SCIENTOLOGY VI – PART FIVE
R6 AUDITING
(Notes on Lecture of December 16, 1963)

The only small reads one uses in Level 6 auditing is that of the ones used to ascertain whether it is an implant or actual GPM or what have you.   Even in listing you don't have to note reads, as frequently, the item won't even read when listed.   So at Level 6, metering is not too important – at Level 6 you can put the reads in permissively – it's better at Level 6 not to clean a clean than to miss something.

One point, is if a pc is not fully educated at Level 6, you'll never make O.T.   At Level 6, you play it in the direction that the pc is right, except for when the pc says an item is his, but it doesn't read – say "I can't get it to read right now, let's examine some of the others and get some charge off and then re-examine this item."   Frequently, the pc is right, that is the item, but something is wrong behind you.   You have to pay attention to what the pc in Level 6 tells you or the pc will never make it.

You must not continue auditing at Level 6 in the face of an ARC break and must continue to find out what is wrong until the ARC break has been located. At Level 6 there is no non-comprehension of what the pc says as far as basic auditing is concerned.

You can have awfully wrong things at Level 6, but this will not be keyed in until the auditor makes a basic auditing mistake.   You will always have by-passed charge at Level 6 – make up your mind to that.   Your basic auditing has to be good. There is willingness to work with the pc, to get proper items and goals – it's a co-operative endeavour.

One source of non-comprehension is the overts of the auditor.   In a series of overts, the willingness to receive is reduced.   So the way to handle this is to give the auditor some O/W.   Coupled with this is upset with regard to O.T. Basic auditing errors are comm errors and these stem from a fear of communication. A person moves up the know to mystery scale – from unconsciousness on up.

As a case is being run, everything which happens in PT is sitting on 2 RI's – so at any moment the pc has 2 RI's on which are sitting life, repairs and auditing. The 2 RI's constitute his available bank at any given instant.   So the more repair, the more PTP's – all that is happening in life influence the case with which these 2 RI's are found.   So the smoother the auditing, the more progress is made.   The smoother the PT environments, the more progress is made – the easier it is to find the correct item.

If you make a mistake in OT processes, the time consumed to correct an error is greatly increased.   So you try to approach perfection – you can be so careful, you worry the pc no end or you can be so careless, that you mess the case up. Always do the standard action and don't make trouble until you have trouble. Sometimes the pc has to see the light, before you can correct anything.   The auditor audits as fast as he can audit without rushing the pc.

A pc has 26-28 or so GPM's, this varies from pc to pc and they have 16 to 24 RI's in a GPM, GPM's closer to PT are across shorter spaces of time than ones earlier on the track.   The basic buttons a pc has are all contained in RI's. Sometimes a pc will have an actual GPM which at the same time it was forming, an implant of the same name was given.   So when you find a wrong item, you slip into the implant.

As you go back, your goal lists get shorter and shorter – one goal or 3 goal, lists.   On your earlier lists closer to PT, you have to be sure to complete the goals list.

The least gain would be, he could be able to talk and listen without communicating – also his health would be better – this is the least, however, we want to get a free being.

The way to exteriorize is to walk the body off you.

Less heat means a wrong item behind you.   Heat say on the back only means a skip of a GPM or a skip of a series of items.

A goal will get a blowdown - an RR and blowdown.   If you try to work a goal too hard at this point, the goal will key in the goal as an RI and crowd it in on the pc and collapse the bank.   So you see the goal RR once and then no other goal reads on the list.   If it's a wrong goal, you'll know in 2 or 3 items because if it's wrong it will turn off the RR.   A goal must RR - don't pay much attention to blowdown or heat.

Pain on a goal means the bank may have been disturbed or disarranged on the goal.   The right goal invalidated will turn on pain.   If an item turns on pain, then the item is wrong or is proceeded by a wrong item.   Pain on a goal does not mean a thing.   There can be pain on a list and this means that something is wrong - you pay attention to this.   <u>Pain means a mistake.</u>   If pain is consistent, then you are listing on a wrong source.   It is the unusual response of a wrongness continued - pain.   Electrical without heat, then there is something that has gone wrong.

You want smooth heat with minimal mass.

Always do your repair while you are still in the GPM - one safety measure is to examine like mad the first 4 items of the GPM.

The best place to park a pc is the goal as an RI - don't try to find the next goal or the top RI's.

<u>A solution is usually an action or condition.   There is never a singular beingness on the oppterm side.</u>