CAPTAIN BILL ROBERTSON

Introduction

Text Excerpt From:
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Ron's Org, as we know it today, had its inception on 12 October, 1984, when Bill Robertson, known among his friends as Captain Bill or CBR, held a meeting near Frankfurt, Germany, to announce the existence of a new Free Zone delivery unit that promised to deliver Standard Tech. A transcript of CBR's presentation is found in Tech Briefing 1. The name "Ron's Org" was announced in a follow-up meeting two weeks later (Tech Briefing 2), an acronym for "Ron's Organisation and Network for Standard Tech".

From the start, CBR promised Standard Tech and delivered standardly to OT 3. Meanwhile, he and a colleague, Ulrich Kramer, began to research how it was that NOTs (OT 7) seemed to be such an "endless" level, sometimes running to many thousands of hours without a stable EP. The story of this research is told in Admin Briefing 1. CBR and Kramer studied all that was known about the Tech to that point, checked each other out for a month and a half, and then began co-auditing on the last levels which they knew had come from LRH: NOTs. They discovered the reason why no-one had truly progressed beyond this level, and a new level which included NOTs and also transcended it – all using LRH basics – was called first Super-NOTs, later Excalibur, or OT 8.

… CBR died in May 1991

*Extracted and formatted from a RON's Org **Excalibur** pack downloaded in 2011.*

Tech #4: CONFIDENTIAL – SUPER NOTs AND OT C/Sing

Hello everybody! This is the 22nd of August 1985. And this is Captain Bill Robertson, Frankfurt, RON'S ORG.

<Bravo!>

Bravo. Ah so! And we'll give this R-factor: This will be Tech Briefing # 4 – but it's a CONFIDENTIAL BRIEFING. And is just for people who are starting NOTs, or on Solo-NOTs.

And just to bring you up to date since the last Tech Briefing a little bit: In the last year we have done the things which for instance RTC or the Implanters would call "Our usual suppressive and squirrellish acts". Like bringing people to the State of Clear and straightening out their messed up DCSIs. Getting them programmed to go up the Bridge and getting them onto the Bridge, and making real OTs, where they are Cause over the data and CAN apply it.

So, we say to the other side: "Those are Suppressive Acts and we are very proud to be able to say that we have accomplished quite a few of those and have many people on the OT levels, at least 12-15 and have produced in between 20 and 30 – maybe a couple more – Clears. Or straightened them out from their mis-declares or their invalidations, plus a lot of other grades, and so on."

Now, what the purpose of this particular meeting is – from the C/S viewpoint – to show some of the traps and tricks and problems that cases get into and that cases do not know about. Even people who are – ah – went up the Bridge in other areas, because they didn't have the benefit of Flag C/Sing, and the benefit of reading the LRH C/Ses on Advanced Levels.

And to handle some of the possible misunderstoods, possible confusions, possible things that would affect their ability to audit NOTs successfully – that is the purpose of this particular briefing.

To start off – let us assume, as we are all here OT III or above – I will talk from the OT III – NOTs – viewpoint. So, we don't have to go back and look at very simple things, but I will assume that you understand, that first of all we are dealing in the beginning with the composite case. All right. That means it's a complete mass of BTs and clusters. The guy's stuck in there somewhere and he is dramatizing whatever occurred – maybe on his OWN track – maybe on somebody ELSE's track. And he is totally the effect of all these charges, BPCs, wrong items, things, events, engrams, secondaries, locks. Everything that you can imagine in Dianetics or in regular grade charge or anything you can find on a list can be wrong with a guy. All right?

So, it is very difficult to get a guy from a "no auditing" up to the State of Clear. But basically we know that is what's done on the lower levels. All right, now we DO that. You have got a Clear.

Now, this is where the confusion starts with the most people, that I have talked to, because of the security that was put around this area. And even in the beginning, after the people are on it, they are treated like they shouldn't know anything about it. They were just given, totally robotically, to "Run this". And, "That will be your next level".

What is a Clear?

So, first I want to straighten out the confusion of – from the OT III and above viewpoint – like "What is a Clear?". And, "Why do we therefore define this guy as a Clear and how come there are four different ways of Clear – the ways that they could BE Clear – but there is really only ONE STATE OF CLEAR?"

Well, this is interesting, because if you look back [down] the time track, you will find that ... I'll just make a diagram here, but it can be given out with copies and so on ..., if we look at – from the OT III data we have, what LRH calls – Incident I. It occurs at start of track, right?

So, just let us take a single being now and we have 'start of track' here as a line, and we have here Incident I. Now exactly why is that the start of the track? Because that is the first point that he started COMPULSIVELY to make pictures. You may say: "Well, yeah. But why?", and so on. "But that implant, that's weird!". Well, this comes up again and again, but the point is that he is COMPULSIVELY making pictures FROM HIS OWN VALENCE from that point.

In other words: He, having gotten his Incident I, is now somehow making pictures. And we've run guys out from Incident I, that have discovered the reason WHY they make pictures like that – and it's because they had BTs stuck to them from EARLIER INCIDENT Is, who went into THEIR VALENCE – all right? Therefore they don't see them. Some of them do sort of feel it as a little something, they can't get a hold of around the back here. But some BTs, that were so much – shall we say – at effect, or just totally ready to be robotically inclined, that this BT you are handling started making pictures, or at LEAST he saw things and then he found out, he had MEMORIES of these. He could have RECALL after Incident I. And no matter if he looked at it, and he COULDN'T as-is it. Why? Because of ownership. It's actually THESE guys, that are holding the picture, you see?

So, he looks at the picture – HIS picture would as-is of it – but then, there is still the other guy's picture, that he would have left. And since they are all SHARING THE SAME VIEWPOINT coming up the track, you don't get a blow on this guy, you don't get an as-isness.

So, however, he CAN DECIDE for himself and FOR HIS VALENCES – you see? Because he IS in CONTROL of them – that they DON'T NEED THESE PICTURES ANYMORE – all right? So this is not the only point where Clear can come. It can come there, but it doesn't have to. Because he CAN decide for himself and get the agreement of these guys NOT to make pictures. It doesn't make a STABLE Clear – but it makes a Clear, all right? Because they are not having to have pictures and they can create them and unmock them all as a team. "We all do it – because the boss says we do it – right?"

Anyway, the difference here being that this guy is NOT "out of valence" – OTHER PEOPLE ARE IN HIS VALENCE, see? And he is the boss. He says "Ok, you guys, now ..." Or whatever he thinks it is. After Incident I there is a confusion. He never knows

exactly, what happened in the "snaps" of Incident I, etc. WE know, that there were OTHER BEINGS PUT WITH HIM, ok?

So, if he can therefore handle these guys and control them easily enough by his more ability, he can get them to agree NOT TO MAKE PICTURES. So, we have what we call "a Clear". It would be a guy who doesn't NECESSARILY have to have run out his OWN Incident I, but somewhere up the track, right? he may have gotten (graph) – you see? – into Incident II here and let's put back here (graph) I think it's dating 1 Quadrillion[†] - 1½ Quadrillion was the CC Implant, (graph) Incident II is 75 Million with the 36 days and the OT II stuff, ok?

Now, so there is THAT on his track and then here we go, he is up into PT (graph). Single being, except with these guys IN HIS VALENCE. So, any point along here ... . Now we are in PT AUDITING this guy, right? Now we KNOW, that essentially he is NOT just this – he IS A COMPOSITE. He has other beings, who have done the SAME STUFF in various cause-effect points and they have all come conglomerated around him – all right? And that guy, we are auditing, is the most – strongest – or the leader you might say, or the boss or whatever.

So, in essence, since Incident I he may have had (graph) more additions to his composite case at any point along the line because of mutual incidents or because of implants or because of whatever. But these guys have their OWN tracks down the line, all right? Have their OWN tracks, no matter HOW they come into HIM. So, when you get into this PT auditing, you have the guy somewhere in here, as a thetan, with all these other thetans around him, shaped up into his body form and everything else. Well, it's what we know as the NOTs and OT III Case, right? So, this is what we get.

Now, how does a guy go Clear? Ok, he can do it in several ways: One is, he can run Dianetics. And he gets in back of an engram, which has got THAT POSTULATE in it that HE (needed pictures) – or he UNMADE the postulate, so that now "he didn't need pictures". You see?

"I MUST remember this" or "I must HOLD onto this" comes from that Bulletin – I think some of you have seen – where "a thetan can do anything forever". He also tries to HOLD POSITION forever. So he gets in a certain incident, that he didn't want to happen. So he tries to hold on and says: "No, I'm not going to let that happen". So, he is always making an impression of it. But also, SO ARE THE GUYS IN HIS VALENCE. So, he can go UNCLEAR at that point.

Now in Dianetics, if you run to that point of that engram, he does: "WOW, Oh God! Man! No wonder I was holding on to that thing! Ahh, I didn't need to make that picture. Hey! WOW!" As soon as he doesn't need to, then he goes out of agreement of course with all of these guys in here (the composite), that HAVE to make pictures, right? HE doesn't need to make them, HIS VALENCE-GUYS (IN HIS VALENCE) don't even have to make them, right? So right away all the pictures, that are NOT his (but that he copied) and all those that ARE his and the guys in his valence – *Phffft*! – disappear!

[†] 1 quadrillion = 10^{15}

They don't need them anymore and he clears out some space. Because of course, if you are the BOSS of an org, you keep your OWN files closer to you, than other guys keep their files to you, (than other guys keep their files close to you), you know? So in YOUR office – your files – and in your office – Boom! – right away, you've got a LOT OF SPACE! No matter if some other guys may have been duplicating his files, they certainly move out of the way: "Uh, what's, what's going on here? All those – all that stuff – that was holding us – disappeared!"

So he as-ises his part of it. So he clears out a little bit here – a little space around himself. These guys (composite) are still hanging around. They're stuck in the body and still ... and everything like that. Basically the guy has cleared out a little space around him – and we say: "Ok, this guy is Clear". HE DOESN'T NEED TO COMPULSIVELY MAKE PICTURES ANYMORE. And you notice how "delicate" that the Clears are, right? If you don't hat him properly on "Nature of a Being", if you don't get them up through the non-interference-zone quickly, if you don't treat them with very – you know – handle the grade charge, that may still be left, so THEY DON'T COMPULSIVELY PULL IN BTs OR OTHER PICTURES FROM OTHER PEOPLE. If you don't cut these little lines delicately, because – realize the guy is Clear here – and you didn't HAT him yet. He's not hatted. TWO sides of the Bridge, you know: You get the auditing side and the training side. He's not hatted – doesn't get the knowledge WHY he is Clear, and "What did he get out of?" or "What's in his space?".

