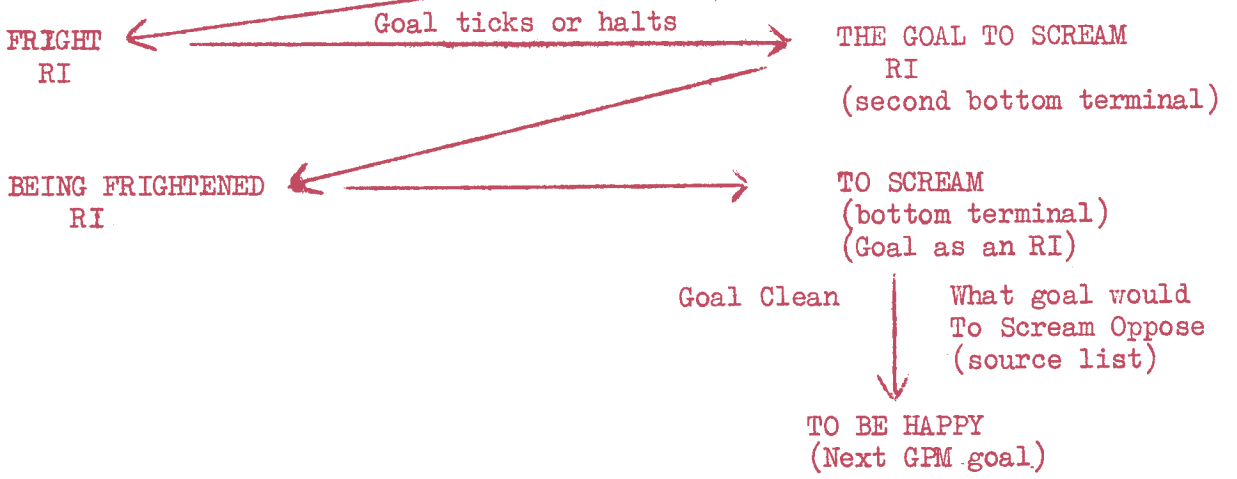
(This corrects the Line Plot in HCO Bulletin March 13, 1963, The End of a GPM. Do not use the 13 March Line Plot. Use these instead for study and clear check outs).

LINE PLOTS

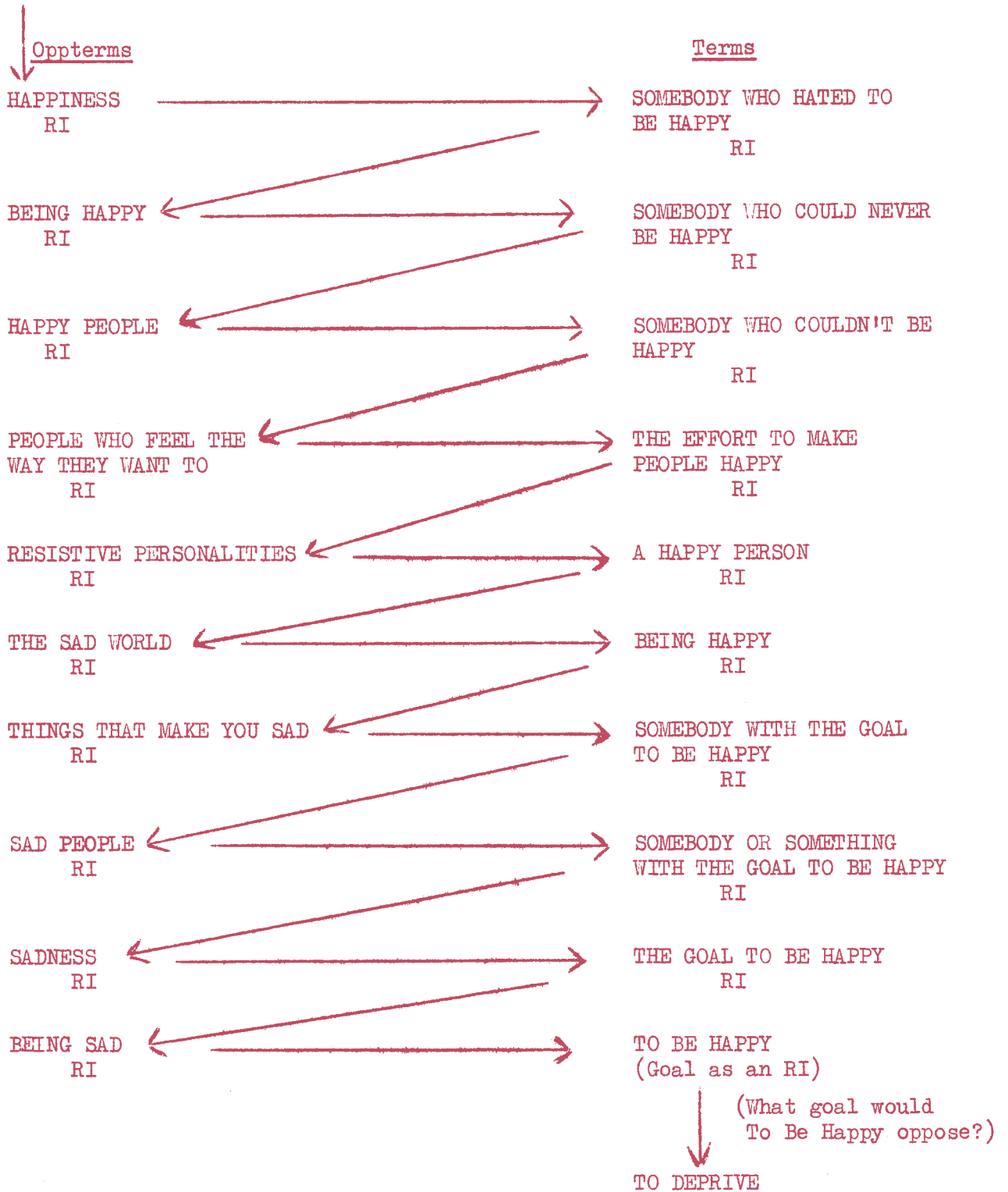
Goal: To Scream.

