HUBBARD COMMUNICATIONS OFFICE Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 11 APRIL 1971 Remimeo (REVISED 8 MARCH 1974) Dn Chkshts Int RD Chkshts Class IV and

above.

IMPORTANT

L3RD

DIANETICS AND INT RD REPAIR LIST

This list includes the most frequent Dianetic errors.

A high or low TA and a bogged case can result from failures to erase a chain of incidents.

DO NOT ATTEMPT TO REPAIR A CHAIN OR ENGRAM WITHOUT USING THIS LIST as it can have different or several errors.

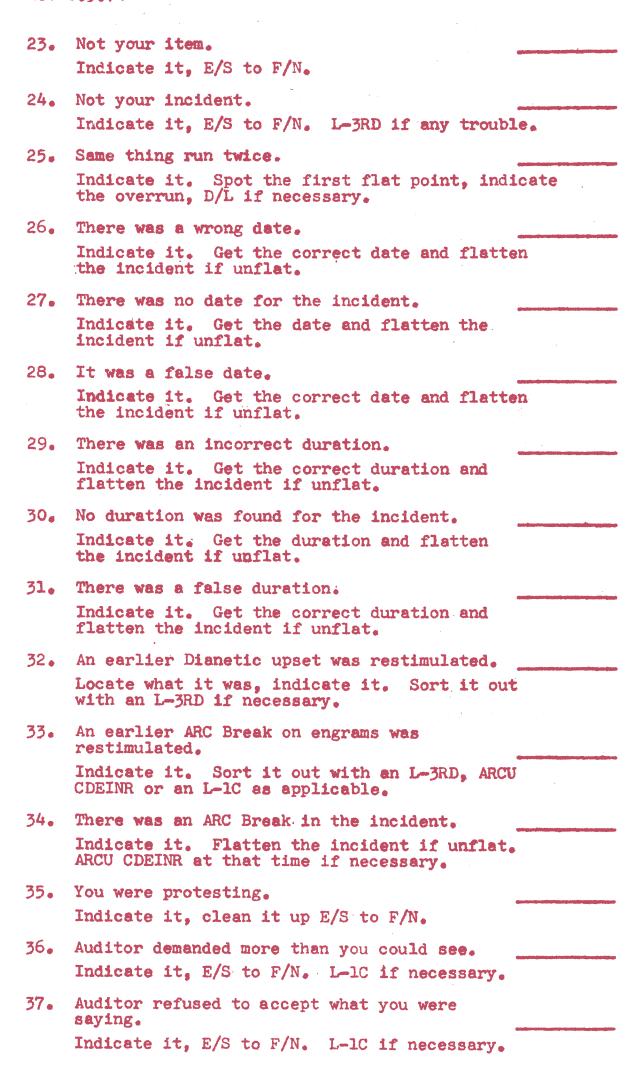
REMEMBER TO CLEAR EACH WORD ON THIS LIST. IF A QUESTION READS AND THE PC SAYS HE DOESN'T UNDERSTAND IT, CLEAR IT AND REASSESS (don't explain it and take it as it read on a misunderstood not on a fact).

RUNNING PCS ON DIANETICS WITHOUT A FULL AND COMPLETE DN C/S 1 INDOCRINATION IS A FOOLISH ACTION.

TAKE ANY READ FOUND TO F/N BY FULL REPAIR OF IT PER THE INSTRUCTIONS.

l.	There was an Earlier Similar incident.
	Indicate it, flatten the chain.
2.	There was no Earlier Similar incident.
	Indicate it. Determine if the chain is flat or if the last incident needs to be run through again. Complete the chain to F/N by indication or D/L if needed, or by flattening it.
3 •	There was an earlier beginning.
	Indicate it. Handle with R3R and complete the chain.
4.	There was no earlier beginning.
	Indicate it. Complete the chain with R3R ABCD on last incident if unflat.
5.	An F/N was indicated too soon.
	Indicate it. Flatten the last incident.
6.	An F/N was indicated too late.
	Indicate it. Spot the flat point, indicate the overrun, D/L if necessary.
7.	An F/N was not indicated at all.
	Indicate it. Spot the flat point, indicate the overrun, D/L if necessary.