It's VERY delicate. He may start having little comm lines back in here, back into the bank. So, you get off the grades charge by severing those possibilities of these guys – let's don't just say HIM – or charge in reflection from the environment, HITTING them and they're influencing HIM. And HIM seeing the environment and then wondering about it from something, he knows in the bank. Anyway, he's gonna get connected up again, if you don't handle him. So we try to handle the grades charge and the guy who needs anything as a "wants handled". Get his OCA stable. Get him hatted on "Nature of a Being", so he realizes, if he sees any pictures, it's NOT his. It's gonna be handled LATER. So he isn't going" "What is it? What is it? Is it mine? MUST BE MINE!". As soon as he decides that – Zap! He's got an increased ability to postulate here – that's the other thing – an increased ability to postulate as a Clear – means that HE CAN POSTULATE HIMSELF UNCLEAR. That's simple, it's simply it.

So, some point on the track he decided to HAVE TO MAKE PICTURES and later on, now he decides, he DOESN'T HAVE TO. All right? That's all a Clear is. Now he can go that way on a Dianetics cognition – getting that – *pffft* – at the back of one of this "must-hold-on-to-it"s.

He CAN get it from contacting a BASIC on a BASIC-CHAIN of engrams – which is like – something in Incident II, you know? Like that explosion or the big holder of ALL this engram stuff. These pictures are very much then "explained" to him and he realizes, that he's just been mocking them up and – *pffft* – the whole thing goes. So he can get it through (graph) CC, Clear through Dianetics, through hitting a large holding incident – right? – which is causing him to be connected into all the others' pictures. That's also a Dianetics type thing.

But it CAN happen on other processes as well, 3D Criss Cross – 3DXX – as we can call it, the old Criss Cross; goals processes – if you get a 'reliable item' on the guy, he goes back to a purpose line or something like that – you possibly can get it blown by prepchecking it

– the postulate comes off – BOOM – and he doesn't need to make it. Anyway, there are ways to do it. Or he can get totally in PT with Objectives, and realize all that other stuff is pictures and he isn't making them. This is sort of – again he is not very hatted about it – he realizes: "Hey, I don't need to make pictures!" Even Power Processing can make a Clear, because it blows off the engrams he's stuck in. Ok? So there's a lot of ways you can make that.

Now, what is a "Past Life Clear"? Well, that's a guy, that has had auditing since 1950 here (graph) and somehow went Clear in auditing. So he – but he did "Bunk" there and he went from one body life into another one. So you are just really dating, where he went Clear. Just like a Dianetics Clear, but :"What process?" and "When?". All right?

So you have a Clear and your "Past Life Clear" (graph). Then you have the "Clearing Course Clears". Now the Clearing Course is where it gets interesting, because the Clearing Course Clears – the ones who did the Clearing Course ... It's this particular incident. It's one which forces a guy to mock up these certain items and pictures and it's done with a lot of pain and unconsciousness. And since Incident I is the FIRST time, that he can go really out of valence as being – see? – and has not recognized, he's got other people in his valence ... But he can REALLY go out of valence on the CC too. There is a LOT OF FORCE in that and also, there were other beings going through that. But not all at the same time. They were done one after the other.

So, if you happen to get smashed with them later – or with people (beings) who have done it (gotten the CC Implant) later – there is liable to be a great confusion about it. Now, because as he is ALSO going OUT OF VALENCE he can't as-is it, because it's somebody else's as well, you see? Even if they had it a second later or 3 years later or 1000 years later, he says: "Well, yeah, I cognited, 'Oh ho!' I'm not an animal!" He still has got this PICTURE of an animal. So, he runs the CC. He runs the item. And he is not only running it on himself, he's running it on ANY BT that he's got around him, that has that item.

So that's why it produces a Clear, that ... – *pffft* – it blows all the COPIES in his space, all the copy charge, that would have connected him up and confused him since the CC all the way to PT. And then puts him back basically to this state again, to where he's got his – you know – his Incident I charge and that's about it.

Now, it's not necessary to have Incident I charge – understand that. This is what makes him delicate. Because he can get into the unknown of "Why?" If he changes his mind, he can't quite get out of it, you know? He can't quite understand, what's happening. He still hasn't handled the Incident I. Ok, but that's people IN HIS VALENCE. We're talking about now what makes him OUT OF VALENCE. The CC, Dianetics engrams, other major events on the track, Incident II especially. Ok, (graph) this is another. So, in any one of these points, he can have or make a cognition, that he's "making up these pictures" and – *pffft* – knocks them off.

Now, what's a Natural Clear? This is a guy, that's HAD THE COGNITION only, OR HAS MISSED THE STUFF. Either (graph) from there (Inc I) or somewhere in there (Inc II) has come along into PT and he therefore knows – essentially – or at least when he came to the planet, he knew it – (he might have forgotten since then) – that HE IS NOT HAVING TO MAKE PICTURES. That's all it is, he's not making them compulsively. He's not mocking up mental matter, energy, space and time, yeah? Now, it's no definition of a

Natural Clear how FAR back from Incident I (or Inc II) he became that way, you see? He may have gone UNCLEAR at some time and then really took a look at it and blew out of it. By being clearly – you know what I mean – by being VERY observant, very, very,...

And then, other people, who were Natural Clear, have decided to do missions. For instance, to come onto THIS planet after Incident II and find out how aberrated it was and then work out experiments to try to handle it. So in case of a Natural Clear, that comes to the planet, has a job to do to get aberrated, to bring in the case and try to explain it to an auditor, so they can work out methods to handle it – you find these. I mean, several of us were in this type of experiment – you know? And I did the whole Clearing Course and went Clear after 80 hours of running the Clearing Course. Later on, on OT III, I realized, that I was Clear before I came to the planet. But I came to the planet with a purpose: To build up a case and then to use it for research, whenever that was going to be, and to bring it with me all the way to that point. And I got there too late, because the research had been done already! I didn't arrive at Saint Hill until LRH HAD the Clearing Course.

But when I ran it, I had all these data sitting in it, that I wanted to lay out for LRH. So I started writing to my C/S, writing my reports – all this data how they did it – *bap bap bap*. And that's when the C/S was saying: "Hey! That's not necessary. Just run the items."

I said: "No, send it to LRH, it might be important!" It is my mission, you see? Now, I WAS a bit late. And then they send it up to him. He wrote back and said: "That IS how it was done." – you know? – "He has those cogs – let him write that, all right? – that's all right." So he knew that was somebody, that was doing the mission to find out that stuff.

So, anyway, that's basically what it is. A Natural Clear has already – before he came here – he HAD that state, right? Now he MAY have gotten aberrated. We found a few Natural Clears in the last year, that have had a severe life time or something. They got very much drugs, sick, hospitalization, baby, childhood stuff, and they got MADE, or postulated themselves, essentially UNCLEAR, by their desire to keep that body or something. And they then had a hell of a lot of engrams and invalidation and then they decided, that this is really theirs, so they immediately mocked it up themselves. And they decided, they were unclear. Essentially we get them back to the beginning of that and they realized, they WERE CLEAR ALL THE TIME. And then they went into agreement with all this composite.

So, any questions now about the State of Clear? Because I wanted to clean that up: It's a guy, who is cause over mental matter, energy, space and time on the first dynamic. That means, he can knowingly mock up or unmock mental matter, energy, space and time. Ok? Well, a lot of people do have confusion about that, let's say. Right?

But now we get to the interesting thing: What is OT I? Well, OT I is the getting of the guy a little more stable, you know? He goes out and he looks, spots beings, spots bodies, looks at things, this and that, notices how people operates their bodies, etc, etc. Find a place where there aren't any beings, you know what I mean? He's getting more stable and we are sort of waking him up into the spiritual universe – 7th dynamic. A lot of people think, when they are Clear on the 1st dynamic, it means their BODY is Clear. It doesn't mean that. It means HIM as a spiritual being. Clear – 1st dynamic. Huh? You have to orient him, which is OT –. Doesn't mean, that he still can't have a pain or a rash or an itch or "Do I have to smoke?", or what ever that is. He does not clear his body. There's a lot of

misunderstoods and so on. It's the BEING - means he's SEPARATED OUT FROM THE COMPOSITE – it's all it means. So, Ok. Any questions on OT I?

OT II. What is OT II? Well, on OT II, you're NOT running the guy. This is something they FAIL TO TELL YOU on OT II. You're not running it on a Clear. All you're doing on OT II – and by the way, if a guy hasn't done the Clearing Course, I also have him look over those platens, until he gets a persistent F/N on that – but basically, these two are the major incidents of the line-plots and Implant GPMs, that occurred to most, most, most all thetans in this area. This one for the universe (CC) - and this one (OT II) for the Sector – and this one (CC) near the start of track for all. So this one (CC) is the more general, and this one (OT II) is a little less general, because it's mostly just Sector 9 and it's just this planet, where Incident II was done.

And I know you all ran BTs, that you found out bypassed that, and they came here later, after Incident II. You know? But they got associated with other people, who GOT it. You know? Ok.

So, OT II takes these items, the actual line-plots – the CC, and actual line-plot of Incident II – and there's lots of them – we don't need to go into that – that's just a lot of garbage, that the implanters put in and CONFUSED the guy and gave him WRONG VALENCES or WRONG ITEMS and keeping him being MEST or a BODY or WHATEVER, Ok?

Now, these items were not "cluster-making", when they were given. Exactly WHEN they were given – they were given on a machine or an assembly line, that gave it to "SINGLE" BEINGS. It was for SINGLE BEINGS. It was NOT a composite making incident IN ITSELF, you understand? It was just like if you have a hundred people in the same picture show, that are all seeing the same picture, but at the same time they are NOT being mashed together with a big A-bomb, you see? So, it's not just a composite making incident.

What it IS however, is that EVERYBODY HAS THE SAME PICTURE AND INCIDENT. So everybody has the SAME PICTURE and he's maybe moved along a little track (machine track) to get the SAME VIEWPOINT OF EVERY PICTURE, you see? Then they ALL have an IDENTICAL PICTURE of the item and the run. And they confused that even more, because they were given it at DIFFERENT TIMES. One guy went through, then another guy a week or a bit later, and another guy over here and in another place.

So, TIME, LOCATION, DURATION, ALL that is different. But the PICTURE IS THE SAME. So, there's a confusion. And by confusion they go A=A=A, because they all have this picture, right? They think it's ALL THE SAME.

Before you can run, of course, the Incident II and I, you HAVE TO GET THIS CONFUSION OFF THE TRACK, because otherwise all the BTs think they are the same, because they all have the SAME MAJOR PICTURES OF THE IMPLANTS. And they all run at the same – TRY to run – at the same time. And you'll either end up stalling the PC or they all go through together and into a free-wheel or something, into the 36 days or they all experience the explosion at the same time and maybe blow the guy right out of the body, maybe killing the body. That's what LRH said. That can be a hell of an impact, you know. 20,000 BTs all running the explosion at the same time, you know? Be enough to stop the heart. Boom!... you know? So, you can't run the guy on OT III with these guys acting as a composite.

