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Franchise

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ROUTINE 3-M2  
THE ROCKET READ OF A RELIABLE ITEM.

The right R3 Reliable Item on a list Rocket Reads differently than the other RRs. The experienced auditor will get to know it.

The right RI usually has a softer RR. It is already disintegrating. It is accompanied by a blow down of the TA.

The wrong RR is hard, crisp and a real fine demonstration RR. It is not accompanied by a blow down of the TA. It is pretty but it isn't taking off charge.

The right RI's RR is quite often detected by only seeing its accelerated start or its whip-crack end. It is longer than the wrong RI's RR, sometimes so long its end is right off the right hand of the dial. It may look therefore to the new observer like a very rapid fall with an accelerated start accompanied by a TA blow down.

Sometimes the right RI loses its charge so fast that it RRs only once on call and would have to be TDed to be made to fire again. As calling it may turn on somatics on the pc, the pc suppresses a second call of it.

The wrong RI's RR fires well but has no blow down. It is shorter.

To an uninitiated auditor, the TA sailing down (or up on a low TA case (1.5)) had better be called an adequate read for an RI. Then he will begin to see the accelerated start as he gets more experience or the whip-crack end and realize that right RIs in R3-M are long, loose and disintegrating. And that wrong RIs, while they RR beautifully, do not disintegrate on being called and the TA remains up (or very low).

None of this applies necessarily to the RRs seen in finding or checking goals. But these too may have a disintegrating RR and heavy blow down. But a new goal must continue to RR.

None of this excuses accepting an RI that does not RR. An RI must RR to be accepted. An RI with a mere fall is not acceptable.

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NULLING R3 RI OPPOSE LISTS.

If you have to null a list with Xes and /s for an RI to be found, it is almost certain that the right RI is not on the list.

The right RI "explodes" when put down or called. The RI list that has to be nulled by elimination does not have the RI on it. The exception is the source list which of course is nulled in the usual way.

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LISTING RULES

All listing rules ever released apply to RI lists (except length of RI Oppose lists) in R3-M, even if they are only 2 Items long!

If two Items fire in the same list it's incomplete. Etc. Etc. Nothing has changed the rules of listing.

Taking Items off an incomplete list, particularly a source list, can be deadly to the pc.

Directive Listing does not change listing rules, except that the list may be only one Item long, or 5 to 30 at the most.

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DON'T ECHO INVALIDATE.

The practice of Echo Invalidation is easily fallen into in R3 Directive Listing.

Echo Invalidation:

The pc gives an Item. The auditor calls it back to the pc and says it doesn't RR.

If this is kept up the pc will be put into a state of sen that is appalling.  
The right way to do this is as follows:

Pc gives Item.

Auditor writes it down.

Pc says that's it.

Auditor calls the RI being listed from to test its charge. If it doesn't react, auditor reads back the one Item given. If it RRs on one call, looks for its blow down. If it blows down on TA, says, "That is your Item."

If the RI listed from reads or if the new Item doesn't RR when the auditor calls it, or if it doesn't blow down the TA (or up on a 1.5 reading case), the auditor says: "Give me several more" and keeps the pc listing until an RI type RR appears on the list or is Directed onto it by auditor.

Then the auditor goes through the rough standard steps, reads the RI being listed from to be sure it doesn't read, calls off the next to the last RRing Item, says it doesn't RR (unless it does), reads the pc's Item once, sees it give an RR or disintegrating RR, watches for blowdown (which may have begun already) and says "That's your Item."

If things go wrong, never start Echo Invalidation. Keep to form, suggest the proper RI or variation the pc hasn't thought of, get several.

Echo Invalidation, in which pc names an Item and auditor says "That isn't it" is not just bad form but a very vicious practice that leads to a games condition. The Invalidation of each Item makes the pc very dizzy and very desperate. The pc, sick and confused, starts plunging in desperation for the right Item and goes swiftly down tone and out of session.

High pc morale is vital to blowing charge and finding RIs.

Uphold the pc's morale. Don't begin Echo Invalidation.

A reverse practice is Uncontrolled Listing.

Uncontrolled Listing:

The pc is permitted to list on and on with no stops or checks on the RI being listed from. Does not apply to long source lists where one lists 50 beyond last RS or RR for new goal.

The pc, on an RI oppose list (not a source list) must be stopped every few Items (usual number is 5) and the RI being listed from checked. Get the RI on the list but stop the listing when the list is complete.