

AN EVALUATION OF EXAMINATION ANSWERS & DATA ON STANDARD TECH

Class VIII #19 - 6810C15: Transcript of Taped Lecture by L. Ron Hubbard.

[*applause*] Thank you. [*applause*] Thank you. We have come to the end of the trip. [*laughter*] That sounds very bad in some connotations. Now, you probably want to know what you got wrong on the examination. The examination is "*What processes do you use on the Green Form?*" Well for some reason or another you characters have forgotten that you can have, and have issued, and have done Green Forms. It is the ordinary Qual action.

Now the reason why this was not hit hard in this course, is that so many Green Forms had already been handed out amongst the students that we did not heavily use Green Forms. The best thing you can do with a Green Form is to *Itsa*, earlier *Itsa*. That's the best thing you can do with it. And out of that you could even omit ARCU, CDEI, if the guy didn't even know what he was doing on that. Just *Itsa*, earlier *Itsa*. Do you follow? You can run ARC breaks with this. So, an auditor, you could train an auditor to use a Green Form rather easily if he could recognize an F/N, and knew enough to get an earlier incident.

But a Green Form. Apparently your answers on a Green Form were very poor. Now it takes a rather skilled auditor to run Listing & Nulling, so you tend to minimize that. And you tend to minimize that, but when **environment** reads on a Green Form, the proper thing, the actual proper thing to call for if your auditor is skilled, is a remedy B. When you get a **continuous present time overts** reading, the best thing on that is the Listing & Nulling question, which is actually of the family of S & D questions. It's one of those very good questions. Is, "**What are you trying to prevent?**" And that is what you use to handle continuous present time overts.

Now an S & D reads if the person is connected to a suppressive person or group. And you would do an S & D. And the S & D, of course, is done on W.S.U : an assessment of which S & D is required, and if you start doing too many S & Ds on a case all it does is invalidate the last S & D. But you can run one of each kind. There's an F/N available on W, which is **Withdraw**; there's an F/N available on **Stop**; there's an F/N available on **Unmock**. So there're actually three types of S & Ds that can be run. You don't – wouldn't even bother much to clarify that, but beyond saying that if a person has been run on a withdraw S & D, then it is not – should not be run. I don't know if you could get, if you realize this, but your recall or remember being blank, is a sort of an S & D all by itself on your LX1. That type of list.

Now there's several of these types of lists, by the way, just as a notation here. There's several of these types of lists. They're all handled the same way. Don't all of a sudden believe that they are something brand new and wonderful and strange. For instances the Money Course people are giving all over the place, is just one of these L-list. It would be handled exactly the same way. Run the motivator engram, run the overt engram, and the thing would be in actual fact, just those things associated with money. And it'd simply be a list of these things associated with money, gives the person a prepared list, it's already prepared, it's issued, it's not changed, not added to. And it's simply assessed, and you do a recall or remember, and so forth on that. Just filling you in on a little bit of data here. The lists have not at this moment been prepared. And as a result, I didn't give them to you.

But your LX1, your LX1 is simply the pattern. That is, the pattern. The other pattern, the LX1 is the pattern by which you run a recall, get an F/N, run a motivator chain of engrams or secondaries, get an F/N. You can get an F/N for secondaries, and you can get an F/N

for engrams. Overts, secondaries, you can get an F/N for overts, secondaries. You can get an overt for F/N engrams. And that is one pattern.

Another pattern of action is you assess this little prepared list. A very simple little list. And you can do, for something like auditing or something like that, you can do the L-1 on the result of this little prepared list, or you can prep check it.

These are all of a family of actions. They actually can be addressed to anything. I just saw about a ... I don't know, must be a twenty page auditing report on a prep check of what you have been going over. Called, you know, they make a list like, "Auditing, auditors", you know, so and so, so and so. That little list. And then prep check it. And that little list, all by its little lonesome, produced twenty pages worth of session, on a case that has been a kind of a no-case gain case, and all that sort of thing. But that's all by itself, you see? Now actually you can prepcheck floating needles. You can do all that sort of thing. But this is all outside the zone of Green Form. You don't discover these things on a Green Form. These are the things which a case supervisor adds up as necessary on the case, and he puts the thing together. Now when you send somebody over for a Green Form, over to Qual, your ordinary action would be something on the order of "omit Lists". You haven't got any security in your auditing, your Lists. And they've done too damn many Lists already. So just omit Lists. Do the Green Form, Itsa, earlier Itsa. And you'll just be surprised what these characters can run into on this.

So, you apparently forgot the Green Form. And that is Qual's chief weapon. Now one of the things about the Green Form is people mustn't send people to Qual to get a disagreements check, to get a sec check, to get a *bop bop bop bow bow*. People cannot dictate what happens in Qual except the case supervisor. Do you see? So that executives throughout an organization can send their staff in for anything they please, as long as it isn't done. [laughter]

This also follows on into the field of the ARC break registrar. It's very unfortunate that it is known as the ARC break registrar, because what they ought to be doing on those people is a Green Form. And what they ought to be using is Itsa, earlier Itsa. That's all they ought to be doing on the whole ARC break program, the ARC break registrar, the ARC break auditor. That's all they ought to be specializing in. Because it's very safe. Very safe. And if you omit Lists off of it you've got an unlimited run. It really doesn't matter how often or how long you go on this sort of thing.

But I didn't issue these Green Forms to you for the reason that anybody can do a Green Form. It's very simple. I've taught you some very standard actions. Now remember, when you've been putting in the Ruds, exactly the same action you use in putting in the Ruds is what you use in handling a Green Form. Except it ceases to be what is just in the rudiments, and it becomes the whole Green Form goes that way.

Now, this has, you had another one here. What does setting up a case mean? And apparently you missed this left, right and center. And some of you undoubtedly got it, but it was a common miss. It was question 246. You fly the Ruds or Green Form to F/N before starting a major action. And brother, you better remember that. 'Cause if you missed that on the examination, man, wow, you're going to have trouble. We had somebody just a day or two ago in auditing do the unforgivable thing. The guy had a somatic so they thought they'd put the full IV rundown through. They're gonna handle a lousy little PT somatic with a full IV rundown. Why that somatic ought to have been handled and everything ought to have been handled on the case. They guy was set up to go. Don't you see? And so, setting up a case is, you fly the Ruds or Green Form to F/N before starting a major action,

and that, you wouldn't attempt any major action on a case. Don't attempt a major action on a case that apparently has something wrong with it. Handle whatever is wrong with it before you attempt a major action. And if I can give you that, the case'll fly. You're handling a guy who is dead in his head or stuck here on Earth, or something like this.

The major actions of a case are to fly this thetan. I don't know. I might even go so far as to have somebody who is having consistent tonsillitis and lumbosis and *bog-woggus*, and that sort of thing, make him get himself straightened out medically before I'd touch him. Yeah, the case is obviously going to get audited with all the Grades to cure his God damn tonsillitis.

Now the difference of viewpoint is, is you really shouldn't give a damn what shape the body is in as long as it does not deter the pc from flying. So your Ruds, and your little Green Forms, and your actions of this character, and how you set these cases up, you set the case up before you attempt a major action. And you're going to have terrific wins. Because the major action is for something else. It's to fly the guy. Not to handle his ingrown toenails. Do you see that? So I'm clarifying it here, because it possibly wasn't clear.

Question number 247, how do you set up a case? There is no consistency on this. There, some said just Ruds, some didn't mention F/N. Hardly any mentioned a Green Form. Others went into more complex action of setting up a case, such as running engram chains and that sort of thing. But, you set up a case with Ruds or Green Form to F/N, or List 1, or List 4. But you set up the case somehow. See? You can, you can go into more complex actions. Yes, that's very true.