So, the running of OT II, and the CC Platens – to check them – to get the BPC off these, is to get this composite thing around the guy – after he's cleared out the space – it breaks it up in fragments (graph). Right? BTs and clusters, basically. It does not much touch the NOTs case, by the way. It just breaks up the BTs in his space, like this (graph). Instead of being a thing like this (graph), where it looks like "my case" - and I tell you it's EXACTLY, what they tell you, as I'm just doing it on an OT II. He really had to cog, that first of all he WASN'T RUNNING HIMSELF on the process. And then he got that. And then he couldn't understand, why there was an "earliest" run. Why do you have to intend the "earliest run" and he says: "In the materials it says, that the 'entities' have these runs." You see? That EACH have ALL of this thing and he couldn't really quite get that, until he demonstrated it and then he finally understood, that what you are doing, when you are doing this, is: You are running the "earliest" on each entity, that has it and as you go through it, other guys WILL BLOW CHARGE ON HIM TOO. Because they realize, "That's the same pictures", "Hey, hey, hey". They get interested – *bap bap bap bap* – and you are running them through later and later items and finally – wham! – it all breaks apart and all the guys are discharged on what's been holding them together as pictures – all these items.

So, they then break apart into this sort of thing BTs & clusters (graph). Any question on OT II? Those are the MAJOR incidents, that hold together people by pictures. Same picture, different times.

These are NOT the ONLY incidents on the track. You can also have Fac Is, and stuff like that, but they come up – they're not as universal, not as basic. And I'll say one more thing about this, before I ask for questions. One more thing or reason these are basic – more basic: It's because they affect MORE DYNAMICS. These ones, these ones, that LRH put onto the OT levels. Why didn't he put Fac I? Why didn't he put the Helatrobus Implants? Why didn't he put..., you know? Well, those were minor game implants in a large history of the universe. You also have local wars and whatever they did to each other during the "take-over-scenarios" - bababap. But THESE (CC & OT II) INVOLVE MORE DYNAMICS. They were done with an INTENTION and a SPREAD, a wide-spreadness to affect the 3rd, the 4th, the 5th, the 6th, the 7th dynamic. And too, with an EVIL INTENTION behind it to handle all thetans that way. Even if they didn't succeed totally, they were INTENDED to handle all thetans, not just a game of "us against them", you see? It wasn't local war. It was a 7th DYNAMIC handling for ALL.

And of course you recognize the insanity of Xenu in that. He was connected with most of this. He was connected with Incident I, Incident II, and also part of the CC. Also that was used – also that's part of track warfare and stuff. He was big backer of that kind of implant, see?

So you get DYNAMIC CONSEQUENCES with these. And what is a Clear? He is Clear on the 1ST DYNAMIC. He must be expanded now on more DYNAMICS. He's going to find these processes are handling things up through the dynamics with most at these incidents. Any questions?... Yes?

<"What is the technical aspect of the repeat of the CC in Incident II?">

That was at first supposed that that WAS done. And I'm sure in my data – that I picked up from people around this planet, that have this stuff – is that it was put in a few places. We'll

say it was "saved" from the old civilization a long time ago or something and the implanters had it in their files. Sort of like archives. They put it in in some places. It did get stuck in some places – shall we say – 36-Day-Implant-Places.

What we've been finding out essentially by running these guys and getting all their stories off and so on like that through the "What happened here on Earth?", is that there was a bit of a sloppiness. You can't expect renegades to do everything perfectly, you know. And there was sloppiness. I mean, we found guys, that were dumped here to be A-bombed and they MISSED the bomb, because the guys said: "Oh shit! I'm late! Man, let's just dump'em." So they were dumped into the ocean, and they go back you know? So he dumped them into the ocean and they didn't get NEAR the bomb, you see?

<"And maybe some of them were afraid to put down or land on Earth. So they missed the whole planet.">

They missed – maybe missed – the whole planet! We found out all kinds of weird things like that... some guys go through – and like you say – you sometimes find these funny implants, where the machine breaks down and you'll find the guy sitting there, looking at something in front of it for like days, before it starts up again – *bup bup bup* – and on he goes. You know?

Or we hit another guy, who had missed. Now they dump him off target or something – they didn't want to get themselves fooled around down there and they started to drop the bombs or either were late coming from another planet with a shipment, so they just threw it, just opened it up, and this guy fell down in the ocean near Africa. His interest was Natural Science, and he saw: "Jesus, look at all the shit, that's happening over that way!" And after he melted out of his ice cube with his cluster – he didn't have a FULL cluster there, except from Incident I – but he went into Africa and he tried to save all those animals, that were dying from the radiation. That was his old game and he had been down there trying to save all these animals – they were all dying from the fall-out, you see? Very, very strange stories you hear from these guys. But it IS true. They didn't really get everything exactly like it says in the things. And that is your MAJOR stuff. That is a 90%, 99% that's all that. Right?

<"And what was the purpose in repeating the CC? To restim? – or what?">

Just implanting. I mean, that's – look, they got the 36-days-pictures. All these were in stock – let's put it in this way: The Incident II stuff – most of it – was in stock, in the usual stock. Files of an Implanters trade, right? Because it's not their first attempt, you know? The CC was also in stock, you know? But it took a little more finesse to set up a CC implant. They had to be really well organized. It was a real tuck-tuck-tuck, you know, and different items in sequence and all that. So it was a bit too sophisticated for some of these places, but they did set it up in a couple of places, where they had time.

You see, they were really on a tight time schedule. So they were reporting half-dones, not-dones, you know, false compliances, and all that. So some people did get the CC again there. But their BASIC on it is really earlier, see? You WON'T find that on all the guys, that were in it. But you will find the Incident II mostly or the 36-days-pictures, and maybe some guys – we ran one guy – the machine broke down, as he came down from the electrical ribbon – electronic ribbon – it captures the thetan and tracks him down, puts him through

this – sort of a tubular flow line with the implanting (Incident II) stuff – Ahh sorry – OT II and 36-days-stuff. So, he's down in there, going along the line, seeing all the pictures – and once we had a guy – the thing broke down. You know, it stopped for a while. And he exteriorized from it. He just – Whooop!... – came out and he only had a piece of it. But then they caught him again later – this is why, it wouldn't blow – you see – they were still going around with the "Hoover" – *whoosh-whoosh* – and the ribbons, and they caught him again – *Foom*! – and put him through it AGAIN. So he had sort of – like you would get that far of it and he had some more later, you know what I mean? It was just weird. So you get all of these possibilities, you see? Ok.

So, if the guy's attention is fixed on that, you can always figure there's something in there, that isn't completely as-ised by the exact time, place, form and event. Ok?

So, then we get this guy's case broken up like this (BTs & clusters), by the time he is on OT III.

Now, why?... now we go back to Incident I (graph) here, and Incident II here, and PT here. Now, let's ask: WHY is Incident II and I run on OT III? Anybody know that? Why don't you run other stuff? Why do you run Incident II and I on OT III? Why do you run II and I on OT III?

<"It's the basic of it.">
The basic of what?
<"His charge.">
The basic what?
<"Of the dynamics.">

The dynamics also. Yes, much 7th dynamic and it put a basic in in terms of implant side and technical side. What are we trying to do here, now that we got the case split up into BTs and clusters?

<"One can handle it with one go, break it up. It can be done with...">
Yeah, but why? Why are these two implants VERY, VERY important?

<"Because they make clusters?">
That's it! That's it! They're CLUSTER MAKING. These two – the 36 day by itself – and the CC by itself, were NOT cluster making incidents. They were the same picture, but at different times. Accidently a guy might have been put through it with another guy, but it was NOT THE INTENTION of it.

The INTENTION of THESE TWO incidents (Incident II & I) – and they WERE the major track incidents – was to MAKE CLUSTERS. As you know, there are also, so called MUTUAL INCIDENTS. They can make clusters too, but they are individualized . They are more like... for each cluster there is a different one. But these (Inc II & I) are the MAJOR ones that MAKE CLUSTERS. So, on the OT III (graph)... we have these two cluster making incidents, THE BASICS. So with running that, you're freeing up thetans. Essentially you're starting now the procedure of getting the thetan to realize, what gets him OUT OF VALENCE or what gets others IN HIS VALENCE, Ok?

And that's, what is keeping him on this little continuous idea, of... only a Clear on the 1st dynamic. Because he can suddenly go UNCLEAR by another dynamic force – you know – by 3rd dynamic catching him again, throwing him through another one, or whatever dynamic, you know? Or he can go unclear because of a lot of 2nd dynamic stuff, that he gets into. He saw pictures from this (composite), or from his BTs and clusters. And he can attach all his lines of attention on them and hold onto it and decide, that he needs all that. Once he does, forget him. He picks up all the other stuff from those guys too, so he's now going unclear. I mean, these guys (Pre-OTs) are delicate!

So, now we get the Cluster Making Incidents, II and I (graph). Now we know those ARE the two main cluster incidents, because THIS (Inc II) was a mutual incident taking place on Earth, where the guys were exploded on top of the mountains. And whenever we get a false picture of a volcano and all that, he went through the 36 days. But the important thing is the INCIDENT ITSELF, that made the cluster – AND the EARLIER BEGINNING, which is the CAPTURE. The capture.

And that's why you have to run from the capture on, because it's like the earliest beginning of that incident. The first time he felt the EVIL INTENTION, you see? This is an intention on the 7th dynamic to destroy thetans. The first time he FELT that, is that point, he gets in the capture. You know, what I mean? "Hey, something wrong here, these guys coming after me...", and you get it. If he doesn't... if he just hits a guy and he contacts his Incident II, it MAY not blow, because he hasn't got the EARLIEST BEGINNING of it, when he felt the first hint of evil intention. Because the evil intention is always present throughout the incident, more and more intensified. Because behind everything, of course, you have in the 7th dynamic a communication of evil intention. But as soon as you start to "do thetans in", they feel it. So the incident will release, when he (BT) spots that exact time, place, form, event and gets the first indication of the evil intention.

Now the cluster, however, – part of it – will break up by spotting the mutual incident (graph). So, here we have a Cluster up in PT from the old Incident II. These guys – or say a "Cluster" – so these guys must audit THAT and let's just say, they don't have another mutual incident in here. Let's just say here is Incident II. So, they go back and they spot the explosion here as the mutual incident and they go – zupppp... – and right away they separate out. That WAS their mutual incident, right?

Now, each of them MIGHT have a different capture. They even might have a different first part of the incident, you see? So the key thing is however, that you find the MUTUAL INCIDENT, THAT'S HOLDING THEM TOGETHER.

Now we found also some of the guys, and you will probably find too – that on some of the guys – THE CAPTURE WAS THEIR MUTUAL INCIDENT. The earlier similar mutual incident of theirs. (graph). There was a whole group, that got blown away all at the same time or later. Out of existence... a Laser or something to wipe them out – *fffft* – collect them up as thetans within communities: non-conformists, artists, people who spoke against the government of Xenu's.

<center>* * End of Tape 1, Side 1 * *</center>

This is side two, 22 of August, 1985, Tech Briefing #4, CONFIDENTIAL SUPER NOTs.

