

HUBBARD COMMUNICATIONS OFFICE
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Remimeo
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CLAY TABLE, MORE GOOFS

GOOF NO. 2.

The auditor gets the body part in Clay Table Healing as "my fat body" and then insists on running "body". Pc ARC Breaks.

The goof: When pc insists on a wording, run it. Don't shove a pc into an ARC Break by contradicting.

Correct Action: Run "my fat body."

GOOF NO. 3.

The pc, in Clay Table Clearing, says he wants to improve his memory.

The auditor asks, of course, what difficulty the pc has had with "memory."

The pc does not give a several-worded condition as is usual but says, "Remembering!".

The goof: The auditor then spends the next hour trying to get a word which represents "remembering", not realizing the pc has already given it.

Correct Action: Run "Remembering."

GOOF NO. 4.

The coach in Clay Table Definitions complains bitterly to an Instructor that "the pc's definitions are so far out the pc refuses to run Clay Table Definitions or do any Clay Table work at all."

The goof: Forcing the student into an auditing-like activity when the student is ARC Broken.

One of the principal indicators of an ARC Break is refusing auditing or co-operation.

The correct action: Get an ARC Break Assessment done on the pc.

GOOF NO. 5.

The auditor can't get into Clay Table Work on the pc because the pc "has so many overts one has to spend all the session getting the pc to get off overts."

The goofs: (a) Not getting Clay Table work done in Clay Table sessions;
(b) Being too slow in getting a pc to get his overts off;
(c) Auditing off overts that would probably blow anyway on definitions;
(d) Not knowing the full definition - misunderstanding - overt - motivator cycle.

Correct Action: Get the pc to tell the auditor "something you've done that you've never told anybody else." Get it. Check for missed witholds and if clean on the needle get on with Clay Table Work.

GOOF NO.6.

The auditor in Clay Table Clearing gets "To Improve my memory," then as the difficulty step "What the hell is it?"

Then the auditor spends the next 2½ hours doing a sort of perpetual list trying to get the pc to answer, "What word would represent 'What the hell is it'" and finally ARC Breaks the pc.

The goofs: (a) Turning the get-the-word into a kind of listing session;
(b) Not accepting the word the pc thinks it is.

Correct Action: Take the first word that gives TA action and in which the pc is interested and use it for the thing to represent in clay. Step is usually about 3 or 4 minutes long.

GOOF NO.7.

In Clay Table Definitions the coach must get the student to write a label and put it on each clay object made.

The goof: Failure to get a label written and placed on the object.

Correct action: Label everything on paper, in writing, in all Clay Table work.