HUBBARD COMMUNICATIONS OFFICE Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 23 MAY 1971 ISSUE III REISSUED 1 DECEMBER 1974

Remimeo Auditors Supervisors Students Tech & Qual

CANCELS BTB OF 23 MAY 1971 ISSUE III SAME TITLE

Basic Auditing Series 3

THE THREE IMPORTANT COMMUNICATION LINES

From the LRH Tape 15 Oct 63 "Essentials of Auditing"

When you are sitting in an auditing session, what are the 3 important communication lines and what is their order of importance?

- 1. The first is the pc's line to his bank. The Itsa Maker line.
- 2. The second is the pc's line to the Auditor. The Itsa line.
- 3. The third is the Auditor's line to the pc. The What's-It line.

Now the definition, "Willing to talk to the Auditor" is very easy to interpret as "Talking to the Auditor." So the Auditor cuts the line the pc has to the bank in order to get the pc to talk, because "It's the Itsa line that blows the charge," he says.

So the Auditor cuts the pc's communication line with his bank in order to bring about an Itsa line - and then he wonders why he gets no TA action and why the pc ARC Breaks.

This cut communication line is not perceivable to the naked eye. It's hidden because it's from the pc - a Thetan unseen by the Auditor - to the pc's bank - unseen by the Auditor.

The Auditor is simply there to use the What's-It line in order to get the pc to confront his bank. The charge blows off it to the degree that it's confronted and this is represented by the Itsa line.

The Itsa line is a report on what has been as-ised, that gives it its flow.

The sequence of use of these lines in an auditing cycle is 3, 1 and then 2.

HCOB 23.5.71 III - 2 -Reissued 1.12.74

Where the Auditor neglects this hidden line from the pc to the pc's bank, where he doesn't understand that hidden line and can't integrate it or do anything with it he is going to fail.

> L. RON HUBBARD FOUNDER

LRH:nt Copyright © 1974 by L. Ron Hubbard ALL RIGHTS RESERVED

This is Reproduced and issued to you by The Publications Organization, U. S.