Give me your goal  
 in a noun form, (plural).



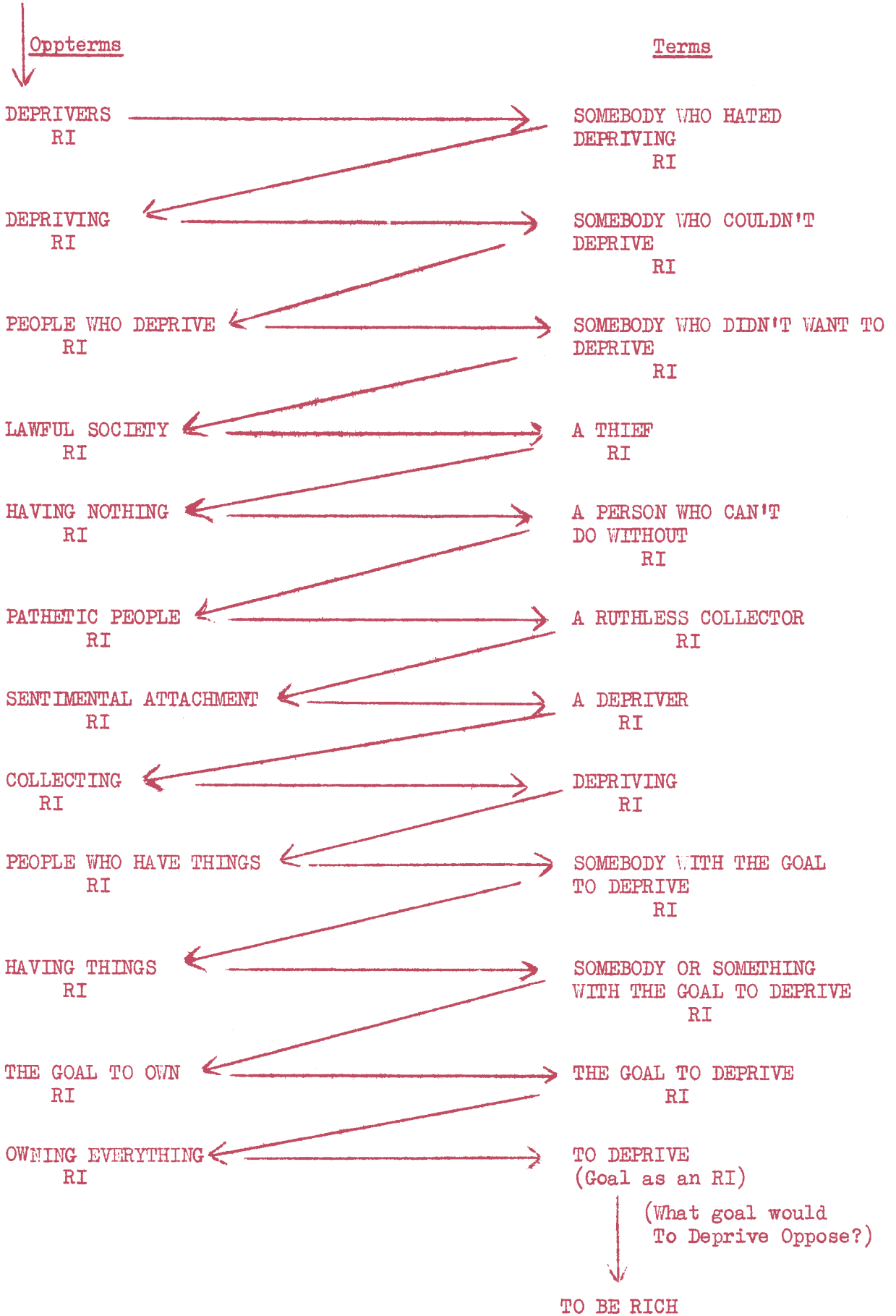


Goal: To Be Happy  
 Give me your goal in a noun form.



