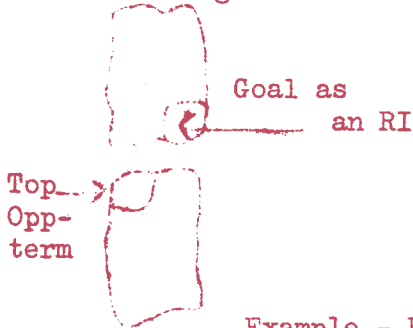


Sthil Only
Class VI

HCO BULLETIN OF APRIL 7, 1964

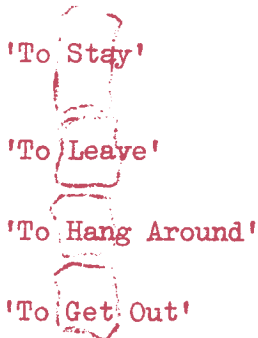
SCIENTOLOGY VI - PART FIVE.
(Notes on Lecture of December 18, 1964).

The factor of time unites the GPMs - there are no floating items. You only find floating items when using 'oppose'.



The goal as an RI solves the top oppterm of the next GPM. Charge can be likened to a pool of muddy water. Just as you can only see so far into a muddy pool, so does charge limit the pc's ability to view and its a his bank. He can't itsa deeper than he can view, and if he can't see a particular thing, it won't read on the meter.

Example - Here is a series of GPMs - (they can get out of position),



On the list, 'What goal would To Stay oppose?', you will find 'To Leave' and you can look in vain for the goal 'To Get Out' even though it is opposed by 'To Stay'. So the pc doesn't stir up other GPMs, really.

This is the principle reason why only one goal will read on the list - the pc can't see any deeper because of charge.

If you have a GPM pulled out of line, you will have lock goals from this on the goals list, as you do get lock goals from the RIs, on the goals list. When we say, 'just a goal', you might as well say, 'it's a lock on an RI'. So when doing a goals list, you are pulling locks off the RIs in the GPM - so you can get a long goals list.

Example - An RI: - Predictability.
The lock goal - To be Predictable.

If you start to oppose or solve 'anything', you get the order of magnitude 'anything' that you started out with - i.e. if you do a 'only a goal' oppose list, you will get an 'only a goal'. If you list a lock item, you will get a lock item.

You almost never start out with a lock RI and end up with an actual RI. But, you can start out with an actual RI and slip up and so get a lock item. So errors tend to perpetuate themselves in OT processes.

In actual GPMs, the pc can see beyond two pairs of RIs - so you can get a skip.



Example - If the pc is in the top oppterm he can see the top term and the 2nd term. He may list the 2nd term as the top term, then.

The first couple of GPMs are rougher to run, because locks and RIs have been pulled out of place in the bank, by life.

Again - With regard to locks.



The pc is here, say, but you got a lock instead of the actual terminal. If you try to list from this lock for the next items, you will only list lock items on the next pair of items and you never really progress down the bank. The pc stays in the position of the item which has not been found, and has a lock in its place.

Contd....

You can get an item slightly misworded - like it has an 'a' or a 'the' missing and you can carry on down a bank, but this is rare and you'll only get down to the next pair and you'll run into trouble.

So - find the correct item, no matter how long it takes. Measure case progress only on the basis of the number of accurately found items. Not on the number of items or GPMs run.

Life can pull GPMs and actual RIs up from the bank. It's these things that you run into on Case Analysis. But, you can run into trouble while running a GPM, with these. This is mostly with the PT GPM. So you can find an actual RI from another actual GPM.

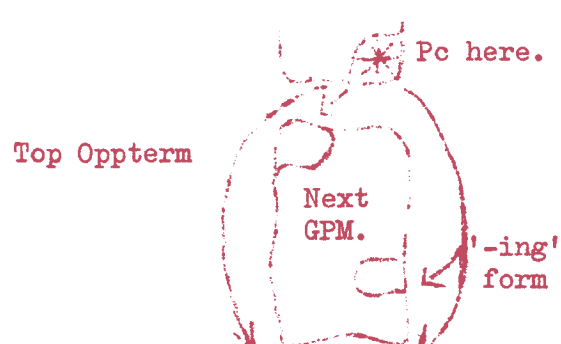
Sometimes, you can have a chunk out of a GPM, but, when you run that GPM, the chunk will go back into place.

