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Class VIII
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CASE SUPERVISOR

CLASS VIII

THE BASIC PROCESSES

There are several processes which are unlimited. These are very valuable to the Case Supervisor.

There are many processes which are limited. These must be traced as not having been done before the C/S orders them done.

LIMITED PROCESSES

The basic Grade Processes tend to produce Overrun if repeated once done. This is very true of Power & R&W.

Rehab of grade processes can be done far too often. Rehab of grades should be limited to once just before Power and once in the OT IV Rundown. And that's it.

S & Ds are more or less limited to one of each type.

About one Remedy B on Dianetics and Scientology and one new style is about it.

In general a list question for listing and nulling is a one shot affair. Lists are very fast actions requiring skilled auditing and should not be handed out carelessly.

As a rule any of the above are limited because when repeated they can drive the TA up into overrun.

UNLIMITED ACTIONS

The most unlimited action is the running of engrams. So long as one uses different subjects one has an unlimited action, the only limitation being the subject of the engrams. This should not be repeated. A Case Supervisor only has to be alert that the chain on the subject has not been run.

This is fortunate because running engrams also produces the most case gain.

Secondaries rank with engrams on this unlimited sphere except that secondaries depend for their force on the engrams underlying them and if you run too many secondaries the pc drops into engrams anyway.

Recall processes (where recall means only remembering) are unlimited, the only limitation being the subject. You can only run "recall Subject A" for each flow. Then you have to have another subject.

There are to be very exact three flows for each Recall subject, three flows for the same subject as secondaries, three flows for the same subject as engrams.

Let us take "eating" as a fictitious subject for example. Here is the practical list of obtainable F/Ns.

RECALL

- (1) Recall yourself eating.
- (2) Recall another eating.
- (3) Recall another (watching making) another eat.

SECONDARY

- (1) Find and run a secondary or chain of being emotional about eating.
- (2) Find and run a secondary or chain of another being emotional about eating.
- (3) Find and run a secondary or chain of another being emotional about another eating.

ENGRAM

- (1) Find and run an engram (moment of pain and unconsciousness) or chain of being eaten.
- (2) Find and run an engram (moment of pain and unconsciousness) or chain of eating another.
- (3) Find and run an engram (moment of pain and unconsciousness) of another eating another.

You could order or do all these on one pc. (Providing "eating" read well on the meter in the first place.)

But to run a new "Recall" or "Secondary" or "Engram" you would have to avoid the subject already run. You'd have to find a new subject.

These three flows and three actions are possible on any one subject that reads. Each is taken to floating needle. The TA would only rise if you overran any of the one actions or if you again tried to get it done on a new C/S action.

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The use of this is interesting. We can find that the pc in some old C/S was run through his operation and still has a Somatic. A skilled Case Supervisor knows he can get rid of the somatic by running the remaining flows. It is common to run the motivator angram and find the pc still has a somatic. So you run the overt on the same subject. If he still has it you can run the third flow of another doing it to another.

These lingering somatics used to be a bad thing, and were often a mystery. The angram (or recall) went to F/N but the pc still had a somatic. The answer is of course to order the other flow run. And the somatic will vanish.

The dub-in case has a wholly one-sided flow and is trying to run the other side! He will obsessively seek to run the opposite flow to the one he should be running. He can have too heavy a "motivator" and be seeking wildly to run false overts to explain having been hit so hard. So he dubs in overts.

Or he has committed some wild overt, intentional or unintentional and is trying to get false motivators. This can even go into the third flow whereas a person sees a man hit and tries to run being hit or hitting whereas he wasn't a party to either.

(You solve this by assessment when you spot dub-in, or just be observing which side is dubbed. You order the other flows run or at least checked to see where the real change lies.)

These actions, then are limited only by subject.

This does not mean that you can't get a high TA suddenly on them. You can accidentally order the same subject as was ordered once before.

Or wrong ownership can cause the TA to act up in a peculiar way that looks like an overrun. However, earlier incidents of a similar kind usually get this handled on down to F/N. In fact this crops up and is handled on lower grade pcs more often than you think.

The PREP CHECK is another unlimited action. Once more it is the subject that limits it.

Not in practice but in theory, on one subject you could Prepcheck, run 3 Recalls, three secondaries and three angrams each to F/N. However it gets dicey in practice as the pc protests sometimes.

And it is protest of doing it too often after all that pushes the TA up.

Havingness is probably not limited.

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The ruds questions if not done in the same day tend to be unlimited. The TA going up on ruds is pc protest coming from cleaned cleans or false reads. Or he gave you his ARC Brks and now you're asking for more. Ruds, therefore are handled in moderation always. You don't for instance "fly a rud" when the pc comes into session with an F/N. The TA will go up in protest or down in overwhelm.

If you put in all ruds to F/N, waited an hour and put in all ruds to F/N again the TA would either soar or drop below 2.0, depending on how the pc looked at it.

Assessing prepared lists is unlimited so long as the items are varied.

Doing LIC or L4BR or other such lists is unlimited SO LONG AS YOU DON'T BYPASS THE FIRST F/N ON THAT LIST IN ANY ONE SESSION.

The GREEN FORM is of this nature. You can do a large number of "GFs" on pcs providing they are each time done to the first F/N. And providing you don't permit any listing and nulling. And providing enough time has gone by to let new data be available. 2 GFs in one day would be fatal. Two in a week risky.

The Itsa Earlier Itsa approach to ruds and GF is safe and in general Itsa Earlier Itsa is unlimited.

As soon as you let an auditor introduce any other process than Itsa Earlier Itsa on a form you get problems as he is stacking up potential overruns on limited processes. If each time an auditor had a Problem reading on a pc he ran a process, you'd soon have an overrun situation going. Itsa Earlier Itsa is unlimited.