We have just gone over, on the 1st side, the basic reasons for Dianetics, Grades, Clear – what Clear is – definition of OT I and OT II – what it does to the case – and then we were on OT III and we just went over the basic Clustering Incidents, why they are on OT III. It's simply because they ARE the basic clustering incidents, with the evil intentions spread across the dynamics, especially in dynamic 7, to suppress thetan. So, it is more of a generalized incident. And we're just now speaking about that in running (Incident) II on a Cluster. II could be the Cluster making incident, but ALSO the capture could be a Cluster making incident on that Cluster. If not, they may have an earlier similar, even one between Incident II and Incident I, that is a Cluster making incident, or they could have a later one.

This is something, you have to sort out with a meter and with the Cluster itself, if you can get a "spokesman" even for it or you get it talking to you as a "unit". And you can date/locate it and find out what it is, ok? But the basic thing is, that the Cluster Making Incident can occur: AFTER Incident II (closer to PT), Incident II, the CAPTURE of Incident II, BEFORE Incident II. All right? And it can also BE Incident I in some cases. All right?

<"Could it be even BEFORE Incident I – as we do have earlier Incident Is?">

We have only found ... – yeah, it's not a general thing though – we've only found a couple of examples about it and that's something, I want to bring up later. Why, why that can be, right?

So, Incident I IS a Cluster making incident. It didn't make as big Clusters as Incident II. Incident II you had like maybe millions of thetans put on the mountain top. Incident I you maybe only put him together with a guy in the incident plus a number of other BTs – 20, 30, 40, maybe only 5, some of them – depending how early they had their Incident I – some were only like 2 or 3 thetans put together.

The interesting thing is that it has the COMBINED CHARGE of the Cluster making incident AND the same thing we were dealing with in Clearing Course and 36 days – that it is a SIMILAR INCIDENT, THAT WAS DONE MORE THAN ONCE. You see?

We don't... haven't found anybody, that went from one volcano to another and did Incident II TWICE, because that all happened almost on the same day, you know? Most of the action took place very much in a close area of time. But, Incident I was a bit more covert and was done with a lot of PR and so on like that. So that it was something, the Thetans were very much into, but it was done essentially many, many, many, many times – as LRH says: Everyone, that has a time track, essentially in this universe, will have them, you see?

So, there you go. So, it (Incident I) is also - MADE A CLUSTER WHEN IT WAS DONE, because it IS that. It just goes – *Snap*! - and the "snaps" are when the beings were put together on the other guy. In the "snaps" part they (BTs) come in. They stick to the being on the "snaps". And that's why the guy didn't see them! He's immediately overwhelmed with all those pictures of a chariot, colours, waves of light and so on.

Now, the tricky part is, that it was done so OFTEN. It's just like "tax collecting", you know? It was "tax collecting" every year, and they do it all over the place, so if the guy has a mutual incident such a paying his tax – income tax – with his whole family paying tax – say

that was the mutual incident – then he did it last year, and he did it...He may have done it more than once himself AND he may have been put together with the guys, who had it (Incident I) EARLIER in a different place. So you have all these complexities and that's why you ask "Earlier Incident I?"

That's what the button is, you see? You understand the "effort to stop" and "effort to withdraw"? – that's just from that incident. But the "Earlier Incident I?" is trying to BREAK UP THOSE CLUSTERS, and sometimes it goes – *brrr* – and they all fall apart! You see? It's even more direct, if you say to them: "Is there – are there beings with Earlier Incident Is, who have confused it with this one?" "Can they please spot their Earlier Incident I?" – *bummm* – and they start spotting it, see? You see, what I mean? They just go – *brr* – like that. Now the guy himself, that you are handling, may have an Earlier Incident I, but if that doesn't resolve it, then you can say: "Are there beings connected to you, that have Earlier Incidents Is? Please spot them." – *brrrfff* – they go off, you see?

<*"Something is freeing while you are giving the lecture!"*>

Right! Now you see, that's how that works, Now, the other reason a guy won't blow – after you've run II and I off, and Earlier Is – is the other button we're talking about now: Earlier Universe. And that comes about because – of course, if a guy comes across to play a game and he gets a "snap" in Incident I, instead of doing what his PURPOSE is, you know – he goes in to play: "Wow – wow ... I want to build a planet." or "I want to help create some orderly MEST." or "I want to do this.", "I want to have a ... have a ... I want to be a big Thetan!", or whatever. And the next thing you know, he is snapped in and he's just a Cluster, a part of a Cluster, and he has a great big FAILED PURPOSE.

The only way you can get him out of that failed purpose – because he can not obtain that purpose and he has not obtained that purpose in this universe on his time track – so you have to get him to SPOT THE EARLIER UNIVERSE, where he COULD have the ability to do that. And so he actually gets that ability rehabilitated from there. Now you could say, he gets back into his OWN VALENCE and he is able to create on his own and handle his own purposes. But when you first got him out as a "single being", and you assume he IS a single being – after he has done his Incident I and you have a SINGLE guy – but he can't leave – or as a sort of assist there as he is not "VGIs" – well, on III you just ask: "Was there an Earlier Universe?"

"Haaaa, yeah!" – *bummm* – "That's where I could create! Yeah!" See? He CAN'T CREATE HERE. He's back (after waking up) in it (the MEST universe) and he's here RIGHT NOW – to him he just woke up from a long sleep. He is just like on the BEGINNING OF HIS TRACK! And he HASN'T ACHIEVED HIS PURPOSE! And he now knows that in all of 4 QUADRILLION YEARS, he never achieved it! So he's in a failed purpose.

So you put him into valence IN THE UNIVERSE, THAT HE FEELS COMFORTABLE, THAT HE CAN ACHIEVE HIS PURPOSE. "Earlier Universe?" The guy goes: "Yeah! Wow! Yeah!" , "Well...Boy, that was Ok!" – pumm (blow). So you CAN HAVE IT yet again. You CAN HAVE a universe, where you CAN complete a cycle of action and so on...Ok?

Now we don't know, which one he goes to – I mean, he may have been in many games. He may go back to his own. But it doesn't matter. When he gets to an Earlier Universe, that is one, that he WAS AT CAUSE in, and one that he COULD achieve his purpose in,

and one he COULD complete a cycle of action in, he'll feel good. You have actually rehabilitated him by directing him from this universe to his OWN universe, essentially, OR one that he at least feels "This is a good place", you see? He may feel, he knew some other people in it and he was playing with them – at least he feels CONFIDENT in it enough to "BE".

So, that's the Earlier Universe part. A lot of people don't understand that, why that works. And it's very important on SUPER NOTs as well.

<"Very interesting!">

Ok? And it is true...now – because realize, that when you have the guy through Earliest Incident I, his Earlier Incident I is off, and any ones (BTs) that were added – put to him – that are now in his valence off – you get him out of that; HE IS A SINGLE BEING.

So, he's essentially an "OT on the 1st dynamic". A little bit more than a Clear, because a Clear doesn't NECESSARILY have to have the guys out of his valence (in a state that they are not in his valence anymore). He's just totally controlling them, because you find a lot of Clears that have to run their OWN Incident I. Because they were put together with others but they are running (controlling) them all. And they are going: "We won't ..." or "I won't mock up anything!" and they all go: "And we won't either." because they are exact duplicates. He says "Yep!" and they go "Yep!" but all at the same time as they are all in HIS VALENCE. So, actually a SINGLE BEING – from cutting off his Earlier Incident Is and the people stuck to him – you have something: a sort of – like an "OT on the 1st dynamic".

So, what is the first thing you want to do? I mean, the guy can't go, he is feeling "BTs" or he is "sad" or something. You have got to rehabilitate him a little bit, orient him to some first dynamic universe he had, give him a little space, get an Earlier Universe where he did feel ok, did feel safe, did feel good – Yes? And he gets "in valence". He is "in valence" here, BUT he is in an ALIEN ENVIRONMENT, so it essentially comes under the theory of DANGEROUS ENVIRONMENT, ok?

You exteriorized him into the "3rd Universe" (the agreed-upon Universe) as a single being, but he is in the 3rd universe and he knows: "Jesus Christ! I don't feel safe here, man. Last time I jumped into this one (Universe), about 4 quadrillion years ago, I ended up as a BT or in somebody's picture" – you know? "Horrible, I was a Cherub, in a Chariot, some "Zaps" you know – to Hell with it!" So you have to get him into a safe environment so he can feel free again. Then he is free. And that's the key on that one.

Any other questions about OT III and OT levels? No? I'll end up on that. "OT III handles" – and this is where we will bridge into SUPER NOTs right after this – but I just want to make you sure what OT III handles – the beings who essentially, by the tone scale – right? – have not gone – well, you can look at it in several ways: they have not totally identified themselves with MEST, they have not totally lost some beingness as a being – in other words YOU CAN STILL COMMUNICATE TO THEM – even if they – they're thinking they're a "thing", they can STILL be a LIVE thing. They still – to some degree – retain Liveness, communication, and some sort of little line that you can get hold of them with, ok?

So, you can spot them on the tone scale. Some of them are in various theta-degrees, but they are – most of them – are below death on the tone scale – Ah, sorry! – ABOVE DEATH on the tone scale, you know? It's not always that simple though, because as you will find out soon enough in the next stuff, there IS other aspects to this, that come with other LRH datums, but basically on the tone scale you find these guys anywhere from death, above that, grief, propitiation, sympathy, lining up for auditing, you know? Or being really quiet, propitiating the auditor, even antagonistic, different things. But they are usually at tone levels above, yes? That's III.

Then you get the guys (Pre-OTs), who has gotten rid of all the ones, he can easily get into communication with. He hits the solidity wall or the solidity factor of NOTs. And the NOTs area is of course, where we have the guys BELOW BEING ABLE TO BE A BEING. But there is a CONDITION on that and that's very interesting about NOTs, and how we found out that you can actually handle it without any reference partly to lists or L&N or anything else, right?

So, that's handled there on NOTs. (And I would actually put on that sheet (graph), that that's important back here: Earlier I and Earlier Universe (graph). Those are important buttons in the III case.) Now, you need to know ALL this data to handle, what you are going to run into on NOTs, because you are actually handling PCs all the time. Yes, PCs, Ok? And these are the major things, that you get into.

Ok, now we get to NOTs, NED for OTs. All right? And we still have this basic pattern (Incident I (graph), II, PT). Now, what's different about this? It's very interesting, this. I have to give you some references, that sort of give the basic point on this NOTs stuff. You've all heard of the NOTs packs, I know. But I just want to point out a couple of things – besides of the tone scale – which is BELOW zero tone scale items: caring for bodies, hiding, all these different things here – numb, sort of being a ... "being objects" ... victim – no, that's still above. Right – here we go: "Failure, Pity, Shame, Accountable, Blame (punishing other bodies), Regret (responsibility as blame), Controlling Bodies, Protecting Bodies, Owning Bodies, Approval from Bodies, Needing Bodies, Worshipping Bodies, Sacrifice, Hiding, Being Objects, Being Nothing, Can't Hide, Total Failure". You know what I mean?

