

HUBBARD COMMUNICATIONS OFFICE
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Central Orgs.
Franchise

HCO BULLETIN OF OCTOBER 31, AD13

R-2C SLOW ASSESSMENT BY DYNAMICS (CONTD).

(Continuation of HCO Bulletin of October 17, AD 13).

Here is a breakdown of Dynamics Five through Eight. It can be used with the breakdown of the first four dynamics in HCO Technical Form of October 17, AD13 following the instructions of the HCO Bulletin of the same date.

FIFTH DYNAMIC.

Area A: PLANTS

1. Gardening.
2. Farming.
3. Wild plant life.
4. Growing things.
5. Plant life preservation.
6. Aquatic forms.
7. Algae & micro organisms.
8. Plant intelligence.
9. Useful plants.
10. Harmful plants.
11. Varieties of plants.

Area B: ANIMALS.

1. Pets.
2. Animal raising.
3. Wild animals.
4. Vivisection.
5. Useful animals.
6. Destructive animals.
7. Aquatic forms.
8. Insects.
9. Germs & Bacteria.
10. Animal intelligence.
11. Varieties of animals.

Area C: LIVING THINGS

1. Life Forms.
2. Extinct Life Forms.
3. Unusual Life Forms.
4. Life cycles.
5. Bodies.
6. Organisms.
7. Growth.
8. Food.
9. Conservation.
10. Life on other planets.

Area D: NATURE

1. The Out-of-doors.
2. Wild life.
3. Mother Nature.
4. Life energy or force.
5. Death.
6. Symbiosis.
7. Parasites.
8. Benefit mankind.
9. Dangerous to mankind.
10. Creation.

Area E: NATURE STUDY

1. Biology
2. Nature collecting.
3. Species.
4. Families.
5. Fossils.
6. Zoos.
7. Horticulture.
8. Aquariums.
9. Cultures.
10. Biochemistry.

Area F: ORGANIC MATERIAL.

1. Coal & oil.
2. Carbon compounds.
3. The Carboniferous era.
4. Organic & inorganic.
5. Chalk.
6. Fertilizer.
7. Wood & fibre products.
8. Furs, bone, ivory, leather, rubber products etc.
9. Food & fabrics.
10. Other organic material.

Area G: GENETIC LINE

1. The Darwinian Theory.
2. The Genetic Entity.
3. Mutation.
4. Survival of the Species.
5. Seeds.
6. Offspring.
7. Instinct.
8. Habit patterns.
9. Fertilization.
10. Propagation.
11. Adaptation.

Area H: INTER-RELATION OF
LIFE FORMS.

1. Dominant Species.
2. Pro-Survival Life Forms.
3. Anti-Survival Life Forms.
4. Anti Biotics.
5. Sterilization.
6. Hunting.

Area H: (Contd).

7. Fishing.
8. Insect control.
9. Immunization.
10. Weed control.
11. Control of other Life Forms.
12. Poisonous Life forms.
13. Narcotics & drugs.
14. Tea, Coffee, tobacco.
15. Herbs.
16. Veterinaries.

SIXTH DYNAMIC

Area A: POSSESSIONS.

1. Objects in everyday life.
2. Personal possessions.
3. Household objects & material.
4. Automobiles & machines.
5. Storage.
6. Living quarters.
7. Working quarters.
8. Objects used in hobbies, games & work.
9. Keepsakes.
10. Ornaments.
11. Junk.
12. Useless possessions.
13. Valuables.
14. Saving.
15. Money.

Area B: MATTER

1. Valuable/Useless matter.
2. Too much/too little mass.
3. Solids, liquids, gasses.
4. The Elements.
5. Atomic & Molecular structure.
6. Chemicals.
7. Inert & active matter.
8. Organic & inorganic matter.
9. Minerals.
10. Particles.

Area C: POWER

1. Electricity.
2. Gas.
3. Light.
4. Electronics.
5. Motors & Engines.
6. Heat & cooling.
7. Radiation.
8. The Sun.
9. Body Energy.
10. Animal Energy.
11. Gravity & Anti-gravity.
12. Magnetism.
13. Atomic power.
14. Electro-magnetic power.
15. Sound.