You can run engram chains. You can do this, you can do that and the other thing, see? But where you haven't set up the case you throw away the major action. And when you've thrown away the major action you've got no place to go. So you set up the case. You don't run somebody with a constant, persistent present time problem on a major action like Grades. Don't say, "Well it'll all be handled when we do Problems." Bunk! Problems are addressed more or less to the whole track.

I had somebody the other day, had somebody the other day run on the Grades, and all that handled was her present time problems as a messenger. See, that was a flunk. That's a throw away of the whole line of Grades, because in actual fact, the present time problem wasn't really straightened out on the case. You want this person to look at life. See? We want him to look all around and we want him examine his track and we want him to fly on this stuff. So this, this you've got to get. Because it's the very guts of modern auditing.

Alright, and question 250 is "Explain the mechanism of release, and at which point you get an F/N." The F/N occurs when the pc disconnects from the mass. That's a release. When he disconnects from the mass, that's a release. Oddly enough, it translates through to the person that when he, for instance was in prison, and they let him out, that'll read as a release too. Which is perfectly ok. Cause it was a release from the mass. Do you understand? But it's a release from the mass.

And the comment here on the case, these, not my comments but the people who corrected the examinations, quite a few amazingly had this wrong. And for some reason had it confused with other thetan pictures. And some even said it's when you create the mass. I wouldn't know how you got that wrong. If it's too, the trouble with it is, it's too damn simple. It's too simple. That's what's wrong.

It's actually almost impossible to complicate the answer. So I'll give you the answer very bluntly. Here is a mass. When you take the thetan out of it, it's a release. When you erase

the mass and leave the thetan there, it's an erasure. And there is no other complexity to it. Please! That's all there is. That's all there is. There isn't any other complexity to it whatsoever.

I'll go over it again. There's a mass. Any old damn mass. Mental mass, prison, cat fights. Alright. The mass. Alright. Here's a thetan. He's stuck in this thing, see? And he's saying, "I'm not happy. I get *yowl* all the time. You know? I *yowl*. I keep seeing these bars in front of my face. *Yap yap yap yap yap. Complain, complain, complain, complain, complain.*" Why is he complaining? 'Cause he's stuck in a mass. He's out of time, he's in a mass, and so forth. You come along, you audit him, you go *poof!* Do you see? This, oddly enough, will drop out of sight. And he'll say, "*Whee!*" [*laughter*] That's a release.

Alright. Now, we've got another action. And here he is, stuck in prison. He's really stuck. 199 years to go. And we come along and we erase this. The engram he's stuck in. The mass he's stuck in. We get it as-is. It doesn't disappear. It's gone. Gone. It ain't never gonna come back no more. And that's an erasure.

Only two actions. He gets out of the car, or you scrub the car. [*laughter*] That's all there is to it. You try to make anything else out of it, and boy, you gonna go around in circles. Sure we know he makes up the mass. Sure, we know all kinds of complications. Sure, we know that the mechanics of electricity show that ohms, volts often resist. Yes, we could probably fix up slide rules that would tell us the exact density of the release he's stuck on, and I imagine somewhere up the track if I don't keep my eye on it some damn fool will do this! [*laughter*] But that's all there is to it. He gets out of the car or you erase the car.

In either way he's rid of the car. But if he just gets out of the car he's still got a car somewhere. If you erase the car he isn't ever gonna have any more trouble with that car, because it's gone.

We don't care that he mocked up the car in the first place, he usually hasn't found this out. And very often he's so disowned something he has mocked up that it appears to be something somebody else mocked up. And sometimes it *is* something somebody else mocked up, who is right there that moment looking down his throat. But we don't care what the hell! I don't know why you worry about where the hell the mass came from at the stage of defining release. Who cares where the mass came from? It is. And you can take him out of it, or you can erase it. You got it? Brother, that's all there is to it. Wow, wow, wow.

Now you could exteriorize and get him out of the body, and then you can get complexities like that. You can exteriorize him, and get him out of the body only he took the mass with him. So he complains that it really wasn't a release, 'cause he didn't think he was stuck in the body, he thought he was stuck in some mass. It's what he thinks he's stuck in. It isn't his idea. He's really stuck in it – like, like fly paper. But you can do those two actions and they're entirely different.

Now, here's another one – "What is the matter, and how do you handle someone who found ' *none on [OT]III* ' ?" And I got one on you guys. You never checked out on your study materials at an AO on III. You never did – you never did, and by God, from the lesson I've had here, you know what I'm gonna do? Dey gonna give star rate checkouts before dey ever get III – And that's going on right now. Going on right now. That was telexed to them yesterday. They study it, and study it, and study it, and they can call it name, rank, serial number, everything else. Whether they can confront it or not we don't give a damn. And then we fly the Ruds, and let them go at III. And of course when they fly the Ruds they go F/N, they say, "It's all gone." We say, "Very good. It's all gone. That's

great. You didn't find any?" "Oh, no, no. I never had any. I'm peculiar. I'm one of those people whose feet never stick. I was actually born in the universe as a free being, and I am still a free being. This stuff crawling on me is simply a rumor." *[laughter]* And at that moment we will fly a rud, run Incident II, capture to pilot, find some engram Incident I's, and run them. And the funny part of it is, is you know sometimes this happened? It sometimes has happened that after we've done this once or twice the guy all of a sudden wakes up. And he says, "Hey, you know? There's a lot of these, *hahaheehheehoo*."

We say, "Here's your study materials and your pack again. Guess you go back to the old salt mines, boy." You understand? Now we're not trying to invalidate his III, we're not trying to get him to audit III forever, or anything like that. But he ought to be reasonably clear of fleas. So we don't have to use through the following OT sections flea powder on him every few minutes. *[laughter]* And the reason for OT section failure is a failure, not to audit III, but a failure to check out the materials of III. The most abysmal ignorance you ever heard of seems to exist on this subject. I don't know why – Maybe a body thetan reads it. *[Laughter.]*

So you're going to find a lot of these cats, and the thing to do is to pat them on the back, and say, "Cheers." And not evaluate for him and tell him it's an unflat III. Throw him into session, run an Incident II, capture to pilot, run him back, run some Incident I's, and then they either don't have any more or they do. See? It's an open and shut proposition. If you can't clear it up in a review session, they've got more. If you can clear it up in a review session, that's it. Do you follow? And they're going to have to do it all over again at VII anyhow. It isn't that they departed. It's that there's other phenomenon of a case at VII, almost as startling as that of III. And if you make them go back and audit III too often and too many times, and so on, you'll start running into phenomena of VII. And then the guy sort of gets plowed in and doesn't know where the hell he's going or coming, boy. And he can really get chewed in. But the way you'd straighten it out, is just take the repair actions which you've been taught on this course.

You could do a prep – you could do an assessment of them, and *ba ba ba* body thetans and sessions, and invalidations and solo auditing, and *bow-wow*, and examiners, and review, and auditors and so forth. And I don't care, run it on L-1, prepcheck it, whatever you want to do with it. You could straighten him out. Do you understand?

