

HUBBARD COMMUNICATIONS OFFICE  
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 4 MAY 1968

Remimeo

DIANETIC COURSES  
STUCK PICTURES

A picture is stuck because of:-

- (a) An effort to withdraw from it or something in it.
- (b) An effort to stop or stop something in it.
- (c) A stop-withdraw combination.
- (d) An effort to Suppress the picture or something in it.
- (e) An effort to invalidate the picture or something in it.
- (f) A protest against the picture or its content.
- (g) An effort to hold on to the picture.
- (h) An ARC Break about the picture.
- (i) A Present Time Problem about the picture.
- (j) An overt picture of which the stuck one is the motivator.
- (k) Too late on the chain of similar pictures.

Long before one gets to (k) it should have blown.

One should have had good luck running engrams himself before being very expert on others.

The above also applies to secondaries.

Engrams which go solid when you try to run them are too late on the chain, really.

If you run too far back you get a preclear into masses he can't easily handle.

A pc should never be forced into or through engrams. If he has a struggle he should be running locks. Reality on engrams increase in ratio to the charge taken off the case.

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In handling the above (a) to (k) you use (a) to run through until the needle doesn't react, then (b) through. Then (c) through. And so on. One at a time.

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Although I say stuck picture, you can use the above on any engram, particularly if one "hangs up" in some portion.

Good Running.