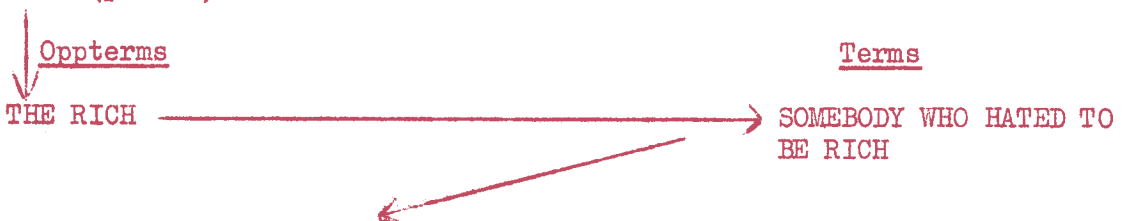
Goal: TO DEPRIVE

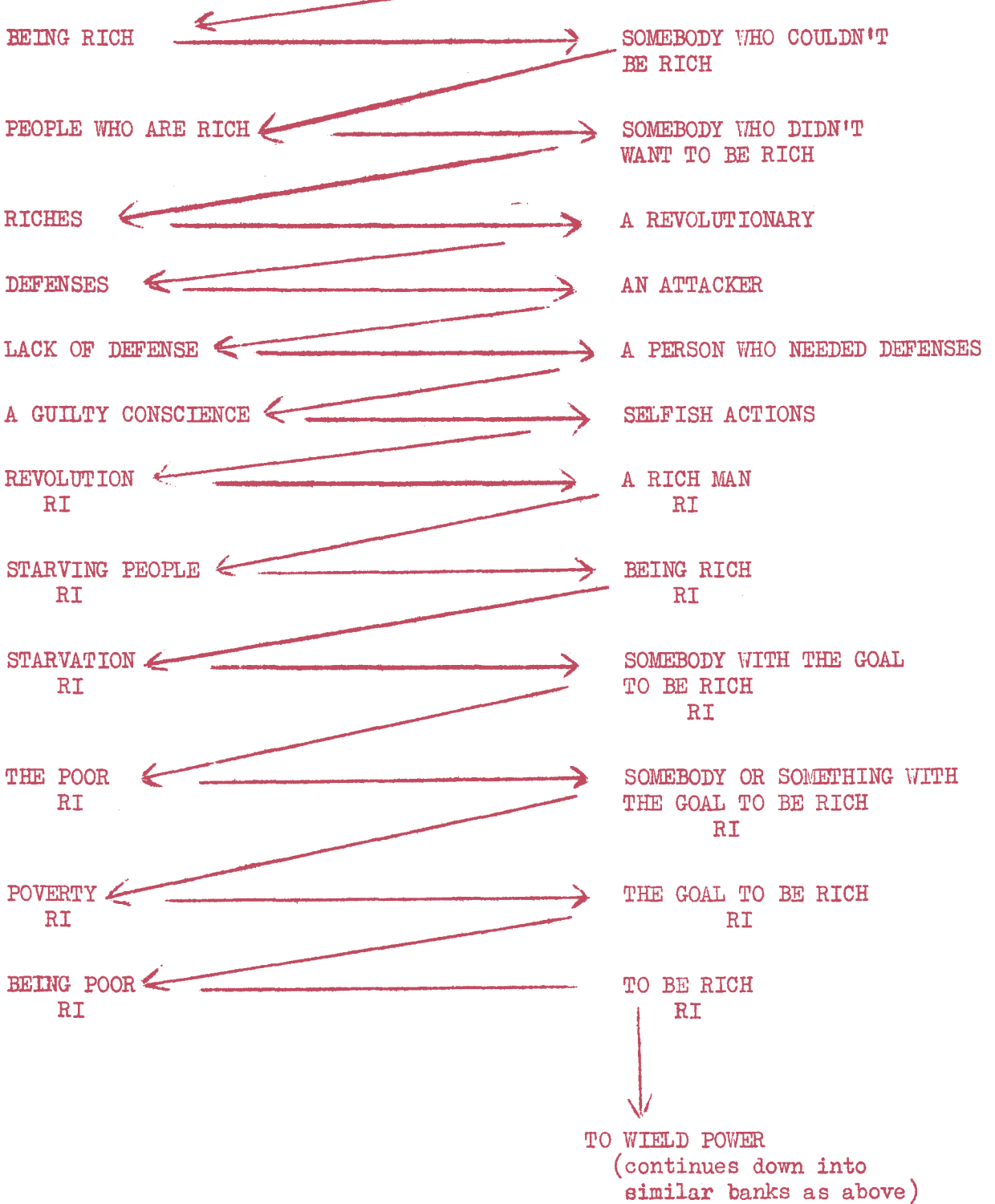
Give me your goal in a noun form, (plural.)