So, and all the other scales apply too. Symbols, the Lower Awareness Scales, all that. But the one thing, I want to point out, is in the Axioms. (I wonder where I put that? Here it is.) Interesting Axioms here. This is Axiom 29, of Scientology Axioms: "In order to cause an as-is-ness to persist, one must assign other authorship to the creation than his own. Otherwise his view of it will (would) cause it's vanishment." (or as-is-ness) "Any space, energy, form, object, individual, or physiological (physical universe) condition can exist only when an alteration has occurred of the original as-is-ness, so as to prevent the 'casual view' (or causal view) (it's casual here) from vanishing". In other words, anything, which is persisting must contain a 'lie', so that the original consideration is not completely duplicated. You see? In other words: We know from NOTs, it's a MISOWNERSHIP thing. It's a misplacement, out of time, place, form, and event, and ownership.

But it's interesting to look at it from the viewpoint of Axioms. These are THETAN Axioms, apply to all Thetans. And to the case you're running on NOTs. So look at the fact there: that, if the guy (BT) is NOT blowing – then YOU HAVEN'T GOT THE TRUTH ABOUT THEM. It's probably this: you haven't got the truth about it. Ok?

Now, what we're going over here are the most "usual truths", that you will run into with these guys, plus some more, which I'm going to tell you now, which we found out. It's very interesting about guys below zero on the tone scale and also very interesting about these guys, who are being "solids".

Ok, so, let's take point one: Point one in SUPER NOTs is the ORGANIZATION of these guys. It's a very interesting fact, that run properly – if you're approaching the NOTs case properly – I'll tell you, how that's done also – but if you're approaching it properly, you'll find the thing is ORGANIZED. It has an ORGANIZATION to it.

Now it's the CRAZIEST ORGANIZATION, you may ever come across and you'll find this stable datum of LRH's comes (from Policy) out of it. And the stable datum is: "The point, where a thetan goes crazy (or criminal or out ethics), is where HE CAN NOT WORK, or do a useful job." And, you know, that we find every guy, who is in there – whether he is a good guy, bad guy, an SP, or whatever – when you wake him up and get him talking, in communication, you find out, that he is holding onto whatever sanity he has BY PERFORMING A DUTY.

Now this guy needs to be ACKNOWLEDGED for that duty. No matter how crazy it is to you – but to him it's a very serious one – because if he COULDN'T DO THAT, he would be or go TOTALLY insane. You see what I mean?

So, if he's been a spot on the bottom of a coffee cup – "Well, somebody has to do it." I mean, they always think they are – they are a REAL GOOD SPOT. It's an incredible thing, that these guys are holding on to their sanity, because of the fact that they'd been doing something. And whenever we acked for that – you know – that's where you have to acknowledge VERY WELL, when they give you a valence answer to: "What are you?" See? Yeah, it's almost like: "Hey, fantastic! You're being that!" "The whole time? Oh, wow!" You see? And they think they're performing a useful action, NO MATTER WHETHER THEY'RE DOING BAD OR GOOD. We haven't got to that part yet. It's important to get THIS blown first, so you can handle them. But the guy reckons, he's doing that – and boy – if he DIDN'T believe that – (to THAT point he'll be sane) – but if not – he'll be insane. If you invalidate him or if you totally not-is it or don't believe, what he tells you - Ohh no!

(He goes) nuts... you know? Ok?

So I just want to point that out to you: There IS an organization there and no matter how crazy it is – like these cups, and saucers, and things on the table, say that might be a whole NOTs setting – a "tableau" – that you came across. You know – you ask the question and – Boom! – first thing you see is a table with candles and so on. This is in an office and there's a desk there and so on and there is a chair – waiting for somebody. And: "Ok, anyone being a spokesman for this group here?" – and you get this voice coming out of the candle flame: "I'm the flame of life!" – you know? You ask him: "Ok, what's this all about? Any BPC here?" (or whatever). And the answer comes: "We're keeping the office ready."

YOU know now, they're all smashed down to little spots or something like that, but THEY have been keeping this office ready for eons and eons and eons and eons. You know? There used to be a big Thetan there or something and they all had been wiped out in one

of those captures or something like that and then they got smashed, put together for 75 million years and have been keeping the office ready ever since – you see?

Maybe all the office staff were herded into a room then vaporized with the Laser guns. So these guys were all – they took – you know – they tried to protect the boss' office, so they all grabbed part of the MEST as exterior Thetans. Then they got smashed together in the ice-cubes, put down on the planet, blown-up – Boom – totally! More incidents, more incidents, more incidents, and NOW they're just there in the NOTs case keeping the office, and they would go totally crazy, if they couldn't do that! You see? A whole organization.

So now, knowing this, you may find, and you WILL find, that knowing this – now of course it doesn't all have to all go together THAT logically. I can't – I can't even think, how illogically it CAN go together, until you run the session, and you'll find out how illogically it is, right? Because this whole office may be under a button, which is on a uniform of somebody in another service, right? There HE is with a spear and there's somebody else being the spear, you know? And there's that guy in an airplane about 30,000 feet up and the guy with the spear sees him for the 1st time – as he got shot by the plane, and he's the "bad guy" (the one in the plane) – you know what I mean? That's how weird it can get.

But that whole thing holding together all the way down is an ORG BOARD, you see? And if you just run a little piece of it, you're NOT HANDLING THIS WHOLE THING. Now, this whole thing, that's an ORG BOARD, all the way down from guys with the evil intentions at the top. That guy – you know – and maybe HE got blown up at the SAME TIME by a missile! So, it's a mutual thing and all were captured put together – *poom!* – you know, whatever their story is – who cares? Or they got together later in that relationship, because they sort of "fitted" – an "out of valence fit" – you know? It doesn't matter. They ARE organized in that RIGHT NOW and they are all doing THAT – frozen in time like – what do you call it "the Enchanted Moors" – the music, you know?

They're FROZEN IN TIME. So, they're sitting there, doing that whole org board. It doesn't produce anything. It just sits there. But each guy thinks, he has a duty in it and it's a frozen duty as well. The whole thing is frozen. So this guy is shooting those guys – this guy is resisting that guy – you know – and he's an officer and he has the spear and then his button – there is a GOLD BUTTON just shining in the sun and it's the last thing he saw – and underneath the button, he's got a group smashed in on Incident II. Maybe he found these other guys had a nice office and that's what he really wanted to be – an executive – so he's clutched it through all time to his breast – some kind of weird computation.

In other words: There is some kind of crazy illogical A=A=A=A=A holding this whole Cluster mass of BTs and Clusters and solids all together. And so, if you run it knowing that, and you sort of "poke" into it at the level of the "flame on the candle", where you are not getting any as-is-ness and can't get these guys to sort of "break up" or "get the little office mock up to dissolve", or them to realize 'who they are' - THEN you must suspect that SOMEBODY IS HOLDING THEM. Just somebody higher up the org board, you know? Do you see? So, that's one way to look at it – right? Just: "Is somebody holding you?" And if you have a "spokesman", there's only about two things, that can be wrong, once you get the thing talking – in communication – whatever it is – wherever you hit this. When you try to get into communication and you are not getting any blowdown, you're not getting any reads, the guy IS telling the story, but nothing is happening, you get a "what?" you get "who?" – but uhh – it's "sticky". So, the guy is EITHER NOT REALLY EXACTLY WHAT HE

TELLS YOU HE IS – Ok? - (it's says in the materials, it could be a picture you're talking to or it's only a via – another guy in the background – that's possible – but also it could be, you're talking to a Cluster instead of an individual.)

So, you're not handling the mutual incident yet, see? And therefore the mutual incident occurred before – so it's earlier – so it's holding this guy together – but HE CAN'T OPEN UP AND LET GO OF THE REST. So it's also possible, that he's being HELD BY SOMEBODY ELSE. Even if he IS A CLUSTER. So, even a Cluster doesn't really break and you can't get the mutual incident going, as SOMEBODY ELSE IS HOLDING.

Now this is the key thing: That there IS an organization to this stuff. No matter how crazy. And it occurs IN the body, AROUND the body – WHEREVER you have this stuff. It's there. And a lot of it is by-passed. This is the interesting thing on these orgs – "NOTs Orgs" . They have – some of them – have persisted from here (graph) into PT, right? From Inc II into PT. Some of them have persisted from Incident I into PT WITHOUT EVEN BEING AFFECTED BY INCIDENT II. They were already "MEST", BEFORE they got into Incident II and they may have been the MEST on THIS planet in some other fashion or form or in some animal body at that time and weren't thought worthy enough to be put on the mountain – you can't put everything on the planet on the mountain – they just put the Thetans on the mountains. So, when they saw a dog running around – you know – or somebody's gold watch – they would STEAL it all the while rather than put THAT on the mountain, right? But the gold watch may have been a bloody Cluster, see? (or have a Cluster "being" it). And they may have come across of the "gold watch" in one of these "Hoovering" operations, where they suck up Thetans and stuff – you see? But they (the Cluster) still are a gold watch, see? Got missed going through the 36 days. But later got hooked up with a bigger being, who sucked some other guys for havingness and companionship after the incident. "Oh, there is a gold watch!" You know? He doesn't even realize, he doesn't have a BODY ANYMORE, you know? He still is floating around as a Thetan after II: "Oh, my watch, ohhh...". So he pulls in a little Cluster and it's a gold watch. This - this IS how it happens - so. Anyway...

<"That's probably why there are something like two thousand nails of Jesus Christ's cross still existing on this planet.">

Two thousand nails...yes. There are BTs on them stuck in that incident. Ok. So, we have even found these guys, that were put together at Incident I and of course they haven't – they bypassed Incident II even, or Incident II DIDN'T EVEN AFFECT THEM and they've come up to PT (graph) totally asleep since then (Incident I), and totally messed up since then, right?

Now somebody asked about, "What about before that?" – you know – "Is it possible" – before the earliest Incident I on the case "to have had some kind of thing ?" Yes, it is. Because before they had Incident I, the guys (implanters) who were STARTING IT DID EXPERIMENTS ON THEM. In other words, they didn't just create this Incident I out of "whole cloth". They experimented with "How do you put together Clusters?" "How do you put together BTs?" – "To stick them together the best and to make them most influence the Thetan to get him to accept them but not recognize them being there?" You see? That's very well thought out.

<"It's very vicious!">
VERY vicious!

<"This is like the dramatizations of transplants now with body parts in the MEST Universe – transplantations.">
See – you DO HAVE THIS "EXPERIMENTS" SITUATION BACK HERE (before Incident I) and all of the real "dummy" Thetans – I say "real dummy Thetans" – but they're just not very causative. They have just been sort of dead a long time. Some of them were actually the – shall we say – the "priming" Thetans they used in Incident I. What I mean by "priming" - you know, the old pumps, where you can't get the pump going unless you put water in it to start it. (That's called "priming" the pump.)