If he overruns III, there's another trick, I think I've told you that already. You can overrun a body thetan on III, so it'll then read as an overrun III. Well the answer to that is always "Who?" Who overran III? Who's overrun on III? And you'll get all of a sudden, we had one case who had apparently run III, and in great thoroughness had overrun and ARC broken every body thetan he had. Actually it didn't take more than about a half an hour review session, or something like this, to clean him up both ways from the middle, and he was getting more blowing off than you could count. Because that's all we were picking up, you know? Overrun, ARC broke, overrun, ARC broke, overrun, ARC broke, overrun, ARC broke. And it was running, Overrun, F/N. ARC break, overrun, F/N. F/N. Overrun, F/N. He looked like somebody'd left open the gate of a menagerie. But the guy really started to fly. *[laughter]* So you can set 'em up. You can set 'em up. It doesn't matter.

They can also do a gorgeous job of plowing themselves in on this. But we can pick them out of it. So, so what? Also, the larger majority of it, when they do study the study materials, and they do audit, go clear as a bell. You hit them on the left ear and they ring for half an hour. And of course, the trick of it all is, is after you've done the Clearing Course the guy usually goes free of the body thetans, so he parks them all over in left field. He is Clear. Do you see? But his environment isn't. So therefore he often goes Clear,

has a ball, thinks that life is wonderful. And suddenly falls on his head again and can't understand it. Actually what he's done is run in some body thetans.

The reason why you discharge it on II is so the body thetans won't be so charged up they can spin him when they hit III. And if the guy's fixed up II, and discharged the thing a bit on II, when he hits III he won't spin.

If you were to take somebody who was a wog, right straight off the street, run Incident 2, not as the capture, but just run Incident 2, just the volcano, and let him walk off, you'd probably have a dead man on your hands within five or six days. And the way we're getting away with it is fantastic. But point – let me point out, that it's we're getting away with it. Because once they start to *freewheel* through this stuff, they can't sleep, they can't eat, and they're finished. The body dies for lack of rest and so on. Because the incident itself is set up to do just that. So it's nothing to play with.

Isn't it interesting that we haven't had it happen? Well it's an attestation of modern auditing and the preparation of cases. And the way it doesn't happen, is to get the Bank discharged a bit. Show the guy what to do. And it doesn't happen. It's really remarkable.

Also, we've already pointed out the by-passed charge. If he didn't know about Incident 1, and nobody pointed out the fact that there was an earlier Incident 1, and he ran the volcano, he would spin for sure. But the mere fact that he knows there's an earlier Incident 1, and I don't know how it got removed from the materials because there was no doubt of it in the original material release, Incident 1 is way earlier. And you point out the fact that Incident 1 exists, and that all by itself tends to discharge II, so it can't wrap somebody around a telegraph pole. And that's why it isn't happening. I'm just telling you the other phenomena could happen, however.

You don't ... He doesn't study the materials, never reads the materials, he's never been audited, he's never come up through the Grades, and some how or another we force him back and run a volcano. Just that. Only we erase the volcano, and let him freewheel. Well the whole bank freewheels. All thetans in coordination do a beautiful freewheel, straight through R6.

And he'll freewheel for days and days. By freewheel I mean it's automatic run. It just starts and it keeps going. Do you see? Basically that's why the materials are confidential, so just that won't happen to somebody. That's why we say the case should be prepared. Well, prepared.

He should be run up through the Grades. That's why we say he takes OT III when he's supposed to take OT III. That's why the guy, when he runs OT III, should run the study materials of OT III. He should know them, and no casualties will occur. It's something on the order of, you take and put a knife through the right hand tire of a car while it's going sixty miles an hour, it'll go off the road. Well, that's a stupid thing to do, isn't it? That'd be a very stupid thing to do. Well so you don't do that to somebody.

Now I don't know if you knew or not, that there was any liability to III. But there is that liability to III. That it is prematurely run and so on. Now the material is somewhat self protecting. Because very often somebody gets a hold of the OT section materials, and we have had that happen. And they looked at it and said, "What's this got to do with? It doesn't have anything to do with me. And so forth. There isn't any picture on it. There's no reality on that." And they walk off and leave it. And they don't even know they got their hands on anything. In other words, it's so far beyond their reality that they don't even contact it. Which is quite remarkable.

Additionally, supposing somebody came along to get the materials, didn't run any of the materials, and then all of a sudden accidentally ran a piece of III. There he would go. But he would have done himself in with his own lies. Well the material, to that degree, is self protecting. I imagine some psychiatrist who got a hold of it would decide to test it out on some patient. He'd probably go mad far quicker than the patient.

Alright. But the answer to the question, "What is the matter", and "How do you handle someone who found *none on III*?" He had a severe physical injury and got them all packed together, and run it like an engram. It's the Milazzo, actually.

The majority of you got this wrong. Some said you check it and run the Grades, and others that you unburden the case with LX1 assessments and prepchecks, and so forth. No. The guy who found *none on III* has been packaged by a severe injury, and what you do is run the engram of the severe injury, and that blows some of them off the Cluster, and then you can run some Incident 1's, or you can run an Incident 2, and then some Incident 1's, do you see? But the mechanism of the Cluster is what you haven't understood.

Supposing you had twenty gum balls, and they all rolled around independently of each other just great. Now these twenty gum balls are somewhat loosely heaped up. And somebody hits them with a sledge hammer. Now can you tell one gumball from another gumball? No. But if you run the engram of being hit with a sledge hammer, then they get separate again. You get the mechanism? And that's the basic mechanism by which you handle one of these *none on III*'s. It's just one of these simple things like release. See?

Here's a whole bunch of body thetans all piled up around this bird, and somebody comes along with a baseball bat and hits the lot. And they go squash. And now they can't tell the difference between one or another. And each one has a different viewpoint of being squashed. And so the thing doesn't as-is, and they're all tangled up, and that usually puts each one of them in a different position of the back track in addition to the squash. It's a mess, man! So, you just run the engram of the squash. They all come apart and run individually. And that's the Milazzo.

And that is what you do with a *none on III*. He's had a severe injury. Now it may be a whole chain of injuries before you suddenly get a release, but the top one was the Cluster. Even though it didn't erase, you at least got the thing that disconnected it. Do you follow?

Funny part of it is you can do that two or three times. If you ever ran into a Cluster of a person who had been electric shocked – violently electric shocked – it's liable to come off piece-meal as a Cluster. You know, it isn't a pc, but some electric shock case, having kicked the bucket under the gentle ministrations of what they laughingly call the butchers. Alright, that character goes out as one piece, don't you see? And he sort of flies around and then he hits somebody.

That's a Cluster. There'll be a pressure on the body. Now the preclear won't be a part of this Cluster. It'll simply be hitting him. So the thing you do is you've still got to find a mutual engram of the Cluster. And then the pc may be very confused, because he's never had that experience. Well that's right. But it's still just the mutual engram of the Cluster and then you run the Incident 1's out of it, and it all goes sssss! It's a very easy operation if you know the mechanics of the thing. So if you're ever puzzled about this, remember hitting a pile of gumballs with a sledge hammer, and then figure out how you would fix that up. And that's all there is to it. Once more you're making too much out of it! Simple. Elementary. Alright?

Now, the next one is, "What do you know when you get a read on **Overrun on III**?" Well there's been one incident, number – an Incident 1 overrun on somebody or something. But

it doesn't mean III's overrun. It means somebody has been overrun on an engram in III. Got it? Alright.

And most of you said to handle it like an overrun. Boy, you would go mad trying to handle it as an overrun. Somebody's got to find what, who, which, has been overrun? Therefore, it's a very peculiar overrun. Don't you see? If somebody ... people who've run the thing verbally, "Go back to the beginning of the incident," see? They've said this a half a dozen times. The thing is already erased. The thetan parks back at the beginning of the incident. But there ain't anything there! And so he stays there in confusion. "What am I supposed to do here? What am I supposed to do here? What am I supposed to do here? What am I supposed to do here?" You catch him a month or two later, and all you do is indicate the fact that he's overrun it, and he goes thump! "What do you know? Sssst!" Gone. See, it's one of these damn fool foolishnesses, see?

