BOARD TECHNICAL BULLETIN

DRILL - RECALL LISTS MODEL SESSION

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

<u>COMMANDS</u>: 1.   "Can you recall a time when _____ (item from Self Analysis List)?"

"What <u>(sense)</u> did you get in the recall?"

2.   "Can you recall another time when _____ (item from Self Analysis List)?"

"What <u>(sense)</u> did you get in the recall?"

3.   "Recall the earliest time you can when _____ (item from Self Analysis List)."

"What <u>(sense)</u> 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.

<u>PURPOSE</u>: To train the student to be able to co-ordinate and apply the commands and procedure of (Self Analysis) Recall Lists so that he can do them smoothly in Co-Auditing.

<u>POSITION</u>: 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.

<u>TRAINING STRESS</u>: 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.

<u>STEPS</u>:

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 start-
ing 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."

     An hour would be a good *approximate length for a
session.* 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 work-
sheet. (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. *Clear the words of the first command in
backwards sequence.* Then 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 work-
sheets what the commands mean to the PC and any words you
have him look up.) *Repeat this procedure for the other two
basic commands* (REF: BTB 2 May 72R Clearing Commands).

9.   Give the PC an R-factor that you are going to be using
different endings on the questions as you go along, *and that
you will clear each new ending as you come to it.*

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. *Clear* the "senses" one at a time with the PC and find
out what each means to him. Use the dictionary *and the
definitions as given in BTB 9 Oct 71R "ARC SW Drills".*
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. *Clear the words of the first ending (in backwards
sequence). Then* 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." Make sure he understands 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 an-
swer.

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. *Clear the next ending as in step 13.* Tell the PC
"I'm now going to   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 con-
structing something?" What does that mean to you?"

28.   Allow the PC to answer, acknowledge and use the dic-
tionary 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 (Cog-
nition and VGIs). End off with "That's it" and write
briefly what happened at the EP. At that time signal to
the Supervisor. 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 time to end session comes up before the EP
(end phenomena) of the process, do the following:

   "A.   Make sure the process is at a flat point and
say, "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." (End on a completed
cycle after the third command and sense on an 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

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Authorized by AVU

for the
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of the
CHURCHES OF SCIENTOLOGY ®

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