So, to start off with, the first Thetans, they wanted to put through Incident I, they had to have some already put together to push on him. In all these different experiments, the way to get rid of the ones, that had an "experimental" incident – we have found a few, that went through that place and they were sent together with some others, through all different kinds of incidents to experiment with, you know?

And some of them were part of a big Cluster, that sort of "came apart" and so they don't use it, and then this, and that, all kinds of real weird stuff. They WOULDN'T BLOW, because you had their Incident I, BUT they had an EARLIER SIMILAR INCIDENT. Not very many, but you DO find them. Ok? And then – after that – THEN they can do "Earlier Universe?" – or "Captured from Earlier Universe?"

Now, why do you find "the capture out of their Earlier Universe"? Because they were free and then they were CAPTURED OUT OF THEIR OWN UNIVERSE. So, it's almost the EARLIER SIMILAR of the "Capture" of Incident II! Apparently they were in their own space and doing their own thing around and/or they were playing somebody else's game, and guys (implanters) came around with some kind of "beams" and just – *ffft*! They were gotten INTERESTED and they then were going – *wufft!* – and it will pull them in, you see? Or they promised them some kind of – with a theta comm they would say: "Hey! Hey! Why don't you come over here and see? We got a nice..." – Zap! – you see? Give him some kind of electronic – *dzdzdzdz* – and "What's up? What's up?" You see? Big confusion thing. And then taken to some experimental area. It wasn't really a tailored implant or something – it was just the capture. And then they were "stored". They did some special kind of "Zaps!" to them to make them sort of nutty, and unconscious, and usable as Thetans. One visio we had on this, was a guy who was kept in a sphere, which had a magnetized interior. So they couldn't quite touch the wall of the sphere, but they couldn't get out of it either. So they were kept in a sphere like that, you know? And then put through the "experiments" to make Incident I.

Case Stack Up

Ok, so that could be there on the track. Don't be amazed at anything you find, There is a total – well, you're starting into the AWARENESS OF INCREDIBLES on this level already. Now the thing I want to – that's the FIRST THING, IT WAS THE ORG, ORGANIZATION, OF IT, right? (Graph) It's ORGANIZED. The second thing is: THEREFORE, IF IT'S ORGANIZED, IT ALSO COMES OFF IN A CERTAIN SEQUENCE. And the other thing I noticed, that they DON'T DO elsewhere in programming cases, is what's mentioned as:

"Don't worry if a guy's case doesn't run exactly like this, because it's not STACKED UP THAT WAY".

Well, that little statement in there – after studying it three times, we just passed over that statement. Now we were going to go down this list, and we started the D of P interview. What it says is to cover first these things on the D of P interview and see what the guy needs handled, yes?

This is VERY interesting. We found out in the D of P interview, that there was certain things, that read, you know? You have some questions like:
> "What is your attention on?"
> "What is your attention avoiding?"
> "Do you have any body problems?"
> "Any mental problems?"
> "Vitamin deficiencies?"
> "Any auditing, that you have your attention on from the past?"

You know - you're just doing a typical D of P interview.

"It will give reads on this type of stuff and not so much on other. And - hmm - well, by Tech you should put these into order of reads." MEASURED UP EXACTLY ON THE NEEDLE AT THAT SENSITIVITY HOW MUCH CHARGE, THAT WAS FOR A SMALL FALL, LONG FALL, A FALL, AT THAT SENISITIVITY WE WERE RUNNING, PLUS THE BLOWDOWNS, AND THEN ADD THEM ALL TOGETHER, AND PUT THEM IN A SEQUENCE.

And we did this, we sort of realized that: "Ok, that must be what he's [LRH] talking about, this 'stack up' thing". So we still – at this point, there STILL wasn't very that much importance to it – well, we said: "Ok, we should have the MOST CHARGE FIRST. That's obvious, MOST REAL, MOST CHARGE". And then all of a sudden we realized, that by DOING EXACTLY THAT – NO MATTER WHAT YOU CAME OUT WITH AS THE TOP ITEM – IT WAS THE TOP ITEM, you know what I mean?

In other words: You START WITH THAT ITEM OR THAT SUBJECT – say the guy says: "Well, you know, a pain in my hand, I've trouble with my hands." Or it could be "BTs with Out-Int" or "had bad auditing session with..." or "this is what never got handled" or "had too many..." or "when I, when I go to sleep, I get voices in the head ". You know, things like that. Whatever that subject is. Even if it involves the naming of a solid or a thing, that he thinks it could be, you understand? But it usually is a physical type of location, space, time, form, event type of thing or a bad condition. Whatever that is, it comes off at the D of P interview. We start that – it's amazing – but knowing that it's – what we will find on NOTs is really not our own case – but is the stuff that's preventing us from being OT. It's amazing, but this phenomenon starts right there and with that particular subject – say for instance, it's "voices in the head", which is quite common. Guy goes to sleep and "voices in the head". Everybody has had it a little bit, and some people are troubled by it, so it's important. Ok, let's say you start with that from the NOTs D of P. "First we are going to take up with you this best reading area, 'Voices in the head'. Any BTs or Clusters connected with that?" "MAN UHHH!...." Right away - wumm! – and right away – bumbumbumbumbum! – and you start getting this whole bunch of guys connected with that.

The Plug

And you pull out the PLUG – pumm! – The "plug" is a whole Org on it, and there may be another one and another one. And each session you do ONE plug, until you end up with a FTA.[‡] I wanted to say – you get a nice Floating TA, when you pull out ONE of these Orgs. And you get another FTA on – when you've handled the subject (*or a "broader" FTA at the end of that subject, when the Pre-OT is no longer troubled by that thought. Added by Capt. Bill*)

This last FTA may be looked at as if it may be the same one, that you had in the LAST plug (and plus any copies and stuff). You get this FTA on the guy, but this time he goes..."And that's TOTALLY GONE." "Voices in there?" "NOTHING there." You know? It's totally gone, nothing there, NOTHING! So, we find out that – when you do that – and THEN the next item on the stack list – which may be "BTs with Out-Int" or something – then THAT one is really RIGHT THERE. No matter what the guy says, it's THAT item. He comes in with the TA high, at 4.5 or he says: "I have a problem, I have an ARC Break..." It doesn't matter WHAT he says. It really doesn't matter. It IS the next plug to be run from the stack!

We found out that when you start a session you don't have to check a Rud. You can, if you want to, but just ask: "What is your attention on?" (Even if the Auditor just says, "have you had a good night's sleep?" It doesn't matter what you ask, the Pre-OT will think there's "something there". And you're going to find out, that that bloody thing is the first entrance point to another one of these plugs and when you pull that one out, you will then find, that he is now connected to the NEXT THING on the stack.) It's almost like you're changing the valence of the body every day! Hmm, you see?

At first, it's a body (or Pre-OT), that has problems with "voices in the head". The next day – when you've handled all that stuff – *pfff* – it's gone. Now it's one with "Out-Int problems", you see? And when it's gone, it's a whole new body (or Pre-OT) with a whole new thing. You see what I mean? (*Note by Capt Bill: Plugs can be attached to the body or the Thetan, or both, just as BTs & Clusters can in OT III to the OT III case.*)

And I know you've run into phenomena as well – oh, there is a lot of them! – but the interesting thing is here, that we could not figure out, why other people were having different experiences on NOTs than we were. Because we've heard of these short "5-minute-sessions" and people "blown-out" and "great cogs" and so on and we didn't have that. Not that we didn't have the cogs, not that we didn't have the blown-outs. But we sure didn't have "5-minute-sessions", you see? Sessions took from 45 minutes to even 3 hours in some cases. But it was always blowing a plug of these guys (or an Org Board of these guys) and making sure of course, that you didn't then start the next, because the next one will be sort of waking up, as you get that one gone. So, when you see the thing blow down, and when you get the Floating TA, just have the guy spot: "Anything left there?" "Any copies left?" "Tell anybody else, that's started up on this or got restimulated, that it's NOT THEIR ITEM, that they will be handled later, this does not apply to them." Whatever statement it is that – *ffff* – quiets them down. (In the case that the guy says: "My attention is on that one." "All right. Ask the one guy left there, does he want to say something?" Whatever. "Last call." You handle – *fffft* – and then his TA is just floating, and he says: "Ok, they're all gone!")

[‡] Floating Tone Arm

So, it's great! When all during the session we had cogs, when all during the session we are getting ... interest! It's very high. As long as you're running along the correct line, you can't get any losses and you're running it – very interesting, very fun to run. And it's very much making changes on the guy, you know, on his case and on the body. Because now he is progressing in areas, where he's before been blocked up with all this junk.

Now, Ulrich, he will tell you – I mean, he was saying, before he started his SUPER NOTs: "you know, I'd like to find out more about this Inc I. What really happened in Incident I." Well, that was not just an idle statement. That was NOT an idle statement. Yes! He had a whole bunch of these guys, that had a LOT of charge on this Incident I business and experiments and all this kind of stuff. Just because he said that – as an auditor (he thought he was saying it as an auditor) – actually he was, BUT the cases were saying: "Heeeeyyyy...", you know? They were almost like calling for his attention. His attention was – it was enough to where that stack came up real quick, you see? There it was! Right!

So, very interesting, it's a very interesting thing. There is: One, the organization. And the next is: It's organized, AND it's STACKED UP in a certain way. Ok? You might say: "That is the ORGANIZATION and SEQUENCE of the case left to the Pre-OT."

Now, remember, all this case – some of it is attached to your body, some of it is attached to you as a Thetan through the track. But, a lot of this stuff is attached to the body or to other Thetans, who were attached to other Thetans, who were attached to the universe or whatever, you see? A lot of this DID NOT COME TO THE PLANET WITH YOU. Some of it is picked up HERE. You see? So if you get some mystery about it, say ... "Oh, how come this Thetan or these guys were in Rome when I know that I was in England?" You know? It doesn't matter. They could have come through the body-line, through the genetic-line, they could have come in just from engrams, incidents, injuries, any kind of way, you could have picked them up. This planet is crawling with this stuff. Somebody could have intended it on the guy, I mean. We've found recently many examples already (on getting the more recent charges off of BTs & Clusters) of real witchcraft, using Thetans, using Clusters as magical objects and symbols and so on, right? On this planet – very recently so – a magic sword, you know, magic sword ... consisting of a Cluster, which is taken from the body of a dead soldier, so it has heroic qualities. That kind of stuff.

<"That's the point behind this Siegfried Tale. Where the sword is hardened by sticking it into the blood of a body.">

They kept the courage of the dead body by pulling it out with a Cluster stuck on the sword. They actually did a little more: It was a necromancy type of thing, that the armourers did – they came up to the magicians and got their help. The magician says: "Come on you guys, I want some heroes here, I want some heroes here for a special job, it's the sword of a king!" You know? Then the armourer will beat it in (the Cluster) real hard. Clang! Clang! Ok, now they're REALLY IN THERE – humm – a "Singing Sword", right? The whole Cluster goes – "humming" – . This is what's been happening here on Earth. This is always "mystical" stuff, Ok? So, that's the organization and that's the stack.