Everybody knows the mind is so complicated that nobody could possibly figure any of these things out. Truth of the matter is, they're so buried under complexity that they've been very hard to dig up. But once they're dug up, boy, they look as plain as a dog's bone on the lawn.

And then you come along and you say, "See that over there? That's a dog's bone. It's just been dug up." And people say, "Now let's see. Is it the bone of a cow?" *[laughter]* It's irrelevant. It doesn't matter what it's a bone of.

Alright. Here was question 270, "Should you find out what the TA is up on before you get it down?" No. Mostly said yes. Should you find out what the TA is up on before you get it down? Not necessarily. Not necessarily at all. You can simply ask the guy, "What has been overrun?" It very ordinarily comes down. Do you follow? I'm afraid that was one of these trick questions. One of these sneaky questions. But, if you first try to find out what it was up on before you did something to get it down, you would very often miss. This is one of these wild questions.

The TA that starts going up, don't you ever as an auditor sit there and watch a TA go up. You indicate, ask if something's been overrun, pc can't find anything, come down. You start messing around with it at that particular point and you're liable to be in severe trouble. Right in the middle of a session. He can't answer the question. He doesn't know what's been overrun.

That's not been overrun. You shoot at it a couple of times and it doesn't come down. You had better instruct any auditor auditing for you to pack it up and ask for a C/S. Don't go on with the thing going up and don't get in a fire fight over the pc trying to get it down. Similarly, a low TA. Don't do that. In the middle of a session all of a sudden the guy's TA goes low. Don't start bugging him. Don't start chopping him up about it, because he'll get frantic. That's why pcs should never be able to see the TA. Never. He starts getting frantic. You've entered a present time problem into this thing. And you know very well, by the mechanics of it, the person who has a present time problem, he doesn't make any case gain.

Well let's look at it now. The guy knows he's got his TA high, or he knows he's got his TA low. He now has a present time problem, right? The weird part of it is, you're not going to solve it. Your chances of getting the TA down at that moment are zero. That's how you get into these fire fights, 'cause the guy's now got a present time problem. If you're going to ask him anything, "Do you have a present time problem?" "Yes I have a present time problem. I have a TA that's high." "Well good. Thank you very much." You'll watch the TA come down. You see it's idiocy, but if the guy's TA is starting to rise and you can't

immediately go back and say, "Hey, wait a minute. It goes back to here", and rehab it right now, pack it up. Don't just sit there and fool with it.

A TA which inexplicably goes up when it shouldn't be going up usually forecasts itself a long time before. You'll see this person's TA acts up. Suddenly. Why? Actually, the thing I would do on it, is I wouldn't fool around with a TA that suddenly, inexplicably goes up. The auditor tried to rehab, say, "Did I bypass an F/N?" So forth, and *yip yip*, and so on. "Has something been overrun?" And the TA keeps going up. Oh brother. Unload, unload. Knock it right off right there. Pack it up, and say, "Thank you very much." And send it, send the thing for a C/S. Or make somebody send it to you for a C/S.

What you normally order, what you normally order that is the most successful, is seven special cases. Something has appeared on this case that wasn't here before. And you're liable to get the most astonishing result out of this. And once you do that, *wham wham wham wham*. Now don't, in a session, try to C/S it at the same time. I've tried to keep you from doing that. But if you can't immediately spot, "Hey wait a minute. I by-passed an F/N on you." You should see it right in front of you. You say, "What the hell was the matter with me?" I mean, there it was.

He got an F/N on clearing the command and I thought he was still F/Ning on the last process. And obviously he F/Ned on clearing the command and I missed it. The TA'll go flow, boom. F/N. See? Nothing to it. But if that doesn't happen, and it doesn't clear it and so on, then you had better do an assessment and every other damn thing.

Those are the proper actions for handling high TA or low TA. But if the guy's TA is going low, and he's getting ARC break needles with the TA down at 1.5, and all of this sort of thing, and oh *wow, wow wow*. You can get into an awful fire fight with a pc under that one, too.

And the best thing to do if you don't immediately rehabilitate it, *wham wham wham*, and it's quite obvious what this thing was all about, in the first place it isn't gonna do him a bit of harm running with a low TA, 'cause it'll come right back up again. Usually a low TA'll come right back up again. There's case after case around, that every time you ask them a question, the TA goes down to 1.7. And then as they answer it, it goes back up to 2. So why get, why get all sweated up about it? But he goes down to 1.5 and has an F/N, well that's for sure an ARC break. So that you can check that out easily enough. You can check it out now. But if it's getting difficult to check out, pack it up. Get another C/S. Get back off of this thing and take a look at it. And see what's wrong with this case. All of a sudden, all will meet the eye.

You're busy processing somebody who is so PTS it is pathetic. The whole behavior of the case is this. You start tracing back through other ARC breaks the person's had. It's always an ARC break with mother, or it's an ARC break with something, or it's an ARC break with *wuf wuf wuf*, and each time they had this ARC break the TA has sunk. A person's PTS as hell. This is the time to run an S & D, something of that sort. He's PTS.

You know that an ARC – that a low TA equals invalidation, high TA equals overrun. There's nothing more simple than that. Do you follow? Alright.

Now "*What do you know if a thetan starts to spin on Incident 1?*" Well he doesn't spin on Incident 1 really in the first place, but he has run an incident – he's – It should be, "*What do you know if a thetan starts to spin on Incident III – on section III?*" And so forth, or something. He normally has run a 1 on one thetan, and a 2 on another thetan, so that's he's got a 2 which has been run without its 1. And it's when you run a 2 without its 1 that the guy spins.

Yet people will do this. Every now and then they'll run a ... they will run on this one, and run a 1 on Joe, and a 2 on Pete. Now Pete starts to freewheel. So all you have to ask is, "When did you run the Incident 2?" Something like that. And, alright, then get the same thetan down, and run an Incident 1 – And he unspins, just like that. Magical. Right now. That's all that's wrong. Do you follow? Some said "*Not enough food and rest*", and others "*The case was overcharged*". Both of which are probably true. But the actual action is, he's run, usually, run an Incident 1 on one thetan, an Incident 2 on another thetan, and you've got an Incident 2 run now, with the thetan going through the thirty six days, all on a big freewheel. And maybe a whole Cluster starting through it. And the thing to do is to whip it back, and get the 1 run on the guys who are going through 2. And you get the Incident 1 run, it'll unspin, just like that. There's nothing to it.

Alright, "Explain the mechanics of LX1." It's the basic postulate he made to move off the track. The mechanics of LX1 is simply he couldn't stand it anymore, so he decided he had been wiped out, driven off, over-powered, overwhelmed, whatever the words are of LX1, and he's moved off the track. And he's not now in his own valence. And by running recall you discharge the top of the engram and you can run the engram out to then, and he will get back in his own valence. And he can stay in his own valence. As long as the case is very badly over charged, he's not likely to stay in his own valence.

Some two or three people, by the way, believed implicitly, for some reason or other, I don't know why, but some two or three people believed that if you'd run LX1 you omitted the valence shifter on the full IV rundown. And I don't know how anybody would figure that out, because the full IV rundown doesn't have anything to do with LX1. And one case that had, had the valence shifter left out of the full IV rundown had a lot of trouble at once. So it's not something that you leave out.

