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THE TIME TRACK AND

ENGRAM RUNNING BY CHAINS

BULLETIN 2

HANDLING THE TIME TRACK

Although finding and curtailing the development of the time
track at genus is not improbable, the ability of the preclear to
attain it early on is questionable without reducing the charge on
the existing track. Therefore, any system which reduces the charged
condition of the time track without reducing but increasing the
awareness and decisionability of the preclear is valid processing.
Any system which seeks to handle the charge but reduces the
preclear's awareness and decisionability is not valid processing
but is degrading.

According to early axioms, the single source of aberration is
time. Therefore, any system which further confuses or overwhelms the
preclear's sense of time will not be beneficial.

Thus, the first task of the student of engram running is to
master the handling of time on the preclear's time track. It must be
handled without question, uncertainty or confusion.

Failing to handle the time in the pc's time track with
confidence, certainty and without error will result in grouping or
denying the time track to the pc.

The prime source of ARC break in engram running sessions is
bypassing charge by time mishandling by the auditor. As a subhead
under this, taking and trying to run incidents which are not basic
on a chain constitute an error in time and react on the pc like
bypassed RIs or GPMs.

An ARC breakless session requires gentle, accurate time
scouting, the selection of the earliest-timed incident available
and the accurate time handling of the incident as it is run.

There are only a few reasons why some cannot run engrams on
pcs. These are:

1. Q and A with the pain and unconsciousness of incidents;

2. Failing to handle the time track of the pc for the pc;

3. Failure to understand and handle time.

(2) and (3) are much the same. However, there are three ways
to move a time track about:

a. By significance (the moment something was considered);

    b. By location (the moment the pc was located somewhere);

    c. By time alone (the date or years before an event or
        years ago).

You will see all three have time in common. "The moment when you thought _____" "The moment you were on the cliff _____" "Two years before you put your foot on the bottom step of the scaffold" are all dependent on time. Each designates an instant on the time track of which there can be no mistake by either auditor or pc.

The whole handling of the time track can be done by any one of these three methods - significance, location, time.

Therefore, all projectionist work is done by the time of significance, the time of location or time alone.

The track responds. Those auditors who have trouble cannot grasp the totality and accuracy and speed of that response. The idiotic and wonderful precision of the time track defeats the sloppy and careless. They wonder if it went. They question the pc's being there. They fumble about until they destroy their command over the time track.

"Go to 47,983,678,283,736 years, 2 months, 4 days, 1 hour and 6 minutes ago." Well, a clear statement of it, unfumbled, will cause just that to happen. The tiniest quiver of doubt, a fumble over the millions and nothing happens.

Fumbled dating gets no dates. One must date boldly with no throat catches or hesitations. "More than 40,000? Less than 40,000?" Get it the first read. Don't go on peering myopically at the meter asking the same question the rest of the session. Accurate, bold, rapid. Those are the watchwords of dating and time track handling.

In moving a time track about, move only the track. Don't mix it and also move the pc. You can say, "Move to _____." You don't have to say (but you can), "The somatic strip will move to _____." But never say, "<u>You</u> will move to _____." And this also applies to present time. The pc won't come to present time. He's here. But the time track will move to the date of present time unless the pc is really stuck. In getting a pc to present time (unimportant in modern engram running), say, "Move to (date, month and year of PT)."

In <u>scouting</u>, you always use <u>to</u>. "Move to _____." In <u>running</u> an engram or whatever, you always use THROUGH. "Move through the incident _____."

If an auditor hasn't a ruddy clue about the time track and its composition, he or she won't ever be able to run engrams. So, obviously, the first thing to teach and have passed in engram running is time track composition. When the auditor learns that, he or she will be able to run engrams. If the auditor does not know the subject of the time track well, then he or she can't be taught to run engrams, for no rote commands that cover all cases can exist. You couldn't teach the handling of a motion picture projector by rote commands if the operator had never imagined the existence of film. An auditor sitting there thinking the <u>pc</u> is doing this or that and being in a general fuddle about it will soon have film all over the floor and wrapped about his ears. His plea for a rote command will just tangle up more film so long as he doesn't know it <u>is</u> film and that <u>he</u>, not the preclear, is handling it.

If an auditor can learn this, he will <u>then</u> be able to learn to run those small parts of the time track called engrams. If an auditor can't run a pc through some pleasant time track flawlessly, he or she sure can't run a pc through the living lightning parts of that track called engrams.