Area D: ENERGY

1. Movement.
2. Attraction & Repulsion
3. Force.
4. Flows.
5. Suspended Energy.
6. Kinetic Energy.
7. Potentials.
8. Mental Energy.
9. Life Force.
10. Conservation of Energy.
11. Wasted Energy.
12. Utilization of Energy.
13. Energy Sources.
14. Waves.

Area E: THE MIND

1. Mock-ups.
2. Facsimiles.
3. Ridges.
4. Machinery.
5. Circuits.
6. Engrams.
7. Memory banks.
8. Fields.
9. Anchor points.
10. GPM's.
11. The Time Track.
12. Electrical body structure.
13. Bio-physics.

Area F: AREAS OF LIVINGNESS

1. Living area.
2. Working area.
3. Recreation area.
4. Visiting area.
5. Travelling area.
6. Own area.
7. Other people's areas.
8. Safe areas.
9. Dangerous areas.
10. Area of communication.

Area G: SPACE

1. Big & small space.
2. Good & bad space.
3. Enclosed & unenclosed space.
4. Outer & inner space.
5. Limited & unlimited space.
6. No space.
7. Occupying the same space.

Area H: SCHEDULES

1. Sleeping time period.
2. Working time period.
3. Resting time period.
4. Recreation time period.
5. Other time periods.
6. Utilized & wasted time.
7. Sense of time.
8. On time & Tardiness.
9. Follows Schedule.
10. Likes variety.

Area I: TIME

1. Long & short time.
2. Past, present, future.
3. Time measurement.
4. Control of time.
5. Good & bad time.
6. Beginning & end of time.
7. Ahead of & behind time.

Area J: MEASUREMENT & DESCRIPTION

1. Size.
2. Weight.
3. Colour.
4. Texture.

Area J: (Contd).

5. Density.
6. Temperature
7. Distance.
8. Compatability.
9. Position.
10. Form.
11. Age.
12. Value.
13. Purpose.
14. Appearance.
15. Structure.
16. Design.
17. Quality.
18. Quantity.
19. Natural & unnatural. states.
20. Adaptability.

Area K: MANUFACTURE

1. Raw material.
2. Mechanization.
3. Craftsmanship.
4. Processing raw material.
5. Source of material.
6. Useful & non-useful material.
7. Utilization of material.
8. Conservation of material.
9. Waste products.
10. Productivity.
11. Consumption.
12. Products.
13. Gadgets.
14. Necessities.
15. Luxuries.
16. Waste Material.
17. War Material.

Area L: PROPERTY

1. Houses.
2. Buildings.
3. Monuments.
4. Public Buildings.
5. Public property.
6. Thoroughfares.
7. Public places.
8. Factories, Industries & commerce.
9. Cities & Towns.
10. Rural areas.
11. Private property.
12. Land.
13. Ownership.
14. Havingness.

Area M: TRANSPORTATION

1. Automobiles.
2. Trucks & Lorries.
3. Trams & Railroads.
4. Boats & Ships.
5. Aircraft.
6. Space ships.
7. Carts, scooters & motor cycles.
8. Pipe lines, industrial & domestic.

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Area N: COMMUNICATION MEDIA Area P: GEOGRAPHICAL AREAS.

1. Telephone & Telegraph.
2. Mail.
3. Wireless.
4. Books, pamphlets, circulars.
5. Posters, billboards & notices.
6. Symbols.
7. Aural.
8. Visual.
9. Tactile.
10. Extra Sensory Perception.
11. Emotion.
12. Other communication media.

Area O: NATURAL FORCES

1. Weather.
2. Wind.
3. Rain.
4. Storms.
5. Tides.
6. Ocean currents.
7. Floods.
8. Water power.
9. Earthquakes.
10. Volcanoes.
11. Heat.
12. Cold.
13. The Sun.
14. Lightning.
15. Static Electricity.
16. Snow.
17. Eruptions.
18. Forces of Nature.