There's probably fifty ways you could handle the guy out of valence. Well the first way that was ever written about is in *Dianetics the Modern Science of Mental Health*. It says, "Get into your own valence." [laughter] There's way after way you can handle it. But the case is so over-charged he can't stay in his own valence. So you have to discharge the case. So anyway, a case can be discharged ... will eventually get him back into his own valence. But the full IV rundown flips him out of the valence as a body thetan and gets him into his own valence, so that you can run confront on him. If you run the full IV rundown without the valence shifter, or if you run a valence shifter without also running confront, why you can expect the guy to have trouble. Omit the valence shifter or run the valence shifter without also running confront. In – either way the guy is going to have trouble, I can assure you.

Every single person that we have run a valence shifter on without also then thereafter, somewhere up the procedures, running confront has been back in review almost at once. Isn't that interesting? Because you run the valence shifter, you see. The case isn't too discharged. You run the valence shifter and that discharges it somewhat. Then you don't stabilize him by running the confront, and God the guy starts going through valences like you're counting pennies.

Question 299B is "*What actions do you take after the item has been assessed?*" That's your LX1 material. It's recall engram motivator-overt chain down to basic. You know what it is, you've been doing it. Obviously not fully understood by the answers. There were many different types of answer, such as "Pc is out of valence", "Has been invalidated", "Gets the charge off engrams the pc went into". OT III is obviously a weak point.

"What actions do you take after an item's has been assessed on LX1?" You recall the being, you run the motivator chain, you run the engram-overt chain. Those are the actions you take, and that is the only actions which you take. You actually could prepcheck it or something. But it seems silly to prepcheck it, because it's too hot a button. And that isn't what's wrong with him. Ok?

Actually I think you did most remarkably well. And I have noticed, I have noticed that anybody who can pass a long examination with a high grade normally knows what he's doing.

Now there are a few more points I'd like to make here, before, while I still have a chance to explain them to you. Now one, at this juncture, it will be available to you. I have been working too hard with you, and so on, to actually put together your book of case supervision. And what you lack is why certain things are done here and there. And I haven't explained that in all things. It seems sort of mysterious. And it's funny to me to have to explain it, because it sort of feels to me like I'm explaining why a lead pencil makes a mark. You know?

Here is this bird and he has ... It's so damn simple some of these things, you see? He's got a folder six inches thick! Well now look, if that many auditors have worked on him for that long, and he is still getting audited, the case is overcharged. That's very clever analysis, isn't it? Thick folder.

So we're going to undertake a lot of actions to take charge off the case, because it's all on the basis that **Reality is proportional to the amount of charge off**. Alright? But it's that kind of think. That kind of think. And you wonder ... actually CS-7 was saying to me the other day on one case here, "God that was clever to prepcheck a floating needle. Look what it did for that case. How on earth did you ever guess that?" 'Cause it just says, "Prepcheck floating needle." See? *Bong*. You know? No assessment, nothing. Bang! You know? And, prepcheck it, and wow! It goes on and on and on and on and on. And it's all straightened out. And the case does beautifully.

I'm afraid I can't take too much credit for it, because the guy has complained to his auditor about floating needles, and he has even said that every time he gets a floating needle he feels horrible. He's complained to the examiner about a floating needle. Not, not very mysterious.

So I just looked at this, and read it over and so forth, and I was reading through it to find where I could straighten this case out a little bit more, and I ordered three prepchecks on it. And the first one is prepcheck floating needles. Naturally. It's actually not very mysterious.

It's sort of like asking me to explain "Why is that white sign white?". "What color paint do we use to paint a white sign?" And I look sort of blank, and I say, "Well alright. White paint." "*Great! I never would have guessed it!*" You know?

Alright, so this guy, this guy ... It's reading the folder, it's reading the folder. It's reading what's going on. That's why auditors have to be able to write. And if you want to keep yourself from getting headaches as a case supervisor, you should insist like hell that auditors either clarify what they've written, or write plainly. Because otherwise you can pick up a case, you know? Trying to make the damn thing out, and you want to help the guy, and somebody's standing in your road with a horrible scribble, and, and you get strained up on it. It's bum.

But you look through this thing and you say, "Well I gotta find my wife, and *gub dub dub*." And the next session it's, "I wanna be a *gub gub* ... and my wife." Aw, for Christ's sakes! There's no mystery about it. The guy keeps getting off the same withhold, and he keeps getting off the same PTPs, and so forth. In setting up the case let's just make sure that these things get cleaned up, that's all. They obviously aren't getting cleaned up.

One of the ways, and the ways, the idiot way they don't get cleaned up is, the guy has a withhold, and he gives it as an ARC break. The guy has a PTP and he gives it as a missed withhold. So I'm likely to be as evaluative as this. "Prepcheck the missed withholds." He keeps giving them as ARC breaks and PTPs, and they're very obvious. It's no guesswork on my part. I mean, they are.

See, an ARC break, "I don't know how I'm going to pay for ... " Oh, God, Christ! That's not an ARC break. Never has, never will be. And yet, somebody's running ARCU, CDEI. And then they run this column after column, and page after page, and ARCU, CDEI, and "Do you have an ARC break?" And here's a big fall, and then they clean up false. And the guy never does give them anything under God's green Earth but PTPs. And then I'm liable to say, "Fly the Ruds, but clear each command." And the case straightens out.

You see, you can't straighten out a case on missed withholds if nobody asks him for anything but ARC breaks. You see, it's all this idiot stuff. Like the way to cross the river, you cross the river. You know? The way to get in the boat is you get in the boat. If you want to get the pc someplace in a boat, you have to have a boat to put him in. You know, it's this kind of stuff. And the violation of logic is so fantastic as you wouldn't believe it. And until you're case supervising you won't believe how easy it is to do. It is terribly easy. Very, very simple.

Well you can't clean up one rudiment if the guy never, doesn't know what the rudiment is, and is always cleaning up some other rudiment. Right? You see, the case, the case is always having trouble with X, A, or something. He's always having trouble with this guy, he's always having trouble with this guy, he's always having trouble with this guy. Hmm. Well yes, he's at least got a problem with him. See? So you could actually specify. "Ask him about the problem with Joe, and by earlier similar Itsa get rid of it." Because he's obviously got Joe identified with Admiral Henobarbus back in someplace, you know? Wow. It's not complicated. Cases are not complicated when you know them. They're very simple. But you have to do the thing you're supposed to do. And that's what Standard Tech becomes. For instance the guy's got to have his ARC break cleaned up. He's in a sad effect. Alright? He's in a sad effect. What you gonna do? Sit there and pull missed withholds? Well you know very well that's idiotic. But it's just as idiotic to clear up his missed withholds by running ARC breaks. Or, try to clear up his PTPs by, he keeps saying they're ARC breaks. Do you see? There's some illogic about all this. There's something that doesn't add up about all this. And all you'd have to do is look for what doesn't add up and that's that.

But I want to make this point with you very sharply. And that is the available F/Ns. How many F/Ns can you get? Now you're liable to get yourself a problem that runs something like this. Some weird problem. See? And it runs something like this. Former therapy. And you run the motivator engram. And the guy's still got a somatic, but it's F/Ned. Well, it F/Ned. Well you can't do anything more with that, can you? Still got a somatic. And you know he's still got a somatic of having his guts cut out or whatever they do. And he ran the engram of it. Oh, what can we do? All is lost. There's an available F/N on the overt. You find and run an overt chain, you find out he was making a specialty of cutting people's guts out. And that's the somatic. And that's why it's still there.