ARCU, CDEI appears to be unlimited for ARC Brks.

"WHO nearly found out" is unlimited for Missed W/Hs. But have a care here. In the OT sections pre OTs often have plain withholds that have no overt connected with them, so withholds is always okay to use especially "In the last session _____" or "In Auditing _____".

The approach here is

"In auditing has there been an ARC Brk?" ARCU CDEI.

"In auditing has there been a problem?" (not "PTP") Itsa Earlier Itsa.

"In auditing has there been a withhold?" Itsa Earlier Itsa.

Suppress and "Has anyone said you had a _____ when you didn't" are always used in Rudiments, past sessions or current.

You can only fly all ruds with the use of Suppress and False roads ("Has anybody said _____").

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Auditors who have to get into GFs in "flying a rud" either don't know an F/N when they see one or haven't any skill in using Suppress and False.

These are all unlimited actions with the reservations as noted.

THE PROBLEM OF THE C/S

The main problem of a C/S comes about in trying to use the key law

"Reality is proportional to the amount of charge off."

A fat review folder, a roller coaster case, a pc who never gets out of this life, a pc who runs stubbing his toe yesterday as an engram, a pc who dubs in, are alike over-charged cases.

To "send" one over the top requires lots of light charge off.

The worse off the case, the lighter you handle it. Older practices matched a violent case with violence and never did win at all. They wound up with murder as the "best possible solution".

The problem is to get off lots of charge without going very deep on heavily charged cases. Then they eventually come out right.

You hold off main actions as long as you can and just work to get charge off. Then you eventually get deep enough to really shove a major action at them.

For instance, by carefully preparing a case for a "full IV rundown" with lots of preparatory actions you get an OT every time.

It seldom occurs to people that a lot of cases get the highest gains on the TRs of auditing only and the lower grade processes are far too steep and when run on them the pc on Communication Grade Zero does not stop stammering or doesn't cease to be shy. Zero was run on him too soon.

You see a fabulous gain on some person doing TR 0. Or "just talking to an auditor to F/N."

Study blows charge.

Some persons (the insane) would have to rest for a week or two to stand up to a mild chat.

Some other person could start at Grade IV and do just fine.

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So the only variable a C/S has is how charged up is a case. The cases all react to the same things, the same actions. But they differ in the amount of "charge".

Determining and lightening the charge is the problem of the C/S.

There are Personality, IQ and E-Meter tests that give an idea of how charged up the case may be.

The chick folder, the times in Review, the thickness of a single session report are of great use.

These things only say that some cases are more charged up than others.

So the C/S has the actually infinite variety of ways he can apply the FEW actions described above in unlimited processes.

Then he has the QUALITY of the charge he can remove. He can do 7 cases over and over so long as he removes the last one run from the new list to be assessed (as the list would F/N on the item just handled).

He can comb the area of a pc's environ and with a synonym dictionary compile dozens of different lists. It isn't hard to find what recurring problems a pc has. These can go into lists for assessment and Prepcheck or LI or each to F/N of 3 recalls or even 3 engrams on higher level cases.

Think processes are also unlimited. And have 3 flows.

There may be other such unlimited actions.

A C/S is also limited by what his auditors can do. And is wise to stay within their training framework.

So you see what's standard. The ACTIONS, the Auditing. The subjects used in these ways can be very wide.

All you really have to be sure of is that the subject reads on the meter and that the way it's handled on the pc doesn't overwhelm the pc and that's the size of it.

The Grades are already laid out like a carpet.

You set up the case to run them.

If the case is set up for the Grades then you really get wins wins wins.

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Some Case Supervisor, dazzled by the vast scope you can get from a pc being set up for OT IV overlooks the fact that he can set up pcs for wins on ARC Straight Wire that will look very dazzling to the pc.

If the auditor flunks a C/S and can't get it going, the repair action would be (for non-rud sessions) one of the following -

(1) Assess Upset, Problem, Not disclosing something, Unable to say something, Ignored, Didn't understand. (Be careful not to get an item because pc couldn't dig it.)

(2) Handle what read with Itsa Earlier Itsa

or

(1) Assess Auditors Auditing, Dianetics, Scientology, Sessions, Organization, Books,

(2) Prepcheck

or

(1) Have pc explain why he doesn't want auditing and gently slide into Itsa Earlier Itsa

or

(1) Assess 7 cases in an expanded list of each rud, omit grades

or

(1) Green Form to 1st F/W.

Be sure questions phrased so pc understands them.

So far as Sub-Zeros go, you have to be very ready to send the pc to Review for the remedies. And you have to be ready to realize that each of these Sub-Zeros is a grade and that some pcs just aren't set up for them.

So you do your review actions before the pc gets in over his head.

This is where the Personality Analysis, I.Q. and meter test are invaluable.

The worse off these come out, the more you work to set the pc up.

It even goes down as low as

(1) PC to handle environment before auditing

or

(1) PC to eat better for a week

or

(1) PC to rest a week before first session

or

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- (1) PC to take care of physical illness or injury before auditing followed by, some time later (1) Notice that object to F/N, or (1) Have pc find something in room that is really real to him to F/N.

So you see that all auditing is built of the same stuff - the Code, the Actions, the smooth TRs.

Standard C/Sing is the use of these actions. Setting pc up for the Grades.

A C/S can appear very clever indeed. His cleverness is composed of just the things you find here and in the way he finds ways to use them.

He orders auditing in accordance to where the pc is on the grades. He hoards his grades until he is sure they fly the pc. And that is good C/Sing.

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FOUNDER

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