1. Islands.
2. Rivers.
3. Lakes.
4. Oceans.
5. Continents.
6. The Arctics.
7. The Tropics.
8. The Temperate zone.
9. Mountains.
10. Valleys.
11. Desert.
12. Jungle.
13. Fertile Lands.
14. Unfertile areas.
15. Natural resources.
16. The Earth.
17. The Sky.
18. Underground/above ground.
19. Under water/above water.
20. The wonders of Nature.

Area Q: THE UNIVERSE

1. The earth.
2. The moon.
3. The sun.
4. The solar system.
5. Other planets.
6. Other stars.
7. The Constellations.
8. The Milky Way.
9. The galaxy.
10. Other galaxies.

Area R: OTHER UNIVERSES.

1. Heaven.
2. Hell.
3. Parallel Time Continuum.
4. Pc's own universe.
5. Other's own universe.
6. The Physical universe.
7. The non-physical universe.
8. The macrocosm.
9. The microcosm.
10. Time travel.
11. The 3 dimensions.
12. The 4th dimension.
13. Other dimensions.
14. The shadow world.
15. Purgatory.
16. After death.
17. Before birth.
18. Dream World.
19. Imagination.

SEVENTH DYNAMIC

Area A: SPIRITS

1. The spirit.
2. The soul.
3. Astral bodies.
4. Ghosts.
5. Spooks.
6. Guardian Angels.'
7. Evil spirits.
8. Good spirits.
9. Life after death.
10. The spirit world.
11. Fairies.
12. The little people
13. Strange beings.

Area B: THETA

1. Thetans.
2. Thought.
3. ARC.
4. Love.
5. Intuition.
6. Theta perceptics.
7. Sensing & feeling.
8. Truth.
9. Theta abilities.
10. Good luck.
11. The awareness of awareness unit.
12. Consciousness.

Area B: (Contd).

13. I (the pc).
14. Ego.
15. Man is basically good.
16. Theta Communication.
17. Forces of Good.

Area C: EHTHETA

1. Entrapment.
2. Implants.
3. Hate.
4. Falsity.
5. Half truth.
6. Alter-is.
7. Destruction.
8. Bad luck.
9. Man is an animal theory.
10. Bad intentions.
11. Forces of evil.
12. Punishment.

Area D: AFFINITY

1. Love/hate.
2. Likes/dislikes.
3. Tolerate/not tolerate.
4. Closeness to others.
5. Comfortable distance from others.

Area D: (Contd).

6. Emotion.
7. Attitudes.
8. Tone Scale (all levels)
9. What is affinity.
10. High & low tone.

Area E: REALITY

1. What's real/unreal.
2. Agreements/disagreements.
3. Truth/untruth.
4. What's really real.
5. Pc's own reality.
6. Other's realities.
7. Everybody's reality.
8. Reality Scale (all levels).
9. What is reality.

Area F: COMMUNICATION

1. Good & bad communication.
2. Dangers & rewards of comm.
3. Types of Comm.
4. Can Comm with.
5. Rather not comm with.
6. Likes to comm about.
7. Prefers to comm to.
8. ARC Triangle.
9. Understanding.

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Area G: SPIRITUALISM

1. Mediums.
2. Visitations.
3. The after life.
4. The land of the dead.
5. Good & bad spirits.
6. The living dead.
7. Other dimensions.
8. Spiritual universes.

Area H: AESTHETICS.

1. Beauty.
2. Ugliness.
3. Harmony.
4. Dissonance.
5. Likes & dislikes.
6. Good & bad Art.
7. Good & bad tastes.
8. Communication in Art.
9. The artistic expression.

Area I: ETHICS

1. Codes.
2. Goodness.
3. Badness.
4. Personal beliefs.
5. Personal ethics.
6. Ethical behavior.
7. Creeds.
8. Honour.
9. Pride.

Area J: PHILOSOPHY.

1. Personal philosophy.
2. Other's philosophy.
3. Philosophers.
4. Teachings.
5. Studies.
6. Thought.
7. Philosophical Writing.
8. Truth & untruth.
9. Personal beliefs.
10. Beliefs of others.