Now let's say, here's an actual case, of somebody who had an Incident 2, shot in the brisket. Run out, discharge to F/N. Alright, great. Still sore! Still got the somatic. You say, "Oh well, we failed." No, no, there's another F/N available on shooting people in the brisket. So you run the overt side of it, and the somatic goes *pfft!* Magically. So you don't do any more work than you have to do, if you got rid of it running the motivator side, great. But if you ran the motivator side, and the guy's left with a somatic, you still got an F/N on the overt side. Do you follow? Now sometimes you run "Recall being ...", and then you run "Doing it ...", and you'll get rid of both sides very nicely. But it sometimes doesn't work. And remember you've still got an F/N left. Look at the number of F/Ns available. On the recall process, any recall process, there's an F/N available. Any motivator chain of secondaries, there's an F/N available. Any motivator chain of engrams, there's an F/N available. Any overt chain of motivators, there's an F/N available.

There's an F/N available on secondaries, overt secondaries. There's an F/N available on overt engrams. And there's an F/N available on *recall* the overt. So you got one item assessed off a list, and what do you know? You've got six F/Ns available. The possibility of running them all on most cases is slight, because you try to run the secondary, and they're liable to plunge into the engram. But at the very least you've got two. You have been given a sketchy line up of it, because it's usually sufficient. But look how many are available.

Now we've got "Assess the item *kicked*" on some list. So we could run "Recall being kicked." *Bang*. Recall being kicked. We could also run "Recall kicking." That's two F/Ns. Now we could run the engrams of being kicked, and we could also run the engrams of kicking. And that's four F/Ns. That's four F/Ns on the same subject. It's just which way did the flow go? So don't feel all is lost if you've run an engram chain to an F/N. All is not lost. You've got the other chain you can run. This fellow says, "Well I got this horrible head, this horrible head, and it doesn't go away, and my back hurts and my head hurts, and it just doesn't go away." And you've run all of his head injuries and his back injuries, and well ... Well get clever. Get clever.

You have an engram chain on the other side you can run also to F/N, which is him hurting people's heads, hurting people's backs. And you've probably got one on heads, and you've probably got one on backs. Do you follow? There's a lot of F/Ns available. But your minimum number of F/Ns on any button is four. Recall motivator, recall overt, engram motivator, engram overt. And if you, if it's all very sad and misemotional also, why you've got two secondaries available. "Recall this death." Whatever it is, see? Being sad about some relative's death, see, and you run that thing out, and that's all squared around. Alright, did you ever think of running somebody being sad about your death? Do you see?

See, there's two different things available, see? And very often when your death engrams or your death secondaries, rather, won't run, it's because, you know, the fellow just lost his uncle, and he felt very sad about it, and he's griefy, and he runs it through and he still feels griefy about death. And it went to F/N but he didn't, didn't feel so good. And so forth. Run the secondary, run the secondary of somebody feeling bad about his death. And all of a sudden the whole thing will go *zzzt!* And this is the phenomenon.

Now hear me now, 'cause every once in a while you're going to have gotten an F/N on some injury, and then have the person complain that it F/Ned before he got rid of it. Have you ever had that happen? It shows up every now and then.

Well it F/Ned on the motivator, or it F/Ned on the overt. And it hasn't F/Ned on the other side, and there's still mass there. They're not, they actually, if they checked it over, they're

not now sad about their uncle's death. They just know they got this funny griefy feeling stuck on their skull. So they say, "Well it F/Ned. I think it F/Ned too quick. Well sure. It didn't all disappear." Well that side of it F/Ned. He's released from that side of it. There's two sides to the action. Now you can turn around and run the other side, whichever way it is, and the rest of the mass goes *pffff!* And then that really does F/N. It'll be a relatively small F/N. But if you've ever had somebody complain, "Oh well yes. Well I F/Ned on it, but it really ended off too quick." Yeah well they had it coming one way and went the other way. You pay a lot of attention to that. 'Cause you know you're running this guy with motivators when he's guilty as sin of a bunch of overts. So he F/Ns on the motivators, but the overts are still there bugging him. But of course they're all ready to blow. They'll blow now, go *bing*. You could just run them very briefly, and they'd blow. But he deserves the motivator, don't you see? And you ran out the motivator. Now he hasn't got a motivator, but he's got the overt. So he gets sort of unhappy. You got it?

That's how many F/Ns there are available. Theoretically there're six F/Ns available on any button. You should be able to plot this course off the top of your head. There's nothing to it.

Alright. Now there's another point here which I haven't covered with you too well. Missed withholds. Missed withholds. Missed withholds. You are always asking for missed withholds, and so forth, and I very often say missed withholds when I say rudiments. But the rudiment is withhold. The rudiment is *not* missed withhold. The standard rudiment is withhold. Not *missed* withhold, but withhold. And here and there in your sessions you've missed a time or two, because you haven't used *withhold*. Because there's a whole line of the whole subject of withhold is absolutely fascinating. The whole subject of withhold is miraculous and marvelous.

Guys who go around withholding, and guys who have withholds, and all of this sort of thing. You get so accustomed to thinking that a guy is bad off because he has withholds, that you don't wonder why he's bad off because he has withholds. Well, he's bad off because he has withholds, not because he's dishonest, but because he's not flowing in a certain direction. And he can't flow in that direction, and he keeps it piled up on himself. And you can get the same action.

Now, as, well you can practically push his face in. You can get something that feels very much like body thetans, and so forth, just because the guy is withholding. Just that. Just withholding. Nobody's missing a withhold. He's just withholding.

I'll give you an example. Way back when I was fooling around and doing some research thing, I all of a sudden found out sitting at breakfast that it was a very unpleasant proceeding sitting at breakfast, for the excellent reason that the wax type of milk carton which is cold, clammy and slimy, sitting only three or four feet from me, if I would become incautious enough to let my perceptivity slide out of that far, I would collide with this damned, cold, slimy milk carton. See? Waxed paper milk carton. So I'd have to eat breakfast held back from this milk carton. After a while I'd find myself getting sort of cross. And I'd get up, and I'd be fine. And then I suddenly realized, maybe other people get up against things and they don't go back out in that direction. So I have checked this out, and that turned out to be the case.

Thetans withhold. They withhold energy, they withhold beams, they withhold emotion, they withhold mass, they withhold from going someplace, when they shoot somebody they withhold from being him. Nobody missed it. And a case can get just gorgeously stacked up, because of withholds. Withhold, withhold.

For inst– American girls are very often quite withholdy, and the reason why is, is over in America the girls don't, aren't taught to shake hands. And they're taught that they must be reached for, and never to reach. And that it's unladylike to reach, and that sort of thing. No criticism of it, one way or the other. But you will eventually find them sort of, and anybody else in the world that's been trained that way, you eventually find them sort of caved in. And you, as an auditor, might think they've committed some fabulous crime. Whereas it's no more important than the fact that they must not ever reach in the direction of a man. Or mustn't ever reach in the direction of another person. It's which directions they mustn't reach. And they're withheld permanently from that area. See? There they are, withholding. Withholding, withholding, withholding, withholding, withholding. Eventually they squash their noses.

And now you come along, and you're asked to perform some miracle. "Keep me from squashing my nose" sort of miracle, you know? Now this is very unimportant in the lower Grades, but when you get up into the OT sections, what I'm telling you now, is very, very important. Because you are going to find some guys have nothing more wrong with them than the damn fools keep on holding onto their bodies from in front. And that those horrible somatics they've got that is tearing their knees apart, or something like that, is simply them pushing on their knees. *[laughter]* It's very mysterious.

