ROUTINE 3-M2
HANDLING THE GPM

Goals Problem Masses may be handled in several ways. The only things that establish the best way are:

1. Speed of finding RIs.

2. Accuracy of RIs found.

3. Completeness of GPM's RIs.

4. Correct order of RIs.

5. Pc's morale.

6. Easiness of the method on the pc.

7. Ease of handling by the auditor.

8. Resulting state of clearness of the pc.

Immediately discounted then are those methods which put speed of finding RIs second, for it will be found that the slower you find RIs, the more the remaining factors above will suffer.

I have been over or through, as a pc, almost any method of auditing a GPM there could be, and the one factor that stands out to me, both as an auditor and a pc, as well as a case supervisor, is that idling about trying to get it all now results in the destruction of both auditor and pc morale and consumes unrewarding session time. Why? The law that covers this is:

A PC'S ABILITY TO CONFRONT IS DIRECTLY PROPORTIONAL TO THE AMOUNT OF CHARGE REMOVED FROM THE GPMs; THE PC'S ABILITY TO CONFRONT IS NOT PROPORTIONAL TO THE AMOUNT OF CONFRONTING DONE IN A GPM.

This is a very important rule. In practice it means, "Get all the RIs you can discharged as fast as you can." It also could mean "Get all the GPMs discharged as fast as you can." But if this last means discharging partially many GPMs it ceases to be true as the pc will go into hopeless confusion in the remaining charge.

It does mean:

(1) Discharge the GPM you are working on as fast as you can, regardless of skipping some RIs, regardless of reaching the top first.

(2) Don't keep scrapping RIs found just because there may be some higher than those you are finding (later).

(3) Don't let the pc flounder hopelessly in some area of the GPM that can't be gotter just yet.

(4) Keep a line plot of each block of RIs you find. Join them up later.

You have a pattern. You will be able to follow it easily most of the time. But where you cannot get the pattern to go right, jump to another lower part of the pattern where it will go right and go on with it. You will find it isn't the wrongness of the pattern that gives you trouble. It's the inability of the pc to confront. Answer: remove charge.

Because the pc ARC breaks on missed RIs, tell the pc "We're going to miss some Items. Those already found are valid. We're going to get some lower ones and get the charge off and then come back for what we've missed." The pc won't ARC break. On the contrary his morale will increase in most cases.

And then, of course, with the GPM shot full of holes, the pc can confront better. And the second pass through the GPM will get some of the missing ones. And the third pass will assemble the lot.

The only things to avoid are getting the pc confused by too many shifts and dizzy through Invalidation of existing RIs already found.

The Rules for this method of handling are these:

1. Always start at the top or as close to the top as you can and go down (earlier in time) through the GPM. This is true for every pass through the GPM.

2. Don't let the pc flounder endlessly searching. If it seems all you can do is flounder, go lower to another known part (by pattern) of the bank and get going again.

3. Realize that the final pass through will find all RIs RRing again as they are put in proper order on the final line plot. The RR travels from top oppterm to top terminal and right on down to the "goal as an RI" terminal. This RR has to be passed through the complete, finished bank as the last action of assembly of the final line plot. (Even though they RR again when put in their right places, they are mostly discharged by the original finding).

4. Use all sections found already as blocks of RIs. Don't try to find them again. The RR has to be passed through them as they are joined up and they may get corrected, but don't throw away sections found.

5. The pc suffers from CHARGE on the bank, not from significance of RIs. Significance gives the details of the aberration but its magnitude is established by charge.

6. It can be assumed that two fast passes through a GPM and a final assembly pass will do more to clear the GPM than one painfully slow, fumbling pass, where the pc's efforts are always getting invalidated.

7. All RIs must RR when found or no charge comes off. (see note below).

8. The Pattern of a GPM is used throughout to help guide the pc.

9. Do not redo a block of RIs already found until the whole GPM has been covered at least once through.

HANDLING THE GOALS PROBLEM MASSES

You will almost never get the GPM that is nearest PT as the pc's first goal found. This goal is usually the most offerable goal by its own wording. Very secret or very blatantly offerable type wordings are found first, forced into view by their top terminals or oppterms.

Therefore, do not assume ever that the pc's first goal is the PT goal. It almost never is.

The actual PT area goal contains all the pc's hidden standards and chronic present time problems. Therefore one must attain and run it eventually before getting earlier track goals.

Rule: A GPM which has its top oppterm and terminal is rarely the PT GPM.

Thus these steps apply:

1. Run the goal you first find on the pc if it's a right goal (has a GPM).

2. Clean it up very carefully as per this or later HCO Bulletins.

3. Do not oppose the final "goal as an RI" RI at the bottom of the bank ("What goal would _____(goal) oppose?") Leave that RI firing.

4. Leave the lowest (1st bottom) oppterm of the goal with whatever RRs. Do not adjust it as you will eventually have to. (It depends on the next lower goal which remains unknown at this time.)

5. Leave the lower (earlier) GPM strictly alone for now, regardless of pc's interest in it.

6. Do the top source list of the GPM you have just run "What goal would oppose _____(goal whose GPM you ran)."

7. Find the next GPM (closer to PT) goal.

8. Handle completely the later GPM as per this HCO Bulletin or later advices.

9. Do a "What goal would oppose _____(one you just handled)?"

10. Handle GPM found.

11. Eventually by this method find the PT GPM and handle it fully.

12. When you are completely certain you have the PT GPM (pc's current life name or person is part of it and its top may be missing - truncated) and have handled it fully, trace back through all RIs and earlier banks found and only then Prepcheck these goals as you complete them on the way down.

13. Reach eventually the first goal ever found on the pc but not handled. Do its RI oppose list and find the earlier goal. Adjust the bottom RI of the first goal ever found on the pc. Prepcheck the goal.

14. Handle the next earlier GPM (for which you have just found the goal) fully as per this HCO Bulletin or later advices.

15. Continue earlier and earlier in the GPMs, handling each one fully before getting the next until you reach Time Zero for GPMs.

DO NOT CONTINUE To Go Earlier with GPMs until you have handled everything up to PT. Avoid even finding the goal of the earlier GPM (as per Step 3 above) until you are ready to run that whole GPM.

The charge on early GPMs is fantastic and the more GPMs unhandled later on the track (nearer PT) the harder it is on the pc to go into earlier (further from PT) GPMs.

The pc drags the PT GPM and others near it that have not been run through earlier GPMs if they are prematurely handled.

The method is summed by:

    (1) Get a goal.

    (2) Handle the bank of the goal you get.

    (3) Get to p.t. GPM by GPM, handling each as you go.

    (4) Smooth and prepcheck goals on the way down.

    (5) Then head for the earlier track.

Violations of this method will account for any casualties suffered in running R3. Violations will occur as the whole pressure of the pc's interest is on earlier track and pc's sell hard to handle the earlier banks. But whatever the sales talk, it is very hard on the pc and auditor to go into GPMs earlier on the track than the first goal found before later GPMs are all handled and fully discharged.

The pc, finding himself with the earlier goal found in violation of Step 3 above of the 15 Steps will be so interested in it that he or she will try to move heaven and auditors to run it, not to go forward toward p.t.

Auditors unable to find goals closer to p.t. will go back and run it. Well, if you do, do a good job of it and _then_ try to get to p.t. But you'll wish you'd tried harder to get the banks upward toward PT, not back down toward the beginning of track.

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