8.	There was no charge on an item in the first place.
	Indicate it, and that it shouldn't have been run, D/L if necessary.
9.	Jumped chains.
	Indicate it. Reorient to the original chain, spot flat point and indicate the overrun, D/L if necessary, or flatten the chain.
10.	Flubbed commands. Indicate it. E/S to F/N.
11.	Didn't have a command. Indicate it, E/S to F/N.
12.	Misunderstood on the command.
	Find it and clear it.
13.	Incident should be run through one more time.
	Indicate it. ABCD on the incident, flatten the chain.
14.	Too late on the chain.
	Indicate it. Get the Earlier Similar incident and complete the chain with R3R.
15.	Incident gone more solid.
ÿ ^	Indicate it. Check for earlier incident or earlier beginning and complete the chain.
16.	Stopped running an incident that was erasing.
	Indicate it. ABCD on the incident and erase it.
17.	Went past basic on a chain.
	Indicate it, D/L if necessary.
18.	An earlier misrun incident restimulated.
	Indicate it. Find out what it was and do an L-3RD on it.
19.	Two or more incidents got confused.
	Indicate it, sort it out with an L-3RD on it.
20.	An implant was restimulated.
	Indicate it, if no joy do an L-3RD on the time of the restimulation.
21.	The incident was really an implant.
	Indicate it, D/L if necessary or L-3RD on it.
22.	Wrong Item.
	Indicate it was a wrong item and that all other actions connected with it were wrong. If it is from an L&N list or if any question or difficulty, L-4BR.



38.	You were prevented from running an incident.
	Indicate it, E/S to F/N. Flatten the incident if unflat. L-1C if necessary.
39.	You were distracted while running an incident.
	Indicate it, E/S to F/N. Flatten the incident if unflat. L-IC if necessary.
40.	Audited over an ARC Brk
	Problem
	Withold
	Indicate it and handle the out rud. Do not pull W/Hs before the engram or chain is repaired or it will mush engrams.
41.	An item was suppressed.
	Indicate it. Get the suppress off E/S to F/N, then run or flatten the item.
42.	An item was invalidated.
	Indicate it. Get the inval off E/S to F/N, then run or flatten the item.
43.	An item was abandoned.
	Indicate it, get the item back and run or flatten it.
44.	The wording of the item was changed.
	Indicate it. Get the correct wording and give it to him. Flatten it if unflat.
45.	Stuck picture.
	Indicate it. Do an L-3RD on it. You can also unstick it by having him recall a time before it and recall a time after it. D/L if necessary.
46.	All black.
	Spot the black field or picture. Get the correct duration. If no go, L-3RD on it.
47.	Invisible.
	Spot the invisible field or picture. L-3RD on it.
48.	Constantly changing pictures.
	Indicate there was a misassessment and a wrong item was taken off the list. Get the correct item and run it, or L-3RD on that session.
49.	There was a persistent mass.
	L-3RD on it, or D/L.
50.	There was trouble with a pressure item or pressure on an item.
	L-3RD on it, or D/L.

51.	You went exterior. Indicate it, D/L if necessary or rehab. If TA high as a result of this do an Int RD Correction List or send to the C/S if pc hasn't had Int RD.
52.	Your Int RD was messed up. Indicate it, Int RD Corr List if TA high. If TA OK. 2wc "going into things" or clear up any misunderstoods on Int, Ext, etc.
53.	Audited over Drugs or Medicine. Indicate it. L-3RD on that time, then verify all chains to ensure they erased.
54.	A past death restimulated. Indicate it, if it doesn't blow run it out.
55.	There was nothing wrong in the first place. Indicate it. Continue the action you were on.
56.	The real reason was missed. Indicate it. Locate the real reason and handle or do a GF.
57.	Something else wrong. Locate what it is and sort it out or do a GF M5 and handle.

L. RON HUBBARD FOUNDER

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