Now, any questions about that stuff? Because you can also find this by doing a little interview on yourself or down the list to find out what is reading the best if you've run out the stuff to "What next to handle?" It's almost comes, after a while, as easy as: "what's my attention on?" or "What's my attention avoiding?". See? So, there IS a sequence. And it's

vital too, not to leave BPC on this or you get this "build up of the charge". We didn't have that. Because – if you don't pull a whole plug (graph) – this is the whole plug – and you contact the top of the Org Board, and you're working till this is all out, and you get the F/Ning TA, Ok? Bumm. But if you just cut the top off, just handle the top few guys, now you have an ORG WITHOUT A HEAD. So, it sort of destabilizes and goes into restim – bzzz – all over the Pre-OT.

You sort of have woken them up, you know, what I mean? You've taken off the SUPPRESS line or the HOLDING line on them, cut off the top of the Org, you see? So now you go and run something else and cut off another little bit of it, and so on. You now have this whole failed NOTs case – like you have more people out there going: "Uuuwwwagh, I don't want auditing anymore, uuuaagh...!" All of their whole case is humming! You know...? You see?

<"They are leaderless.">
<"Erupting like a volcano.">

Yes, but it's that they didn't pull all these plugs out completely and sort of keep the case in "PT". And it's exactly like it says; when you do pull out the thing, the whole thing, it sort of grows – boop – expands. It's bigger and bigger and bigger and you handle it in the room and you handle each thing and then you go on finding and cleaning the area. Then you have a few guys on the edges, sort of "waking up" in the other areas, but they are not in THIS area (where the plug was). So you just put them back to sleep, after handling the "last call" guys, looking for copies, whatever.

But gradually – if you just keep looking at the thing – you will see the other guys on the edge of the next plug – not even waking up, but they are just sort of going: Whoo - expanding!! But the space is clean now (or at least cleanER), and it's more CLEAR – it's like water – you know – it's like when you take a bowl of muddy water and pour clear water in it, quickly, you see suddenly clear water and then slowly the dark mud flows back in again. It's just like that. And it slowly goes muddy again. That's the viewpoint, you get of these guys – in the beginning of the case. Later the areas stay clear and clean.

Out of Valence in R6

Now I must tell you a very important thing (to sort of end up for you to ask the questions) and that is the thing, that I think most people have trouble with on NOTs (besides the Org and the Stack thing). It's the guys, which I have experience with, on LRH C/Sing. And I know, that it's not very well known around, and this is the guys, which he called "out of valence in R6", which are – this is, shall we say, (graph) along here, they were in "implanter valences". Ok, LRH called – this is the guys, LRH called them "out of valence in R6". What he means by that – he calls the stuff, that was done on the Clearing Course (Implant) and those line-plots – he called them R6, just another name for bank items, R6. Routine 6 was one of the ways, they found them. They're called R6.

Ok, so "out of valence in R6", what does that mean? That means: "The other guys, they GOT it. He's the one, who GAVE it." He is one of the bad guys. Now here you get all the PTS/SP-phenomena, evil purpose phenomena – what do you call – the "Laudable Withholds" and stuff like that – I mean "implanting" as a withhold: The guy thinks it's Ok (or laudable) to withhold HOW MANY Thetans he implanted, BECAUSE HE WORKED ON THE EVIL SIDE. So a withhold, to HIM, is like, he "let a Cluster get away" WITHOUT

IMPLANTING IT, you know? He's withholding THAT, whereas on the other side THAT would be a "good thing" to do. But he withholds this from his boss: "Don't let Xenu find out, I let them go!" You see, what I mean?

So you have these guys, that are "out of valence in R6". Now, this is where it gets interesting, because you find out – funny enough – that they've MISSED Incident II by being in the – implanter Org, or (graph), when they were renegades or some of the guys, that were helping Xenu in Incident II. Now this is where it becomes important again on the organization basis to understand "Sector 9" and "Revolt in the Stars". It's where, it becomes important. Because now you get the knowledge to start handling these guys, who are out of valence in R6 – or let's say – worked on the implanting side. Because you DO FIND THEM – and the reason, I say you'll find this, is because – on these stacks (and I think, that is a lot of the reason, that people are just "chopping off" and just doing a little "by passing side step") a lot of times these guys are HOLDING THE WHOLE STACK or holding one whole plug.

<p style="text-align:center">** End Side 2 of Tape #4 **</p>

This is 22 August 1985. This is side 3, Tech Briefing #4. It's a Confidential SUPER NOTs Briefing.

And the last thing I was talking about here was that, we have just gone over the organization aspect of these dead BTs and so on, there is an organization there, and the stack up of the case. How you find out by your D of P interview, or by your own assessment of things, that are going on, or you just run into it naturally at the beginning of the session, if you really get aware of it. But the whole principle is to pull out the whole stack – or the plug part, that was connected to that and you run it by going up to the top of the Org Board first and then handle it all the way down. We find it happens much quicker that way. You may go on for 45 minutes handling the guy at the top of the plug and then 15 minutes later, you blown a thousand BTs out – *ffftt* you know? Because he was HOLDING ALL OF THEM and they all actually couldn't get out of that without a lot of effort, because his intention is on them (either good or bad intention, it doesn't matter). The guy IS HOLDING. Because he's an old Commander of an army troop and he has all his soldiers, he's holding. Or a father and therefore he's holding his family or something, who knows? But we could have an EVIL guy there, a suppressive one. And that's what I am talking about.

Now, because this is the 3rd thing that's not covered very well in the materials. But it IS covered in C/Sing Tech and it is covered in PTS/SP Tech, Evil Intention/Evil Purpose Tech, and some of the LRH's C/Ses on the Advanced Levels having to do with people "out of valence in R6", which means, they were the guys, who DID THE IMPLANTS and therefore didn't receive them. And you find combinations: The guys who got BETRAYED, after they did a lot of implants and they got through them (implants) themselves. And they will stick up and won't blow. You get them through their Incident II and they sort of still have charge or something like that. They say: "I deserved it" or something. "I was betrayed". And they are sort of "mean" about it, you know? And you get the idea of Missed Withhold with them or a Dirty Needle or something. Maybe a little small Rock Slam, you know? "Hey, were you working with the other side?" "Oh, hmm, hmm, you know, I was a pilot, you know, hmm, hmm...., hmm, hmm, I did drop the bomb...: Then you get, of course you have to get him to tell: "How many times you did that?" and so on. A lot of times they

take no responsibility: "I was just doing my job!" – you see, everybody has a job. ("Bomb the Thetans!") – just a job.

So you have to get this, you get it off, and you still maybe don't get any needle action, (because you're) not getting it ALL off. So then you have to get, either that the guy is totally overwhelmed and in the valence of the SP, so you have to know: "Who are the SPs in this business?" You know, Xenu, Chu, Chi, all these guys. If he was in banking or in psychiatry or the army, he was working for one of these guys. It's true. That is the names, that come up out of the case, you see? And we even had some guys stuck – like guys we have found, who say: "So what, I did my job, followed orders." NOTHING HAPPENING. "Evil Purpose?" "No, that was just a job." NOTHING READING ON THE GUY, right? Say: "PTS to Xenu?" – wham! - big read- "Whoo? Don't tell him about this!" "I'm afraid you guys were checking up on me. No, I did my job. Who are you? What do you want?"

The guy totally comes out of it, you see? He, and a lot of guys come out of this thing, because they thought YOU'RE MORE IMPLANTERS, that are "checking up on them". They think you are the implanters checking up on them, to see if they are still keeping their 'Shut up!' (silence). You see, what I mean?

So always remember, you may have to use that old auditor process: "Who would I have to be to audit you?" Especially for guys, who are – even if you get him in comm – and he "Uuaargh, uuaargh, so what?" And he keeps going silent, you know? Might need: "Who would I have to be to audit you?" And he pops up and says: "Xenu!" or "Chu!", "Chi!". You know, one of these guys, who run the thing. Or some of them are more "religious minded" and may say: "God".

So you have to remember, that when you are dealing with these guys, who are either "resistive cases", because they were in earlier therapy, or because they were on the overt side, and therefore they have a lot of withholds and have lots of "out of valence shifts" from the time, when they were really in their OWN UNIVERSE. They have lots of "out of valences". They were into the "knocking out thetans" stuff. So you have to get them INTO SESSION. And first they have to RECOGNIZE YOU AS AN AUDITOR. So, just to get him in comm is not enough sometimes. You have to find out, WHO YOU HAVE TO BE TO AUDIT HIM?

Then you have to handle the overts they did. And if there is no charge coming off of that and it won't free him up on the track, even after you get "how many times?" and all that stuff, you have to find out their PTS situation. Or they are withholding because of some association within the organization, or you can go back and date: "When did you start that?" or "What is the date of that evil purpose?" You can date the evil purpose. He says: "Yeah, it's all right to 'do in' thetans - it's ok." "Ok. When did you make that?" And then you can go – you know – "What were you BEFORE you made that purpose?" – After you get charge off the purpose. You usually find out HE HIMSELF was either "convinced", "PRed", "blackmailed", "implanted", some how, in the normal criminal fashion of Xenu and his boys, MADE to do that – Very much like the Russians do with their population – but on a much broader scale, you know?

You know, "If you don't do this, you will be one of those!" – you know – an ICE CUBE. And boy, we found that these guys, who PROTESTED ANY PART OF DOING INCIDENT II, were marked down and they were put through. Either there or later. Anybody who sort of

went "You know, maybe it's not a good idea to do…" It's always another guy reports him. So when he comes in, he's called into the office – Zap! – you see? So he (Xenu) didn't allow anybody to talk. "You want this to happen to you?" So he kept the lines tight. The renegades, you know, if they betrayed Xenu, then they would get SMASHED. So of course they got a big withhold. They got the overts, they got the withhold, they got the PTS situation, they got the betrayal ... EVERYTHING. You see it right there on the case, as you run these guys.

But if you know this data in here, you can unravel it, because you can throw a few questions in there about PTSs, about Evil Purposes, about "Whom you work for?", and you can get the read, you see? And you can unmock it. Ok, so that's the little hint on the "out of valence guys" and LRH's C/Sing style.

Now, why are these guys holding on a lot of these stacks? Very simple. A lot of them are holding the stacks, because they are more powerful than everybody else in the stack. Why are they more powerful? Because they didn't have the Implant with the same intention or they didn't have it at all. They got it in a later Mutual Incident or an earlier one or something like that. But they weren't in that particular Incident II. They may have got dumped down to the planet later by betraying the renegades, they may have got just shot and dumped on the planet, because they thought they may be a security problem, you know what I mean? They might have been left there, so there wouldn't be any "witnesses".

So, while some were there, busily doing the other guys in and then, after that was over, they said: "Ok, get rid of those guys, we don't want any "witnesses" – rat-tat-tat-tat (machine guns) – you see? That's it. So they got left on the planet. They may even have gotten put through the "36 days" but rarely – sometimes you don't find these guys had the Volcano Incident. They haven't had the explosion of the H-bomb. So they are sort of still more "competent" as a thetan. They are still "there", not so much "made into a Cluster". So they were more powerful.

