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

Central Orgs.   HCO BULLETIN OF APRIL 28, 1963
Franchise

ROUTINE 3
AN ACTUAL LINE PLOT
(Replaces HCO B of April 17
which was given a limited distribution
and is cancelled).

This is the first relatively complete and accurate Line Plot published. The earlier Line Plots (except for the limited issue of HCO Bulletin April 17, 1963) published were synthetic.

I went back 305 trillion for this plot. The pattern is accurate where given, and it is marked where more RIs may exist. I have never guaranteed that there were not more RIs in a GPM.

PATTERN OF A GPM

TO HAVE A GAME

Give me the final
accomplishment of
your goal.

Opposition Terminals   Terminals

A GAME ————————————————————————→ NO GAME

AN ABSOLUTE GAME ←——————————————→ NO ABSOLUTE GAME

A PERFECT GAME ←————————————————→ NO PERFECT GAME

A SUPERIOR GAME ←———————————————→ NO SUPERIOR GAME

AN INCOMPARABLE GAME ←—————————→ NO INCOMPARABLE GAME

A FASCINATING GAME ←———————————→ NO FASCINATING GAME

A HIGHLY ACCEPTABLE GAME ←————→ NO HIGHLY ACCEPTABLE GAME

A RECOMMENDED GAME ←———————————→ NO RECOMMENDED GAME

AN ENGROSSING GAME ←———————————→ NO ENGROSSING GAME

A VITAL GAME ←—————————————————→ NO VITAL GAME

AN EAGER GAME ←————————————————→ NO EAGER GAME

AN ENTHUSIASTIC GAME ←—————————→ NO ENTHUSIASTIC GAME

AN ENJOYED GAME ←——————————————→ NO ENJOYED GAME

A DEDICATED GAME ←—————————————→ NO A DEDICATED GAME

A WANTED GAME ←————————————————→ NO A WANTED GAME

A COVETED GAME ←———————————————→ NO A COVETED GAME

A HOPED FOR GAME ←—————————————→ NO HOPED FOR GAME

A PROPOSED GAME ←——————————————→ NO PROPOSED GAME

A DECIDED GAME ←———————————————→ NO DECIDED GAME

A DEMANDED GAME ←——————————————→ NO DEMANDED GAME

A BORING GAME ←————————————————→ NO BORING GAME
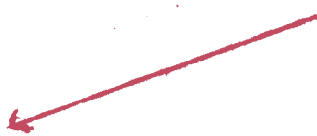
A DEJECTED GAME ← → NO DEJECTED GAME