This is how you can mistake the idea that the pc can see more deeply than he can.

No matter how you mess up an area, you can always still find the right items in the proper sequence.

You can leave charge by not discharging an item or GPM. Say, you run 3 GPMs and then discover you have by-passed the PT GPM. After now running the PT GPM, you must pass the charge down through all the items in all the GPMs run, below it.

If you try to force a pc past an error, you will run into the position of not being able to go any further. If you run a whole GPM and then find that the top oppterm reads, then you might as well tear up that line plot, because all the items proceeding from that top oppterm are locks. So, the two items which are the most dangerous are the top oppterm and top term. (Sometimes, to get the top term you need a longer list than you do to get the top oppterm.)



Top Oppterm

The pc can be all round the GPM in listing for the top oppterm.

On the top oppterm, you must do a long list. It is found from the goal as an RI of the previous GPM, by a solve list. Here, the pc will frequently list the 3rd term from the bottom of the GPM, and it is the '---ing' form, frequently.

Sometimes you have the '---ing' version as both the top oppterm and the 3rd term from the bottom, in the GPM.

So you say, how is it that if the muddy water theory of seeing two pairs deep is correct, how is it that the pc can get the '---ing' version down in the bank, then?

The reason is that the pc is between banks, he's not in the top oppterm of the GPM yet, so he can list practically anything in the GPM. And almost anything will read as the top oppterm, because the pc can move the GPM mass around and fit that item in as the top oppterm.

The top term may have something to do with the GPM you have just run, or it could be something which is in opposition to the goal, but you must list a long list on this.

A whole GPM can float behind you without affecting the pc's vision and so he is still able to go down the bank. All GPMs tend to affect the pc in PT - no matter how far they are from PT themselves. You can sometimes get the idiocy of the pc, say, on a Trillions One Build GPM which is back on the track and he tries to list labour leaders, economics, strikes etc., but this GPM actually has to do with him as a thetan, building mountains. Any GPM can accumulate locks as long as it is in existence.

Watch the interjection of too much humanoid activities in a GPM when you are 3 or 4 GPMs back on the track - because back then the pc is a thetan.

A GPM with a badly missed item, starts repeating itself. The wording of an item must be correct down to the right article, or it won't blow. A thetan can think better than language, but language can express these GPM RIs.

What if a pc comes up with a foreign language word or phrase? Well, throw it out - you can however accept a foreign language word when used in English, like *laisse faire*. A person should be audited in the language of their country.

The right item is judged by the listing phenomena - it's high on the list, the pc is satisfied with it, it read and blew down, it produces no extra mass - a right item is judged on a mechanical basis only. The real fooler is when you leave the slightly misworded item, you'll have to find it.

If you leave a pc in the middle of a GPM - and believe you have completed the GPM - you will not be able to get the next GPM. The pc might be able to get the next goal, but the list won't work - he can cognite on the next goal - the difference is, that he can cognite the next goal, but he can't list for it. So a pc's cognition on a goal is quite dangerous - you haven't guaranteed anything about the bank you are leaving.

If you find a top oppterm wrong, always check back into the prior goal. You needn't check over a GPM before you go into the next one, as a rule. Repair is long because the auditor never goes back early enough.

When you find an item ticking, then go back 2 GPMS - this really is a check - the reason is that you didn't check until you ran into trouble - so overlay your hand at checking.

On a check back, only read the item once with the sensitivity way up - the read on the item has to be an instant read - and the read can be a tick, slash, RR, any read. So you go back to the list from which the reading item came. You can verify a reading item by asking if the earlier item has not been opposed - 'is this item still charged by not having been solved?'

If you have a picture of a picture of a GPM then you still do have a wrong item. When you find the right item, these pictures and locks will blow.

The amount of care you take, is proportioned to the amount of trouble you run into. You can find and run an implant GPM and run only lock items without turning off the RR - and all goals you find from there on will be implants.

The only real mistakes are, failures to handle the pc's PTPs, to handle the pc's data, and to ignore indicators.

That the heat blows off an item does not mean that the item won't read - the item will always read.