Sthil Only
Class VI

HCO BULLETIN OF APRIL 7, 1964

SCIENTOLOGY VI - PART SIX

(Notes on Lecture of December 19, 1963)

<u>Heat is an indicator.</u>   If it isn't present, don't take the item.

Within a GPM, the muddy water theory applies.

<u>The bottom oppterm has the connotation of the next earlier GPM.</u>

That an item has heat is no absolute test that it is the right RI for that position - it must have heat to be the item.   But heat does not guarantee that <u>it is the right item.   However, the absence of heat as an indicator does indicate that it is a wrong item.</u>

If an item turns on mass, has pain, has no heat - it's a wrong item.   An item with pain means that it may have been invalidated, or you have missed an item.

If the pc has visio, you are in clover - he can see the item, see where it lies in the bank, and see if it discharges.   <u>So in OT processes, your data comes from the pc.</u>   After two GPMs, your meter is less reliable than the pc - after four GPMs, the meter is of no value to the pc.   So your questions on the meter will be of less value.   That something doesn't read on the meter, tells you something, but that something reads, does not guarantee anything.

Examples of data from the pc:

'I don't know if that solves it.'   Well, you know that you have a wrong item - throw it out.   The pc may comm lag and say, 'Yes'.   That is OK.

'That item could be the 7th term, but is it an item.   Maybe it could be the top oppterm.'   Throw the item out - it is wrong.

When the pc begins to figure and not know about an item, then it is wrong and you can throw it out.   If you have abandoned the right item, the pc will ARC break.

Never stop in the middle of the bank - always repair a bank when the pc is in the goal as an RI, before finding the next goal.

On terminals you list - 'Who or what would (terminal) solve?'
<u>On oppterms you list - 'Who or what would solve (oppterm)?'</u>

List as long as the pc wants to list, but press early to get something to read.   <u>The item is usually the first fall</u> on <u>the list, and the most dangerous item is the first one on the list - because the auditor may miss the fall.</u> You'll have a difficult time getting the item - the right one - to read.

<u>PATTER</u>

1. <u>'That's trying to read'</u>

    You use this, to get the pc not to invalidate the item and keep his hope up.

2. <u>'That reads'</u>

    Run your meter at sensitivity 8, because the higher sensitivity just gives you a flying needle.   If you have to get a read on analysis, you can turn the sensitivity up.   <u>But a right item will have a spring board, trying to read, characteristic.</u>   You say, 'That reads', to see if you get a blowdown.   If it blows down - you say:-

3. <u>'Is that your item?'</u>

    Now you'll see that item blowdown more.   The pc's itsa will come in here.   <u>The auditor at this point must be careful not to talk while the TA moves, and he mustn't wait too long either -</u> the blowdown is from 15 <u>seconds to 1 minute.</u>   Don't run level I at this point.   Heat usually turns on here.

4. <u>'That's your item'</u>

    You'll get another needle slash and blowdown.   CHECK INDICATORS. The pc will groove in and furnish that information at that time.

5. <u>'Would (Last term) solve (oppterm just found)?'</u>
> If you have just found an oppterm.

> <u>'Would (Last oppterm) be solved by (Term just found)?'</u>
>> If you have just found a terminal.

>> <u>The item you have just found is always the last in your question.</u>

6. <u>'What is the relationship of (item found) to this GPM?'</u>
> Always say the item, as you want to bleed off charge.

7. <u>'Here is your next question'</u>

Let's say you have a list - a terminal is what you are listing for:

Being a Priest

(Praying F)

Being Saintly

W/w wd ----- solve?

(Saintliness F)

W/w wd solve ----- ?

<u>If on reading an item it gives a sharp click, it's never the item.</u> Let's say 'Praying' gave a spring to it, well you may have to get the pc to list a bit more to get some charge off so that it will read.

After saying, 'That's your item' then you draw a circle around the item. If it is incorrect - scuff it out. After you've rejected an item, it's rare that you'll ever come back to this item.