A DEGRADING GAME ← → NO DEGRADING GAME

AN IDIOTIC GAME ← → NO IDIOTIC GAME

A LOSING GAME ← → NO LOSING GAME

A BAD GAME ← → NO BAD GAME

AN UNWANTED GAME ← → NO UNWANTED GAME

AN IGNORED GAME ← → NO IGNORED GAME

A PLAYED GAME ← → NO PLAYED GAME

AN ABANDONED GAME ← → NO ABANDONED GAME

GAMING ← → NO GAMING

GAMERS ← → NO GAMERS

GAME-INGNESS ← → NO GAME-INGNESS

GAME-ISHNESS ← → NO GAME-ISHNESS

GAME-IVITY ← → NO GAME-IVITY

TO HAVE A GAME ← → NO TO HAVE A GAME

? ABSOLUTE TO HAVE A GAME ← → NO ABSOLUTE ?
TO HAVE A GAME

PERFECT TO HAVE A GAME ← → NO PERFECT TO HAVE A GAME

SUPERIOR TO HAVE A GAME ← → NO SUPERIOR TO HAVE A GAME

INCOMPARABLE TO HAVE A GAME ← → NO INCOMPARABLE TO HAVE A GAME

FASCINATING TO HAVE A GAME ← → NO FASCINATING TO HAVE A GAME

HIGHLY COMMENDABLE TO ← → NO HIGHLY COMMENDABLE TO
HAVE A GAME HAVE A GAME

RECOMMENDED TO HAVE A GAME ← → NO RECOMMENDED TO HAVE A GAME

ENGROSSING TO HAVE A GAME ← → NO ENGROSSING TO HAVE A GAME

VITAL TO HAVE A GAME ← → NO VITAL TO HAVE A GAME

EAGERNESS TO HAVE A GAME ← → NO EAGER TO HAVE A GAME

ENTHUSIASTIC TO HAVE A GAME ← → NO ENTHUSIASTIC TO HAVE A GAME

ENJOYABLE TO HAVE A GAME ← → NO ENJOY TO HAVE A GAME

DEDICATED TO HAVE A GAME ← → NO DEDICATED TO HAVE A GAME

WANTING TO HAVE A GAME ← → NO WANTING TO HAVE A GAME

COVETING TO HAVE A GAME ← → NO COVETING TO HAVE A GAME

HOPING FOR TO HAVE A GAME ← → NO HOPING FOR TO HAVE A GAME

PROPOSING TO HAVE A GAME ← → NO PROPOSING TO HAVE A GAME

DECIDING TO HAVE A GAME → ← NO DECIDING TO HAVE A GAME

DEMANDING TO HAVE A GAME ← → NO DEMANDING TO HAVE A GAME

BORE TO HAVE A GAME ← → NO BORE TO HAVE A GAME

DEJECT TO HAVE A GAME ← → NO DEJECT TO HAVE A GAME

DEGRADED TO HAVE A GAME ← → NO DEGRADED TO HAVE A GAME

IDIOTIC TO HAVE A GAME ← → NO IDIOTIC TO HAVE A GAME

LOSING TO HAVE A GAME ← → NO LOSING TO HAVE A GAME

BAD TO HAVE A GAME ← → NO BAD TO HAVE A GAME

UNWANTED TO HAVE A GAME ← → NO UNWANTED TO HAVE A GAME

IGNORING TO HAVE A GAME ← → NO IGNORING TO HAVE A GAME

PLAY TO HAVE A GAME ← → NO PLAY TO HAVE A GAME

AN ABANDONED TO HAVE A GAME ← → NO ABANDONED TO HAVE A GAME

TO HAVE A GAMING ← → NO TO HAVE A GAMING

TO HAVE A GAMERS ← → NO TO HAVE A GAMERS

TO HAVE A GAMINGNESS ← → NO TO HAVE A GAMINGNESS

TO HAVE A GAME-ISHNESS ← → NO TO HAVE A GAME-ISHNESS

TO HAVE A GAME-IVITY ← → NO TO HAVE A GAME-IVITY

HAVE A GAME ← → NO HAVE A GAME

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It is not completely known that there is
not a Have a Game Band Here

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HAVE A GAMING ← → NO HAVE A GAMING

HAVE A GAMERS ← → NO HAVE A GAMERS

HAVE A GAMINGNESS ← → NO HAVE A GAMINGNESS

HAVE A GAME-ISHNESS ← → NO HAVE A GAME-ISHNESS

HAVE A GAME-IVITY ← → NO HAVE A GAME-IVITY

BEINGS WHO ARE HAVING A GAME ← → A BEING WHO WOULD NEVER HAVE A GAME

ACTIVE HAVING A GAME ← → A BEING WHO WOULD HATE TO HAVE A GAME
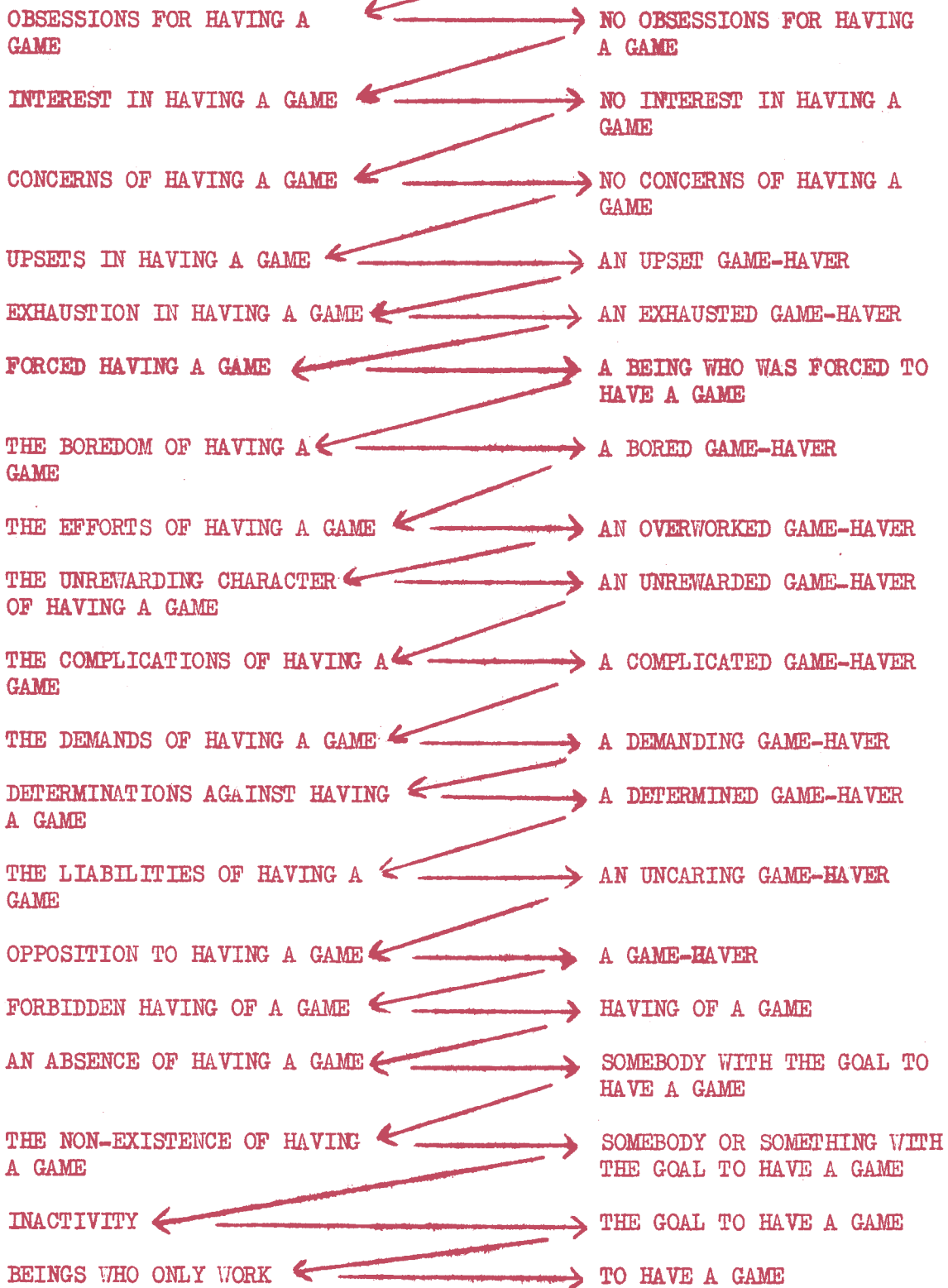
THE NECESSITY OF HAVING A GAME ← → A BEING WHO SAW NO NECESSITY IN HAVING A GAME