An auditor who cannot handle the time track smoothly can
scarcely call himself an auditor as that's all there is to audit
besides postulates, no matter what process you are using, no matter
what process you invent and even if you tried what is laughingly
called a "biochemical approach" to the mind. There's only a time
track for the bios to affect.

There's a thetan, there's a time track. The thetan gets caught
in the time track. The job of the auditor is to free the thetan by
digging him out of his time track. So if you can't handle what
you're digging a thetan out of, you're going to have an awful lot of
landslides and a lot of auditing loses for both you and preclears.

Invent games, devices, charts and training aids galore and
teach with them and you'll have auditors who can handle the time
track and run engrams.

CHARGE AND THE TIME TRACK

Charge, the stored quantities of energy in the time track, is
the sole thing that is being relieved or removed by the auditor from
the time track.

When this charge is present in huge amounts, the time track
overwhelms the pc and the pc is thrust below observation of the
actual track. This is the State of Case Scale. (All levels given
are major levels. Minor levels exist between them.)

Level (1)	NO TRACK	–	No charge.
Level (2)	FULL VISIBLE TIME TRACK	–	Some charge.
Level (3)	SPORADIC VISIBILITY OF TRACK	–	Some heavily charged areas.
Level (4)	INVISIBLE TRACK (Black or Invisible Field)	–	Very heavily charged areas exist.
Level (5)	DUB-IN	–	Some areas of track so heavily charged pc is below *unconsciousness* in them.
Level (6)	DUB-IN OF DUB-IN	–	Many areas of track so heavily charged, the dub-in is submerged.
Level (7)	ONLY AWARE OF OWN EVALUATIONS	–	Track too heavily charged to be viewed at all.
Level (8)	UNAWARE	–	Pc dull, often in a coma.

On this new scale the very good, easy-to-run cases are at Level
(3). Skilled engram running can handle down to Level (4). Engram
running is useless from Level (4) down. Level (4) is questionable.

Level (1) is of course an OT. Level (2) is the clearest Clear
anybody ever heard of. Level (3) can run engrams. Level (4) can
run early track engrams if the running is skilled. (Level (4)

includes the Black V case.) Level (5) has to be run on general ARC
processes. Level (6) has to be run carefully on special ARC
processes with lots of havingness. Level (7) responds to the CCHs.
Level (8) responds only to reach and withdraw CCHs.

Pre-Dianetic and pre-Scientology mental studies were
observations from Level (7) which considered Levels (5) and (6) and
(8) the only states of case and oddly enough overlooked Level (7)
entirely, all states of case were considered either neurotic or
insane, with sanity either slightly glimpsed or decried.

In actuality, on some portion of every time track in every case
you will find each of the levels except (1) momentarily expressed.
The above scale is devoted to chronic case level and is useful in
programing a case. But any case for brief moments or longer will
hit these levels in being processed. This is the temporary case
level found only in sessions on chronically higher-level cases when
they go through a tough bit.

Thus, engram running can be seen to be limited to higher-level
cases. Other processing, notably modern ARC processes, moves the
case up to engram running.

Now, what makes these levels of case?

It is entirely charge. The more heavily charged the case,
the lower it falls on the above scale. It is charge that prevents
the pc from confronting the time track and submerges the time track
from view.

Charge is stored energy or stored or recreatable potentials of
energy.

The E-Meter registers charge. A very high or low tone arm, a
sticky or dirty needle, all are registrations of this charge. The
"chronic meter of a case" is an index of chronic charge. The
fluctuations of a meter during a session are registering relative
charge in different portions of the pc's time track.

More valuably, the meter registers released charge. You can
see it blowing on the meter. The disintegrating RR, the blowing
down of the TA, the heavy falls, the loosening needle, all show
charge being released.

The meter registers charge found and then charge released. It
registers charge found but not yet released by the needle getting
tight, by DN, by a climbing TA or a TA going far below the Clear
read. Then as this cleans up, the charge is seen to "blow."

Charge that is restimulated but not released causes the case to
"charge up," in that charge already on the time track is triggered
but is not yet viewed by the pc. The whole cycle of restimulated
charge that is then blown gives us the action of auditing. When
prior charge is restimulated but not located so that it can be
blown, we get "ARC breaks."

The state of case, the chronic level, as given on the above
scale, is the totality of charge on the case. Level (1) has no
charge on it. Level (8) is total charge. The day to day condition
of a case, its temper, reaction to things, brightness, depends upon
two factors, (a) the totality of charge on the case and (b) the
amount of charge in restimulation. Thus, a case being processed
varies in tone by (a) the totality of charge remaining on the case,
(b) the amount of charge in restimulation and (c) the amount of
charge blown by processing.

