Central Orgs.   HCO BULLETIN OF JUNE 4, AD13
Franchise

ROUTINE 3
HANDLING GPMs

The GPM (of the Helatrobus Implants) that is handled properly is very easy to run and the results delight the pc.

When errors are made and the GPM is mishandled by the auditor, the pc becomes lethargic, ARC Breaky and apparent gains are minimal.

As soon as an auditor realizes **this** and gets alert on his technical, he or she has no trouble getting RIs to RR, the pc has no ARC Breaks and succeeding GPMs get easier and easier to audit.

A pc being run on these GPMs who develops mass, becomes exhausted or ARC Breaky, is simply being run with certain definite R3 errors. Make up your mind to this and you'll begin to be alert when the pc starts running poorly. A pc running poorly on GPMs has had one or more of the following R3 errors committed:

(1) Run without preparation on ARC processes (only true when GPMs can't be found and made to RR).

(2) A wrong goal found (by wrong wording of a right goal or just a completely wrong goal).

(3) Being run on a goal too early in the series, too soon, or getting into second series when first series remains.

(4) When goal A is found as "the pc's goal", the auditor then runs another goal (true of pc's who have had earlier goals found).

(5) That which is restimulated is not discharged. (Finding several goals without discharging them, or scanning over banks).

(6) Running with RIs which differ from the basic line plot (such as "Absolutely" for Absoluteably, or "No" for Nix. There are no divergences from the HCO Bulletin line plot form).

(7) Failure to do the end goal oppose list properly (the crime of having 2 or more RRing Items on same list in nulling.) (Always find the next goal formally by list except when pc can see it, and even then check it.)

(8) Incorrect top oppterm for the goal. (Always list a page on "What would be the final achievement of this goal" and properly nul it, unless a published block form issued after this date exists for it.)

(9) Incorrect block RIs diverging from pattern.

(10) Wrong word or sequence form for one or more RIs.

(11) Failure to discharge an RI (grinding it out, not blowing it with one or more dial wide disintegrating RRs).

(12) Failure to spot By-Passed charge at once and thus not caring promptly for ARC Breaks.

(13) Forcing the pc on after an ARC Break without locating the By-Passed charge, or running a pc who is in trouble session after session without finding what charge was by-passed.

(14) Running a doped off pc without pulling missed witholds (the only cause of dope off.)

(15) Failing to follow 3N remedies for lack of RR in that exact sequence given in the HCO Bulletin, and harassing the pc for non-RRing RIs.

(16) Demanding more data than the pc can give on the facsimiles.

(17) Failure to follow the Auditor's Code.

(18) Programming incorrectly.

ARC BREAKS

The most frequent causes of ARC Breaks and case deterioration are:

    (1) Failure to complete a goal oppose list;

    (2) By-passing an RI;

    (3) By-passing (skipping) a GPM;

    (4) Wrong top oppterm;

    (5) Restimulating more goals than are run;

    (6) Departure from pattern;

    (7) Bad programming.

All these add up to By-Passed charge, of course. But the above seven are the specific offenders which give even a skilled auditor trouble. Carelessness on these points can eat up all the immediate case gain.

Note: This is the most frequent list, not the most dangerous or important which includes wrong goal.

NEXT GOAL

The next goal should be found by a formal last goal oppose list, list 50 Items beyond last RR or RS, completed to a clean needle, only one Item RRing on nulling.

All the rules of listing exist here, fully valid. Failure to follow them will cause a skip of or failure to find the next goal.

If this list does not have the next goal on it, the pc will ARC break.

Sometimes a pc can see the next goal and it is it. In such cases, the goal oppose list is only one Item long. But it is still a list and it does have the next goal on it.

TOP OPPTERM

The most insidious offender in wrecking pc's is a wrong top oppterm. If a guaranteed list of Block Items exists for the goal, use it.

But if no such Block Item List exists, you must do a list for the top oppterm on the question: "What would be the final achievement of this goal?"

Unless a pc random lists foolishly, the list should be about a half a page long with a clean needle. It is then routinely nulled and the BMRs put in on the 2 or 3 Items that stayed in.

This is however all very tricky as the second series of GPMs has things in them that could read as top oppterms for the first series. So always conclude a top oppterm list by confirming by meter that the resultant word from the list is a first series top oppterm.

DIRTY NEEDLE

Sometimes in trying to locate the By-Passed charge causing an ARC Break, the pc's needle is so dirty that it almost can't be read.

However there is a way to read it. When the correct By-Passed charge is located and indicated the needle will go beautifully clean.

PROGRAMMING

There is much technology now on Programming which will soon be released. Programming is what you audit on a pc and how to establish it.

I only wish to note here that for several reasons, the best programming for the Helatrobus Implants for a pc who can be made to RR on "To Forget" is as follows:

Run right "down" from the GPM "To Forget" (including its GPM) and right on out the Gates of Heaven, doing a proper goal oppose list at the end of every GPM you complete.

There are only about 10 GPMs more or less from To Forget to the Heaven implant and they are all easy ones to run.

When the pc backs out the Gates of Heaven an enormous reality results from the orientation achieved.

Follow the precautions in this HCO Bulletin and you will have no trouble and the pc will feel great.

If you start forward, (to the 1st Implant GPM), I now find after experience with a lot of pcs, you restimulate too much. The pc always has a live goal (restimulated) before and behind and it's uncomfortable.

In backing the pc down you are following the pc's natural tendency and it's easier.

Further, all the GPM's after "To Forget" (and including it) are a breeze. "To Forget" is usually the basic GPM on stairs.

The fancy GPMs are all earlier (closer to the first one) and have spinning plates, fast rides etc., in them. They are not hard if the pc has the last 10 GPMs of the first series run first.

The more GPMs you restimulate and don't discharge, the more uncomfortable the pc will become and the less apparent gain per GPM.

I have now found and run the earliest GPMs "To Be Dead", which is followed by "To be Hurt", "To Experience Nothing", "To Be Unbalanced" and "To Be Unconscious" and believe these are the standard sequence for all pcs in the first series. But they are pretty strong for a pc who hasn't had the end GPMs from "To Forget" to "To Be In Heaven" discharged.

SUMMARY

(1) The Helatrobus Implants run give enormous case gain session by session if run with attention to the points given in this HCO Bulletin.

(2) They give, when run without the points in this HCO Bulletin cared for, a hard, exhausting struggle that is very slow going and wearing on both auditor and pc.

(3) No matter how they're run they give case gain.

It's mainly a question of maintaining the thetan's morale and saving auditing time. It can take more than five times as long to run these implants if it is not done with this HCO Bulletin's points in view. And the pc can get pretty sick.

So for a comfortable run, easy on auditor and pc alike, and five times as fast or more, apply these technical points very carefully indeed. I speak from great experience in this matter.

On the question, do they have to be run, the answer is Yes. Without running them the track remains too heavily burdened for the pc to get earlier with full perception. So there is the barricade. You won't find a new fad removing it. It can only be done smoothly by skilled auditing such as that done at Saint Hill.

They may have implanted Heaven, but it's hell to run, especially when you ignore the fine points.

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