

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 30 SEPTEMBER 1971
Issue IX

Remimeo
HQS Course
HQS Course Supers

DRILL - RECALL LISTS MODEL SESSION

NAME: Drill - Recall Lists (Reference: Self Analysis, by L. Ron Hubbard.

- COMMANDS:
- 1) "Can you recall a time when (item from Self Analysis List)?"
"What (sense) did you get in the recall?"
 - 2) "Can you recall another time when (item from Self Analysis List)?"
"What (sense) did you get in the recall?"
 - 3) "Recall the earliest time you can when (item from Self Analysis List)?"
"What (sense) did you get in the recall?"

Senses to be used: Sight, Smell, Touch, Color, Tone, External Motion, Emotion, Loudness, Body Position, Sound, Weight, and Personal Motion.

PURPOSE: To train the student to be able to coordinate and apply the commands and procedure of (Self Analysis) Recall Lists so that he can do them smoothly in Co-auditing.

POSITION: Student (auditor) and a doll (representing the pc) are seated in chairs a comfortable distance apart, facing each other. The student has a clip board with worksheets and report form on it.

TRAINING STRESS: Student (auditor) starts the session and runs a standard session which includes the steps given below. The student also keeps records on the worksheets and report forms as he goes along.

The drill is considered passed when the student can do it smoothly and comfortably without flubs or out TRs.

STEPS:

1. Prepare your report forms and set up the auditing space and two chairs facing each other. Also have a copy of Self Analysis there and open to the list you will be working on.
2. Inform the supervisor that you are going to be starting a session and show the supervisor that you are up to that part of your checksheet, and just where the session will be.
3. Get the pc's folder and check with the supervisor so that he knows you understand what the next action is to be. He will give you an OK to start session.

4. Get the pc, sit the pc in his or her chair, and then sit down across from the pc, knees a few inches from the pc's.
 5. Ask the pc if it is all right to audit in the room and if not, make things right by adjusting the room or location of auditing.
 6. Tell the pc the purpose of such sessions (Reality Factor) - "I want to improve your ability." It's the auditor's goal at this level, not the pc's. Also tell the pc exactly how long the session will be. (An hour would be a good length. The process win point may occur before that and if it does end off the session.)
 7. Tell the pc "Start of Session" and start your worksheet. (These will be kept throughout the entire session, as the auditor goes along.)
 8. Clear the three basic commands (without the endings), one at a time. Tell the pc the command and find out what that means to the pc. Use a dictionary and have the pc make up sentences to clear any words until the pc understands all the commands. (Note quickly on your worksheets what the commands mean to the pc and any words you have him look up.)
 9. Give the pc an R-factor that you are going to be using different endings on the questions as you go along.
 10. Give the pc an R-factor that after each question you will be asking him to recall a particular sense in that incident.
 11. Give the "senses" one at a time to the pc and find out what it means to him. Use the dictionary and have pc make up sentences to clear any words until the pc understands all of the senses.
- NOTE: During the session keep your worksheets as you go along. The commands you give can be indicated by numbers, and also note briefly what the pc says and any changes that occur.
12. Tell the pc "Start of Process". (Start with List One page 40 of Self Analysis, by L. Ron Hubbard.
 13. Tell the pc that you are now going to give the first commands to him and then you want him to tell you what it means to him. Read the first command to him, "Can you recall a time when you were happy," and ask him what that means to him. Use a dictionary if necessary.
 14. Tell the pc "I want you to concentrate on getting the SIGHT in the recall." Notice that he understood that and then acknowledge him.
 15. Give the pc the command "Can you recall a time when you were happy?"

16. Allow the pc to answer and then acknowledge his answer.
 17. Ask the pc, "What SIGHT did you get in the recall?"
 18. Allow the pc to answer and then acknowledge his answer.
 19. Give the pc the next command, "Can you recall another time when you were happy?"
 20. Allow the pc to answer and then acknowledge his answer.
 21. Ask the pc, "What SIGHT did you get in the recall?"
 22. Allow the pc to answer and then acknowledge his answer.
 23. Give the pc the next command, "Recall the earliest time you can when you were happy."
 24. Allow the pc to answer and then acknowledge his answer.
 25. Ask the pc, "What SIGHT did you get in the recall?"
 26. Allow the pc to answer and then acknowledge his answer.
 27. Tell the pc "I'm now going to give you the next command and I would like to know what it means to you." "The command is 'Can you recall a time when you had just finished constructing something?' What does that mean to you?"
 28. Allow the pc to answer, acknowledge, and use the dictionary as needed.
 29. Tell the pc "I want you to concentrate on getting the SMELL in the recall."
 30. Give the pc the command, "Can you recall a time when you had just finished constructing something?"
 31. Allow the pc to answer and then acknowledge him.
 32. Ask the pc, "What SMELL did you recall?"
 33. Allow the pc to answer and then acknowledge him.
 34. Continue down the list in the same pattern used in (13) through (29). Each time you go on to the next item use the next "sense" (given either on a disc or on the bottom of the page of the recall list.)
- NOTE:** For each item be sure to clear it first as done in (27), and give the R-factor of the "sense" to be used with the item as given in (29).
35. If the pc says something that you don't grasp, ask the pc to repeat it.

36. If the pc says he can't recall anything on an item, acknowledge him and go on to the next item.

37. Continue down the list until the pc has the EP (Cognition and VGIs). End off with "That's it" and write briefly what happened at the EP. At that time signal to the supervisor and give him your report to read. He will have you take the pc to the Examiner to check for the F/N or continue the process (if the EP has not quite been reached). When you go to the Examiner, bring the report back with you and put it with your auditing reports.

38. If the set time length comes up before the EP (end phenomena) of the process, do the following:

a. Toward the end of the auditing period, warn "The session time is about over. We'll have to be ending shortly."

b. When the pc has carried out a few more commands say, "We're closing the session now. Time is up." (End on a completed cycle after the third command and sense on a item has been answered.) "Have you made any gains in this session?"

c. Quickly note down on your report form the pc's answer.

d. End the session with "End of Session". Take the pc to the Examiner who will put the pc on a meter.

39. Tidy up and complete your report forms, put them in the pc's folder, and hand it to the supervisor. (Worksheets & Auditor Report Form are used.)

NOTE: You may not have to go through the entire list before the pc has an EP (cognition and has VGIs). In other cases, if the pc has not had his EP on the process when you come to the end of a list, go back to the beginning of the same list and go through it again.

The other lists (Two through Twelve-pages 40 to 100 of Self Analysis) are done in the same pattern. Take note that in some lists, such as List Three, there are many sub-lists. Each of these should be run in the same way to Cognition and VGIs.

If the pc has a big win on the lists in general or on the subject of recall, it is not necessary to run any remaining lists. That may be considered a completion.

By Special Project

for

Distribution Aide and
Training and Services Aide

for

L. RON HUBBARD
FOUNDER

LRH:BW:DH:FE:pe
Copyright © 1971
by L. Ron Hubbard
ALL RIGHTS RESERVED