Area K: ART

1. Music.
2. Visual arts.
3. Poetry.
4. Performing arts.
5. Theatre/Films.
6. Art in everyday life.
7. Art in other fields.
8. Natural art.
9. Art in nature.
10. Artists.
11. Works of art.
12. Self expression.

Area L: CREATIVENESS.

1. In the home.
2. On the job.
3. Hobbies.
4. What has created.

Area L: (Contd).

5. Would like to create.
6. Creative abilities.
7. Good creation.
8. Bad creation.

Area M: MAGIC

1. Black magic.
2. White magic.
3. Witches.
4. Witch doctors.
5. Occultism.
6. Magicians.
7. Voodoo.
8. Curses.
9. Zombies.
10. Magical practices.
11. Magical Rites.

Area N: SCIENTOLOGY

1. Auditing.
2. Going clear.
3. Going O.T.
4. Axioms of Dianetics & Scientology.
5. Becoming a Release
6. Para-Scientology.
7. Getting better.
8. The Factors.
9. The Pre-logics & Logics.
10. Codes & scales.
11. Technology & procedure.
12. Parts of Scientology
13. All of Scn. List one.

EIGHTH DYNAMIC

Area A: THE SUPREME BEING

1. God.
2. Jehovah.
3. Infinity.
4. Nature.
5. The Creator.
6. Divinity.
7. Holiness.
8. The Ultimate Power.
9. The Forces of Good.
10. The Life Force.
11. Life.
12. Ultimate Survival.

Area B: RELIGIOUS ENTITIES

1. Gods.
2. Angels.
3. Archangels.
4. The Holy Trinity.
5. Christ.
6. The Holy Ghost
7. Saints & Prophets.
8. The Divine.
9. Devils.
10. Pagan Gods.

Area C: RELIGION

1. Worship.
2. Praying.
3. Religious beliefs.
4. Religious practices.
5. Ritual.
6. Guidance.
7. Teachings.
8. Faith.

Area D: RELIGIONS

1. Christianity.
2. Buddhism.
3. Mohammedanism.
4. Other Religions.
5. The True Faith.
6. Pagan Religions.
7. Agnostics.
8. Atheists.

Area E: CHURCH

1. Churches.
2. Congregations.
3. Church activities.
4. Ministers/Priests.

Area E: (Contd).

5. Religious Leadership.
6. Religious Followers.
7. Church Organization & power.
8. Church-going.
9. Participation.
10. Holy Men.

Area F: MYSTICISM.

1. Mystery.
2. The Unknown.
3. The Unknowable.
4. Strange Forces.
5. Power of Good & Evil.
6. Mystics.
7. Mysterious Phenomena.

Area G: ANTI RELIGION

1. The Anti-Christ.
2. The Devil.
3. Devil Worship.
4. The Black Mass.
5. The Black Art.
6. Black Magic.
7. Corrupt Forces.
8. Blasphemy.
9. Evil.

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Area H: AFTER DEATH

1. Heaven.
2. Hell.
3. The Underworld.
4. Purgatory.
5. The Saved.
6. The Damned.
7. Paradise.
8. The Chosen.
9. Reincarnation.

Area I: CREATION

1. The Beginning.
2. The End.
3. The Creation.
4. The Factors.
5. Body of Theta.
6. Survival & Persistence.
7. Destruction.
8. Universal Agreements.
9. Prime postulates.

Area J. RELIGIOUS PHILOSOPHY

1. The Veda.
2. The Dharma.
3. Eastern Religious Philosophy.
4. Western Religious Philosophy.
5. Religious Philosophers.
6. Religious Writings.
7. Church of Scientology.
8. Scientology Teachings.
9. Ethics.

Area K: RELIGIOUS PRACTICES.

1. Codes & Rules.
2. Beliefs.
3. Everyday activity.
4. Special activity.
5. Grace.
6. Sin.
7. Ritual.
8. Good practices.
9. Bad practices.

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