

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 14 MARCH 1971R
REVISED 25 JULY 1973

Remimeo
All Levels

F/N EVERYTHING

Whenever an auditor gets a read on an item from ruds or a prepared list (L1B, L3A, L4B, etc., etc.), IT MUST BE CARRIED TO AN F/N.

To fail to do so is to leave the pc with bypassed charge.

When a pc has had several reads on various lists which were none of them carried to F/N, it can occur that he will become upset or depressed without any other apparent reason. As one has DONE the lists without F/Ning each item, one now has the mystery of what is wrong?

The error is reading items from ruds or prepared lists cleaned to no read but not carried to F/N.

This action (amongst many such refinements) is what makes Flag auditing so smooth and indeed makes it Flag auditing.

When an auditor first tries this, he may well think it is impossible.

Yet it is simplicity itself. If you know bank structure, you know it is necessary to find an earlier item if something does not release. What has been found as a read on a prepared list *would* F/N if it were the basic lock. So if it doesn't F/N, then there is an earlier (or an earlier or an earlier) lock which is preventing it from F/Ning.

So the RULE:

NEVER WALK OFF FROM A READING ITEM ON A RUDIMENT OR A PREPARED REPAIR LIST BEFORE YOU CARRY IT DOWN (EARLIER-SIMILAR) TO AN F/N.

Example: ARC break reads. Pc says what it is, auditor does ARCU CDEI. If no F/N, auditor asks for an earlier-similar ARC break, gets it, ARCU CDEI, etc., until he gets an F/N.

Example: PTP reads. Carry it E/S (earlier-similar) until a PTP F/Ns.

Example: L4B: Has an item been denied you? Reads. Answered. No F/N. Is there an earlier-similar denied item? Answered. F/N. Go on to next reading item on the list.

Example: GF assessed once through for reads. The next C/S must take every item on it that read, by two-way comm or other process, to an F/N.

So there is a much more general rule:

EVERY ITEM THAT READS MUST F/N.

In Dianetics you get the F/N when you run E/S secondaries or engrams to an erasure, F/N Cog VGIs.

In rudiments, every out-rud you get a read on is run E/S to F/N.

On a prepared list, you take each read to an F/N or E/S to F/N.

On an LX list, you run each flow chain to an F/N.

On GF you get, by whatever process, an F/N.

On listing by the laws of listing and nulling, your eventual item listed must F/N.

So another rule:

EVERY MAJOR AND MINOR ACTION MUST BE CARRIED TO AN F/N.

There are NO exceptions.

Any exception leaves bypassed charge on the pc.

Also, every F/N is indicated at the conclusion of the action when cog is obtained.

You take too soon an F/N (first twitch), you cut the cognition and leave bypassed charge (a withheld cognition).

I could take any folder and simply write out the ruds and prepared list reading items and then audit the pc and carry each one to F/N and correct every list so disclosed and wind up with a very shining, cool, calm pc.

So “Have reading items been left charged?” would be a key question on a case.

Using lists or ruds on high or low TAs that are not meant for high or low TAs will get you reading items that won't F/N.

So, another rule:

NEVER TRY TO FLY RUDS OR DO LIB ON A HIGH OR LOW TA.

One can talk the TA down (see HCOB on talking the TA down).

Or one can assess L4B.

About the only prepared lists one can assess are the new Hi-Lo TA HCOB 13 Mar. 71 and possibly a GF+40 once through for biggest read. The biggest read will have a blowdown on it and can possibly be brought to F/N. If this occurs, then one also handles all other items that read.

The most frequent errors in all this are:

Not taking a read earlier-similar but just checking it and leaving it as “clean.”

Not using Suppress and False on items.

And of course leaving a pc thinking things are still charged by failing to indicate the F/N.

Indicating an F/N before cog.

Not going back through the folder to handle ruds and items that read but were called “clean” or were simply abandoned.

A pc audited under tension of poor TRs has a hard time and does not F/N sometimes, inviting overrun.

The rules then to happy pcs are:

GOOD TRs.

F/N EVERYTHING FOUND ON RUDS AND LISTS.

AUDIT WITH TA IN NORMAL RANGE OR REPAIR IT SO IT *IS* IN
NORMAL RANGE.

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