ANY ACTIONS IN HAVING A GAME ← → NO ACTIONS FOR HAVING A GAME

A BELIEF IN HAVING A GAME ← → A BEING WHO DID NOT BELIEVE IN HAVING A GAME

PROPONENTS OF HAVING A GAME ← → A PROPONENT OF NOT HAVING A GAME

THE FANTASTIC IMPORTANCES OF HAVING A GAME ← → THE UNIMPORTANCE OF HAVING A GAME

OBSESSIONS FOR HAVING A GAME	NO OBSESSIONS FOR HAVING A GAME
INTEREST IN HAVING A GAME	NO INTEREST IN HAVING A GAME
CONCERNS OF HAVING A GAME	NO CONCERNS OF HAVING A GAME
UPSETS IN HAVING A GAME	AN UPSET GAME-HAVER
EXHAUSTION IN HAVING A GAME	AN EXHAUSTED GAME-HAVER
FORCED HAVING A GAME	A BEING WHO WAS FORCED TO HAVE A GAME
THE BOREDOM OF HAVING A GAME	A BORED GAME-HAVER
THE EFFORTS OF HAVING A GAME	AN OVERWORKED GAME-HAVER
THE UNREWARDING CHARACTER OF HAVING A GAME	AN UNREWARDED GAME-HAVER
THE COMPLICATIONS OF HAVING A GAME	A COMPLICATED GAME-HAVER
THE DEMANDS OF HAVING A GAME	A DEMANDING GAME-HAVER
DETERMINATIONS AGAINST HAVING A GAME	A DETERMINED GAME-HAVER
THE LIABILITIES OF HAVING A GAME	AN UNCARING GAME-HAVER
OPPOSITION TO HAVING A GAME	A GAME-HAVER
FORBIDDEN HAVING OF A GAME	HAVING OF A GAME
AN ABSENCE OF HAVING A GAME	SOMEBODY WITH THE GOAL TO HAVE A GAME
THE NON-EXISTENCE OF HAVING A GAME	SOMEBODY OR SOMETHING WITH THE GOAL TO HAVE A GAME
INACTIVITY	THE GOAL TO HAVE A GAME
BEINGS WHO ONLY WORK	TO HAVE A GAME

This pattern, by test, has been found to exist generally in GPMs, pc to pc and goal to goal on the same pc.

All the above RIs are given as actually found except some of the RIs in the goal as an oppterm area (Eagerness To Have a Game upwards to goal as an oppterm, some 18 PIs) which were plotted from another bank. The remainder, aside from these 18, are exactly as found. The bank is too early to adventure into lightly, so do not try to find or run this goal on your pc. It is early enough to be ordinarily unrestimulative on inspection. The actual goal is common to most pcs.

POINTS OF INTEREST

The oppterminals gradually increase as the goal is lived, to become the goal. The terminals decrease as lived until goal is repugnant.

Each terminal and each oppterm contains a form of the goal. There are neither terminals nor oppterms that contain entirely different words than the goals.

If you make an error in following this pattern or fail to get the right RI your pc's RR will get shorter and vanish on the next 3 or 4 RIs.

This will hold good for all goals and all GPMs.

Any corrections and patterns for other goal forms will be released as fast as I find them. I do not guarantee there are not more RIs in a GPM.

<u>USE</u>

This pattern will serve to locate the RIs of any goal using Directive Listing.

The <u>form</u> of the word may be different but not its sense. The form of the negative may be any negative but is almost always NO, particularly in the upper half of the terminals.

L. RON HUBBARD