"Oh, what can be wrong with George? He seems to have these sore throats all the time." Well now the guy is up around an honest V, or something like this, and he starts developing sore throat and so on. You of course don't audit in this fashion, but you could say, you know, "Why don't you let go of your throat, boy?" *[laughter]* So he'll say, "Oh. Have I got ahold of my throat? *Ha ha ha ha*, yes." Very difficult. Very difficult.

The guys get into OT sections, they one, will withhold from things, and they can damn near pull their skulls off or crush their chests or something, see? Or, they've got hold of the body, or somebody has offered them something and they've suddenly flinched back from it. And it's practically busted their ribs or something. And you run into one of them right after he's flinched from something of this sort. He walked out of the building and he comes back in and he's all caved in. And you say, "Oh my God, what masses have we got? He must have more body thetans. Let's see, what can we do? What wonderful process do we have to run on this bird?" And the funny part of it is, if you use the rudiment **withhold**, particularly as you get up into the upper sections, as well as the rudiment missed withhold ... And the way you do that is you ask for a withhold, and then determine whether or not it's the kind of withhold which is discreditable so somebody would miss it, or whether it's just plain withhold. And you'll ask for the missed afterwards. Or not ask for it. But the actual proper rudiment question on OT levels is withhold, not missed.

"Do you have any missed withholds?" Now I've been watching it go on here for some time, and been expecting in vain for some of you to suddenly ask the ordinary, garden variety, way back when rudiment, "Do you have withholds?" or "Are you withholding anything?" Now you start asking OTs if they're withholding anything, and fifty percent of their somatics will just go up in smoke. *[laughter]* See? So you're missing one.

This is the – the great ease with which some of this stuff works. Now the guy who just went out and pulled himself back on the curb suddenly so that he couldn't be hit by the taxi cab. And he comes in and he's all, so on. You get in, you're getting in the Ruds. You don't have to know all that. See? You're getting, "Are you withholding anything?", and "Have you withheld anything?" Or something like that. And you get a little read. And he feels wonderful. "Oh yeah! Taxi cab. I got myself back off the curb. I withheld ... Yeah, that's it."

Wham! [laughter] Because you're dealing with somebody who is already pulling, and squashing, and grabbing.

Now theoretically you could also ask somebody, "Where you got hold of the body?" And that would cause it. On the OT sections you can't figure out what in the hell is going on, add that to your repertoire. Just, "**Do you have hold of the body?**" or "**Are you pushing on the body in some way?**" If they're not, you won't get any read, and if they are, the damn meter will blow up.

You got the point? Because you're dealing with somebody who holds onto bodies, who pulls back bodies, who withholds bodies, who withholds energy, who pulls in energy beams. Do you follow? So that you certainly check this on the upper levels. Not very important on the lower Grades.

We found out that newspaper reporters were never, never, never able, never, never, never, never able to make a little beep meter we had work. Whereas any, anybody who had been audited at all could make the thing connect and spark, and short circuit. We had a little machine. We'd set it up. And we found that newspaper reporters, wogs, guys off the street, they'd look at this thing, and they'd try to do it, see? Rather pathetic. You know? They'd try to do it, and nothing happened. They couldn't make the thing close. Actually all you had to do is put a spark between it, and a buzzer went off. You can set up two, two contacts, or hold one contact next to a body while the body is also connected to another contact, a very low voltage. And you hold that out from the cheek, and then somebody stands off thirty feet and makes a beam. He puts a beam between the cheek and the finger, and the buzzer goes. And he can turn the buzzer on and off at will. It's one of the most remarkable experiences you ever saw in your life.

The lower level guy, he couldn't do it. And anybody who had been audited at all, boy he could make that thing go beep! And off and on, and first he'd say, "Christ, I couldn't be doing that. That is not possible." And then, ding, "Yes, that was me. Hey! I'm an electric eel." *[laughter]* See, he could do it. He could do it thirty, forty, fifty feet away as far as he could see it. Which is very interesting indeed.

Now if a guy can do that, he also can of course apply close up on his own body the most fantastic amounts of energy. Actually you can apply him almost at any distance. You got that one?

Now also, let me give you another one that goes along with. Some OTs go around, get a high TA because they lean on things. And if all else fails, remember that they also can lean on things. They habitually push against a wall because rooms are too small. And they don't catch themselves doing it, and it pushes up their TA. They lean on the wall. Very simple. They will do anything that a guy would do with current. Current or force. You can expect anybody to do. One guy had terrible trouble because he had ringing in his ears. And he was ringing them. *[laughter]*

Now to show you how far out some things can ... as there is a dictionary which I did not do, which is called the Scientology dictionary. I've never read it. It was called to my attention the other day that the definition of recall in it is to re-experience, which is completely wrong. I merely bring this up as what happens when I start clarifying materials. A few bulletins, a few things come out that I haven't written, I haven't said anything about, there's some errors creep up in those things, and it throws technology out. This is what you've got to keep an eye out for. If you run into this sort of thing, why, send it through to me and let me find out whether or not it is factual or not, on a clarification. Because you're liable to get in some arguments with somebody on it.

Another datum I wanted to give you, is you can do two or three assessments on LX1 and run each one of them with engram chains and recalls, and everything else. I mean, it's quite remarkable. They move upscale on LX1. They'll get different buttons. And you can do the same things with them all over again.

Now, we have, we have pretty well reached the end of the line here. We have pretty well reached the end of the line, and we have the general situation pretty well in hand. Not to pile you up with a tremendous amount of data here in the last few minutes of play, but I will tell you this. That putting through this Org VIII Course as we have called it aboard, has been quite a tour de force. It has been, called for a lot of coordination in a lot of ways. And I noticed even down in the last few minutes of play that we were still riding close to the edge in some instances. And all that got straightened out.

Now I want to talk to you for just a few minutes here on the subject of what you will be doing, what your difficulties might be. First and foremost people are going to ask you, "What is so different about Standard Tech that is different from Scientology?" And a wise guy sort of answer, which is perfectly legitimate is, "Well you see, Standard Tech is the way Ron does it." That would sort of, just, you know, floor the opposition.

But, the truth of the matter is, is Standard Tech is a standardization of processes, so that they apply to a hundred percent of the cases to which they are addressed. And that was the main thing. And it was codifying a style of auditing which produced maximum results in minimum time. And that was what Standard Tech was. And they're going to say, "Well that therefore invalidates my Class IV, my Class VI." And you say, "No, no, no, not, not at all, not at all. But in due course, when you have learned all there is to know about everything you can also learn to be totally simple. And when you achieve that you have achieved then maximum velocity and maximum gain."

Standard Tech is simply how to achieve maximum velocity, maximum gain in processing, and what are the real importances in processing, and how do you set cases up, and what do you do with them. The truth of the matter is, the subject itself was pretty well wrapped up in 1966, but required settling down. And it hasn't been until now that I have settled the whole subject down, and have begun to take out of the lineup additives which have been put in there that were unnecessary, and made it come back and do what it was supposed to do.