Charge is held in place by the basic on a chain. When only
later-than-basic incidents are run, charge can be restimulated and
then bottled up again with a very small amount blown. This is known
as "grinding out" an incident. An engram is getting run, but as it

is not basic on a chain, no adequate amount of charge is being
released.

Later-than-basic incidents are run either (a) to uncover more
basic (earlier) incidents or (b) to clean up the chain after basic
has been found and erased.

No full erasure of incidents later than basic is possible, but
charge can be removed from them <u>providing they are not ground out</u>
but only run lightly a time or two and then an earlier incident on
the chain found and similarly run. When <u>the</u> basic is found, <u>it</u>
is erased by <u>many</u> passes over it. Basic is the only one which can
be run many times. The later the incident is (the further from
basic), the more lightly it is run.

There is no difference in the technology required to run a
basic or a later incident. It is only the number of times THROUGH
that differs. Basic is run through many times. A somewhat later
engram is run through a couple of times. An engram very late on the
chain is gone through once. Otherwise, all engrams whether basic or
not are run exactly the same.

Engrams are run to release charge from a case. Charge is not
released to cure the body or to cure anything physical and the meter
cures nothing. Charge is released entirely to return to a thetan
his causation over the time track, to restore his power of choice,
and to free him of his most intimate trap, his own time track. You
cannot have decent, honest or capable beings as long as they are
trapped and overwhelmed. While this philosophy may be contrary to
the intentions of a slavemaster or a degrader, it is nevertheless
demonstrably true. The universe is not itself a trap capable only
of degradation. But beings exist who, beaten and overwhelmed
themselves, can utilize this universe to degrade others.

The mission of engram running is to free the charge which has
accumulated in a being and so restore that being to appreciated
life.

All cases, sooner or later, have to be run on engrams, no
matter what else has to be done. For it is in engrams that the bulk
of the charge on the time track lies. And it is therefore those
parts of the time track called engrams which overwhelm the thetan.
These contain pain and unconsciousness and are therefore the record
of moments when a thetan was most at effect and least at cause. In
these moments, then, the thetan is least able to confront or to be
causative.

The engram also contains moments when it was necessary to have
moved and most degrading to have held a position in space.

And the engram contains the heaviest ARC break with a thetan's
environment and other beings.

And all these things add up to charge, an impulse to withdraw
from that which can't be withdrawn from or to approach that which
can't be approached, and this, like a two-pole battery, generates
current. This constantly generated current is chronic charge. The
principal actions are:

   a. When the attention of the thetan is directed broadly in the
      direction of such a track record, the current increases;

   b. When the attention is more closely (but not forcefully) and
      accurately directed, the current is discharged;

   c. When the basic on the chain is found and erased, that which
      composes the poles themselves is erased and later incidents
      eased, for no further generation is possible by that chain
      and it becomes incapable of producing further charge to be
      restimulated.

The above are the actions which occur during auditing. If
these actions do not occur despite auditing, then there is no case
betterment, so it is the auditor's responsibility to make sure they
do occur.

As the time track is created by an involuntary response of
the thetan, it _is_ and exists as a real thing, composed of space,
matter, energy, time and significance. On a Level (8) case the
time track is completely submerged by charge even down to a total
unawareness of thought itself. At Level (7) awareness of the track
is confined by extant charge to opinions about it. At Level (6)
charge on the track is such that pictures of pictures of the track
are gratuitously furnished, causing delusive copies of inaccurate
copies of the track. At Level (5) charge is sufficient to cause
only inaccurate copies of the track to be viewable. At Level (4)
charge is sufficient to obscure the track. At Level (3) charge is
sufficient to wipe out portions of the track. At Level (2) there is
only enough charge to maintain the existence of the track. At Level
(1) there is no charge and no track to create it. All charge from
Level (1) and up into higher states that is generated is knowingly
generated by the thetan, whose ability to hold locations in space
and poles apart results in charge as needful. This would degenerate
again as he put such matters on automatic or began once more to make
a time track, but these actions alone are not capable of aberrating
a thetan until he encounters further violent degradation and
entrapment in the form of implants. Aberration itself must be
calculated to occur. The existence of a time track only makes it
possible for it to occur and be retained. Thus, a thetan's first
real mistake is to consider his own pictures and their recorded
events important, and his second mistake is in not obliterating
entrapment activities in such a way as not to become entrapped or
aberrated in doing so, all of which can be done and should be.

Engram running is a step necessary to get at the more
fundamental causes of a time track and handle them.

So it is a skill which must be done and done _well_.

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