While you are doing the last questions after 'That's your item' you write - 'W/w wd ----- solve?' - you write this out with the relationship to this GPM question.
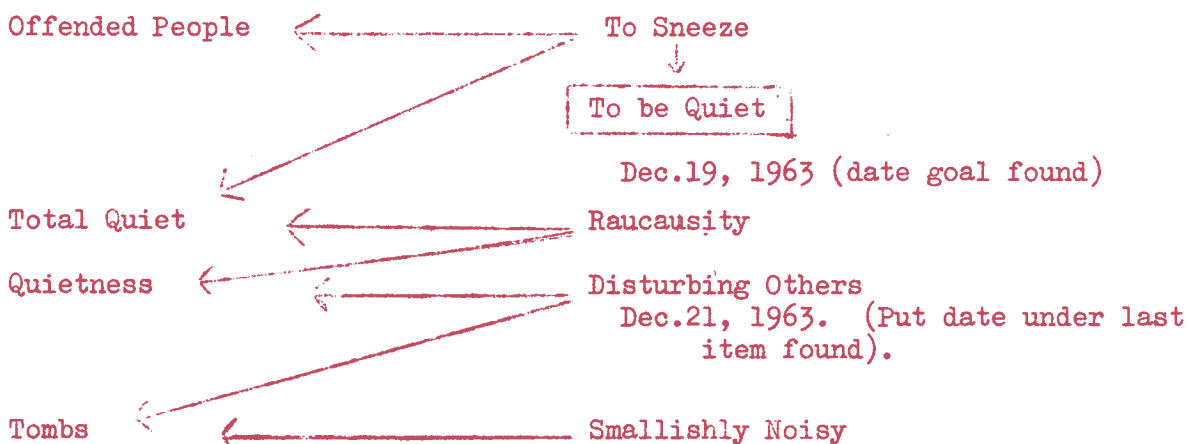
Always continue to list in sequence on these items - if you have to go back and scrub, you write down the question at your position on the worksheet. Even if you refind something, you write it down newly on your worksheet in sequence with what you are doing. Number your worksheets - it's best to work on single sheets, front and back, not folded sheets. If you have to scrub out a lot just mark the sheet with a slash mark through what is scrubbed.

On a line plot, take a packet of paper and staple them together. The 1st GPM is on the bottom. Don't destroy, and never recopy the line plot. Make a line plot neat and readable.

If you redo a lin plot, you clip the corrected plot in the position of the GPM. If No.4 GPM, your corrected plot No.4 is clipped in with No.4.

Don't mark the items found on the auditors report, just the GPM you are running. Staple worksheets to the back of the Auditor's report. You don't correct on top of a line plot, you make up a new line plot.

<u>THE LINE PLOT</u> - should look like this.

Offended People ⟵---------- To Sneeze
                                  ↓
                          | To be Quiet |

                          Dec.19, 1963 (date goal found)

Total Quiet ⟵---------- Raucausity

Quietness ⟵---------- Disturbing Others
                          Dec.21, 1963. (Put date under last
                                  item found).

Tombs ⟵---------- Smallishly Noisy

Don't dream up new indicators, because the auditor will develop a withold in the session - like, we'll accept the item, even though it has black mass, because the pc always has black mass.

Basic auditing -- handle the pc's PTPs, promote itsa and the pc's confidence.

One correction is that even if you find wrong items, it will be easier to find the right items, you will have cleaned up some locks and the pc's perception will be up and the heat will be better.

If you get a wrong item, you will get the pc to skip into other GPMs and implants and get extraneous pictures.

Sometimes you will get an item out of place and it will turn up as correct later, on the line plot, and you'll have to pick up the earlier list and on that list you will find that the pc has listed a splatter of items - which was the muddy water depth - he will have listed, on that list, items covering the 2 pairs.

The worst difficulties will be in the first 4 or 5 GPMs.

Issued by: S.L.R. Ltd.
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