For instance, as you've seen even on the OT sections, I have taught you how to get something like maximum gain out of the OT sections. I've taught you how to get more gain, more velocity, out of the actions which other people would say, "Well I don't see how that's any different than anything I've been doing. I sit down at a table, I let people talk to me while I fiddle with my E-meter. I don't see how anything's different about that, and so forth." Well, I'll tell you to whom it will make a great deal of difference. It'll make a deal of difference to somebody who has been trying to put across to somebody that his case hasn't been handled, and people have gone on not handling it for some time. It will make a great deal of difference to that person. It will also start to make a difference to anybody else in the vicinity who is audited by comparison. He's been audited one way, and he suddenly starts getting audited in a highly simple way, and he starts making much faster case gains in the same line of direction.

So in actual fact, Standard Tech, for all of the technology, or for all of the work which has gone into the simplification of it, for all the work of codification of how I got it across to you, and so on, is more of an experience than an action. It is something which is

experienced. And after you've been at it for a while you've either got it or you ain't. You see? It's something you experienced.

Now just as the lowest mark on the course was the one who had been audited the least, this coordinated. He started to catch up undoubtedly in the last couple of days. But it took a catch up. Because it's something one experiences.

Now I don't want auditors at large across the world to believe that all of their training is invalidated. Quite the contrary. What I believe is that somebody has invalidated their training.

What we're doing is de-invalidating training. What they have learned, they have learned. And then somebody has pushed it aside so they felt that it was not learned. And what it required was a stabilization. And giving one back a security of the data. And if one had a security of data, he could then carry on very nicely and very smoothly, because with that security of data and with somebody holding him on the square, hair line road of it, he all of a sudden realized that by doing it just this way, and using just this data, he all of a sudden got things to fly, which had never been flown before. And so therefore, the biggest hump in Standard Tech is the auditor making it work and the auditor having it work on him. Can he make it work as an auditor? Does it work on him? And so on. And out of that of course, you get your superlative auditor.

For instance, it'd be very difficult to kid me about how this worked or that worked, or something else worked. I know how these things work. And anybody who has worked very long in this field with Standard Tech, and he's seen this work, and he's seen the put together, and he's managed to cut it down to where his look at it is totally simple, and so forth, to jar him out of that rut would be very, very difficult indeed. In fact people are liable to accuse him of being unbudge-able, or conservative, or fuddy-duddy. "What's the matter? You mean he won't run pcs wiggling their ears anymore?" and so forth?

But people are going to ask you. People are going to ask you, "Why is Standard Tech so different than just general Tech?" Well actually there is no general Tech. There has really never been anything but Standard Tech. But, it required codification, it required delivery, it required simplification, and once the research line was completed on it, it had to be delivered, and it had to be delivered in the simplest possible fashion. It is necessary, actually, for an auditor to go all over the research lines, and datas, and side panels, and everything else of this whole subject, as he does on the Class VI course, before he can appreciate all there is to know, and how little of it is a main line action. And if he gets that all settled and straightened out, he knows a tremendous body of data about the mind. There are fabulous amounts of it.

You actually, if you settle down on just Standard Tech only and didn't know the other lines, then people would think they were making fabulous discoveries every time they found out that you could match terminal a couple of mock ups. See, they didn't know that that was ever part of the subject matter. But do you know, oddly enough if hypnotism, and a lot of other subjects of one kind or another went this route, the material which was evolved in the days of Mesmer and Charcot was considerable. There was an enormous amount of it. And it's been boiled down now to some little, tiny balderdash that doesn't even work. But there was a lot known in this particular field. There was a lot known. And it has all more or less disappeared. It isn't known to anybody anymore.

It's very funny. Now any day now I expect somebody to break out and find out that there is such a thing as an hypnotic rapport. A guy pinches himself in the shoulder and somebody else feels the pinch. And they're going to be very fascinated. "How did that

happen?" Actually it's all part, and is called actually, *Mesmerism*. Back in the eighteenth century. If one doesn't know the scope of discovery of a subject he cannot then take hold of its various importances. If one doesn't know how wide the study is, then he cannot also find out how narrow is the walk that goes through it. If you can grasp that you've got it made.

And you're going to see that when you talk to an academy student. And you're going to tell him just exactly what you're doing is great. And he's doing just exactly this, and you actually think you have a cracker jack auditor, and he can do exactly what you say, and go ahead and this is great. And you think that's fine. There is no reason to make a Class VI out of him, he's doing so well. This guy is in danger of stepping off the edge of the sidewalk, and finding out some horrendous thing, like "Invent a Problem", get himself some big win, feel that the field has not been covered or researched, and then he's completely off into some brand new field.

Scientology being only this tiny, little, simple thing, you see? He's in this brand new field, which has a vast ocean of data in ... connected to it, because he's never been exposed to the data.

He actually won't be an auditor who can hold the line until he's also found how much there is to hold. And then he will understand it. Now when you try to relay to somebody, "This is Standard Tech. I am a Class VIII." Yes, people are going to be making a bunch of, a lot of fuss over you. That's for sure. And you have deserved it. You've earned it. They will try to feel un-invalidated, not invalidated, and this sort of thing, and be happy about this. Well you can help them be happy about the whole thing by saying, "Well you see, the funny part of it is, is all the simple things you know are true. And the only difference is, is you don't know how true they are. And Ron said for me to tell you that Standard Tech does not invalidate anybody's Tech, but is just the high velocity, fast, streamlined way through, and it takes the total expert to do it. It is the road to total gains."

Well, you have to know a great deal. Now all of you have been trained a great deal down through the years. You've had lots of training of this way and that way, and you've done this and you've done that and you've done the other thing. The net result of it is that you can look back over it, and you can see, you can see where it's shined up, and you can see where it was rather dim. And you undoubtedly, those of you who have been through Saint Hill recently and so on, and those of you who are very old timers indeed, have a very good grasp on the whole width of the subject, have a very, very good grasp on the subject itself, and know very well it is only where your own insights have been themselves, then invalidated, by bad training or by counter-data or something of this sort, that you've had any losses at all.

Now I'm not trying to tell you you might have known all this before. That would be a little bit too much. That would be me bowing out of the picture too much. I have done a re-evaluation of materials, a re-evaluation of add-ups, and that is a very definite part of the speed which you attain in them. These materials have been groomed within an inch of their lives, really. And this of course is not something that one normally sees. When one is trained in some subject he does not see the amount of research or testing, or other things that go on with it. Well that's all been there too. But if you notice you have not been trained anything that was very contrary to anything in your training. It's more main line than otherwise. But you certainly have shed a lot of complexities that somebody or another has given you.

The main, the thing that you will run into is the fact that auditing is a team action. It's a team action. It requires the Ethics Officer and the HCO Exec Sec and the Org Exec Sec and the Qual Sec, and the this one and the that one, and the promotions people and the this, and so on, and the handling it up. What I expect you to do, what I expect you to do is set and hold the standard, and continue to go forward with the standard. And by doing that, and by doing that consistently, set up examples of what can be done, and continue to set up those examples of what can be done, so that people eventually realize that that's what can be done. And then they start doing it too. That I do expect you to do.

And I know you'll do that. It has been an all night, all day proposition of training the first Org VIIIs. You have had some fairly damp times of it. *[laughter]* I have had some rather snarly times. I have never read, my CS-7, the LRH Comm staff has never made the tape of me snarling over some of these folders, and so forth, but she often threatened to do so. Because some of them were pretty gruesome. I mean the snarls, not much the folders. *[laughter]* And somehow or another we would bring it all off, and somehow or another, why, amongst us we seem to have gotten through with it. And you all made it for which I thank you very much.

Now you've contributed a great deal to this class. You have made the Grade in more ways than one. And I appreciate very much what you've done. And I respect you a great deal for coming here and going through the lineup, and coming out the other end victorious. And for that I wish to thank you.

Thank you very much.