Goal: To Be Rich

Give me your goal in a noun form (plural).





These Line Plots are a synthetic construction which I have done to show:

- (1) The Stable RI forms.
- (2) The cross-over.
- (3) The relationship of goals to one another.

THE STABLE FORMS

The first three opptersms from the top in each GPM above are stable forms. Any goal has these. Different goal types (be, do, have) have slightly different 3 top Opptersms. A "To be Condition" goal has a "Condition", "Being Condition" and "People Who are Condition," in that order.

The first six terminals from the bottom never vary except as to significance of the goal. (The fifth and sixth sometimes change places but all else is constant.)

The top three terminals vary a bit more but are quite similar to the examples given.

There are other similarities between these banks given and other GPMs but they are not as fixed and invariable.

An auditor should be able to look at a goal and know at once and exactly its three top oppters, its first six terminals and have a good idea of the three top terminals. The remainder of the RIs of the goal will be much more variable.

#### THE CROSS-OVER

The area in the centre of a GPM is the Cross-Over. This means the RIs which cause the pc to become an opponent of his own goal.

In at least one term and oppterm, the reason for the shift of attitude is plain.

Pcs most easily find the Cross-over and are liable to try to give the cross-over of some other GPM if you by-pass an RI in the one you're working. The usual "how does this RI relate to "To \_\_\_\_\_" test is almost always adequate, however.

The Cross-Over is only important as a guide as to whether or not you are still in the GPM. Otherwise the middle items are not easily detected as belonging to the goal.

#### THE RELATIONSHIP OF GOALS

Only the first goal on the whole track is postulated without reason. Contrary to what we earlier believed, all other goals are closely related.

A pc's goals, listed out in chronological order, first on the track to the one in P.T. (first goal contacted), give a story. This makes it easy to locate consecutive goals once you're in the GPMs.

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The arrows above give the optimum order with which to find Items.

The banks are lived in reverse order to the arrows above.

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There are many more RIs to an actual GPM than those given above, particularly later on the track (closer to pt). I have given here just essential RIs which show the ones always there, the cross-over and the general picture.

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Given these plots, if your pc just can't seem to get the top of a bank, and "most likely lists" are difficult, get him to figure out the top oppterm from these plots or, more crudely, give it to him and let him work with it until you find the RRing top oppterm. Don't waste time in clearing. After the 3rd or 4th bank the pc will be listing by plot anyway.

Behaviour of the goal is given for only one plot but is similar in all Line Plots.