So, they sort of "take over" a thing and some of them PRETEND to be good guys. This is another thing – they would say: "Well, you know, I'm a good guy, I'm a good guy." (Apart from HOLDING on to these other guys in the plug, they're ready to do anything, that you want.) But you can get the indicators of Dirty Needles, teeny Dirty Needles, and some times little Rock Slams, stuff like that. When you get a Rock Slam, you can just date/locate the Evil Purpose and you can usually find them.

Now, some of this stuff goes all the way back BEFORE (Incident) II (graph) and you find the guy "out of valence" in [Incident] I as well! This is interesting, because that means, that he came like this (graph), and he may have been out of valence in [Incident] I, he may have done [Incident] I, come all the way down the track here (graph), he got nailed by the implanters back here, for betraying them, doing Incident II (I) wrongly on people – letting some escape from Incident II (I) - (I'm sorry - from Incident I).

But thetans have gotten out of Incident I for not doing it properly on them. We found guys that were only "half-done" on Incident I. They didn't have the full thing or they escaped from the full impact of the snaps, you know? By avoiding various control mechanisms on them of electronic charge, and so on. And if the guy, who was running it – and they have thetans actually running this stuff – who were...who were supposed to make sure, the guy was in position before you "zapped" him with the snaps, you see? And if he wasn't quite in

position, then the snaps and Clusters all formed up here (a bit off target) and then the guy wasn't quite in it. And so he comes out sort of "dragging" the Cluster along with him on the time track. And he "sees" it! And we had a guy, who was dragging it like a trailer. He says: "Yeah, I can't get rid of the thing, because I don't know what it is. But it makes pictures for me." You know, what I mean? Then you go back (to Inc I) and find out he was "missed" and then nearby him is another guy, who was – who WAS the guy who did the "errors" and right after he went through, they snapped this other guy through it, because he was on the bad side of Incident I and he messed up. Same Xenu pattern here: BETRAY EVERYBODY!

So, he was an operator here(graph), an operator in Incident I. And these guys are sort of "out of valence in Incident I", see? But then later they got betrayed and thrown through. But you find out, when they RUN THEIR INCIDENT I, they still feel "evil", they still have an R/S, they still... they don't "blow" really. "Earlier Incident I?" "Earlier Universe?", doesn't work on them. Why not? Still CHARGE, evil purpose – *bum bum* – all of this. And THERE you have to get AGAIN the PTS/SP phenomenon or the evil purpose, because that's... Before he came into the game, he may have had a good purpose, then he got recruited by Xenu, turned it into an evil purpose. You see? Or he might have formed the evil purpose by saying: "Hey! That's the way to do it! I want to work with those guys!" You know?

They really caused some effects though. Because back in those days – I mean – it was like – it wasn't looked at necessarily as a – because it was the first time, that was done, it wasn't looked at how horrible it was, you understand? Back there, people were more – they were free of track before that, so they didn't have pictures automatically and so on – they thought: "Hey, that is a good game, you know, let's "zap" all these guys and confuse them!" You see, what I mean?

So, he could be "out of valence" in INCIDENT I AND INCIDENT II or he could be "out of valence" in ONE OF THEM. So again you find them hard to blow, after you get way back here (Inc I and before) and then ask them: "Who are you?" and he says: "Oh, I'm a nobody" you know? Ok, he had a failed purpose. You know? Can't do what he wanted, you know? And "Earlier Universe?" "No." And he's sort of a "Nothing". He is still there and he's still "holding on" there or something. And nothing is really blowing down on this guy. Nothing is getting "loose".

"What were you doing there around Incident I time? Were you connected in DOING Incident I?" You get a little read there on him – dididid (small R/S) – he's coming along, you know? Then you ask: "Ok, what's that? What's the story there? Come on, what's the BPC?" "Oh, well, you know – I wanna be free, but if they find out, that I'm talking to you ... you know? They won't let me go free – NO!" You know? All kinds of computations come out of that and then finally it opens up, he gives you the whole story, and you say: "Ok, and what were you before that?" You see? Then he gives you: "I only was a lonely simple little guy. I came in. I wanted to play a BIG GAME. I wanted to be a BIG GUY – and they promised me a big post..."

So – you blew him loose of the evil purpose, now he CAN go back to his own universe. He did have to do his purpose – you see, what I mean? He got a "big post", he got to play a "big game", and he got ... he THOUGHT he failed, because they betrayed him, they put him through the Incident himself. But basically he's been a "solid" ever since Incident I. A lot of these guys – when they wake up – they are just – "zip" – from THEN TO NOW

NOTHING HAPPENED IN BETWEEN TO THEM. They are just very surprised to find themselves 4 quadrillion years later and they have to be oriented. Or sometimes they are very clean and they know, where they are and everything like that. Or you single them up and there is nobody connected to them, but they sort of hang there outside the body or outside the room and sort of just "hang there". And you ack them and he still "hangs" there – "Ack!" – and you get sort of this puzzlement, you know? And then you realize: "Oh, the guy is not oriented." Just orient him, you know, he got the cog, he got the "own universe" business, he got "who he is". But he doesn't know what to do. He is sort of "brand new". You have to orient him: "That is planet Earth outside – right here on Earth was Incident II, 75 million years ago – ..." "There were some bad guys running Incident II, that's what it was, and so on, so this is planet Earth 75 million years later than that. We're trying to rehabilitate all these guys and all that stuff like that."

"Wow, yeah, yeah, I see! Wow! What a game! What are these things...?" Some of them have NEVER SEEN A MEAT BODY. They've only seen DOLL BODIES. Incident I was run with doll bodies. In fact there were a lot of exterior beings at that time, at least until they got captured or "PRed" into it: "Hey, experience the viewpoint of that doll body" – you know? "They're pretty fine, they're amazing, they're nice." "There is the thing – get in there – *pshsst!*" - you see?

So the whole idea was to suppress thetans and OTs down to a lower level of not being able to as-is, not being able to postulate, not being able to operate. To start them "being" or "pretending to be" MEST, and so on like that. All the things OPPOSITE to the things Scientology is trying to do.

So, back here is the other incident, you find "out of valences", right? (Inc I) And by the way – any questions on the "out of valence in R6" or "out of valence in Incident I"? Remember, these guys are holders – a lot of them are holders – they are either HIDING or you find these guys sort of feel "withholdy" or some feel "mean", you know? So, you get him IN VALENCE, Ok? You may have to use any or all of that (given above) as well. One other thing: This is why we don't see the repair list so often on NOTs.

At certain points on the track ... if the guy's ... if you contact the guy in PT – you know – you get him AWAKE and contact him, then by his ANSWER on the FIRST VALENCE QUESTION, you can usually tell, where his charge is going to be. If he gives you an answer, that is a piece of MEST – right? – you are going to find out, that he is usually having to be taken through all of these steps, all right?

If he is ... giving you an answer as – after he wakes up from being a ... "whatever" – you know? – he was a spot, and you woke him up and you say: "What are you?" and "Whaat...? Well, I was a spot, but now I'm really an Officer." If he gives you a body identity or a body name – if it is a meat body or he gives you a picture of meat bodies – then he's usually somewhere – he's going to be stuck in between Incident ... between from NOW BACK TO INCIDENT II, right? (graph) And sometimes BACK OF THAT. You are going to find charge of course, but you basically – Bang! – (chart) – you will ALSO have charge on INCIDENT II on this guy, because he's still dramatizing meat bodies, and if his incident was ON EARTH, he definitely WAS in that (Inc II) – all right? But if he wakes up, and is giving you a sort of "space opera" thing – you know – where there were robot or doll bodies and zipping around in very fast ships between different planets and stuff like that – it may be, that's his BPC in that area somewhere – you know? Where he got "zapped" with

a laser or whatever. He may have come all the way through this thing unconscious and he may be back of that somewhere on the track, where he has to find his true identity. In other words – especially with doll bodies and stuff like that – we get him into that stage there (chart) usually back around Incident I and from Clearing Course stuff back (graph) – 1 quadrillion, 2, 3, 4, something like that.

Although there were meat bodies at that time, it was NOT, it's NOT THE BIG THING there. Anybody knows there is a much bigger status in having their "doll bodies". So, anyway, it's not an invariable rule, but you can sort of spot, where the guy's charge is going to be. So, if a guy is telling you: "Well, yeah, I had a nice doll body at one time, and man, they fucking got me and – *bla bla bla* – that's my BPC." "I lost my whole game there." – and so on. And you say: "Ok. Well – must have an earlier incident. (Somewhere between Incident II and Incident I). Whenever it WAS a doll body and you ask: "Do you have Incident II?" – you won't get it. So DON'T PULL THE GUY UPWARDS ON THE TRACK. WRONG WAY. He's already flowing forward in time. Usually it's Incident I.

Whereas if the guy's giving you: He was a "priest" or a "conquistador" or some kind of a "space guy in a body" or a ... you know – any kind of thing in a meat body – then you are going to say: "Ok" – (after he's finished telling you his BPC or answered a few "What's?", and you're not getting any cog on the "Who?") – and then you say: "Ok, let's go get Incident II from the Capture." And he will find: "THAT"S where it's at!"

Also, we've woken up guys, who were a whole army troop, or a whole troop of religious people, and they still thought they had their bodies. And they woke up fully on running the Capture of Incident II. They are waking up, and you still see this funny "solid object", and then they wake up and you see this thing come apart – the solid object disappears – until you get this impression of thetans around, and little mock-ups – a group of mock-ups around and these are their BODIES and they're all going: "Yes..." – straightening up their clothes. But then they suddenly realize, they don't have any bodies anymore!

The thing happened so fast, that they – they're just coming "alive" again – you know – like he (LRH) says on the tape – on the revivification – he's revivifying now, he's coming right out of that incident. He still thinks he has his body there. You know, these people straightening up their coats, and all that, but it's only thin mock-ups. They are not REALLY there. But when you see that, you know that the guy is still stopped on that valence of "being a body". He's still carrying along a thin mock-up.

And then when the guy has come to the point of being a thetan and he realizes: "Yeah ... yeah, I'm really me!" "I'm a thetan!" – BUT he's STILL NOT BLOWING, then you can suspect basically, that his charge is going to be back here in (Incident I) – people stuck to him, or he was on the other side of it, or he had a failed purpose – like that, you see? It's more or less way back in this area.

Or we will find some guys, who had missed (Incident) II. All right, they had missed Incident II – were pretty clean – like a Natural Clear or something like that and later the guy got suckered by something on Earth or something in the Universe and got thrown down onto Earth by some spaceship accident or some warfare or something, that the implanters laid on him and he got captured, implanted, thrown down here. And they have been out of valence ever since. But when you wake them up, they're immediately a thetan. They KNEW, they were exterior before that. You do find it – and it's not too rare. But those guys

would usually be running around and pick up bodies. Some of them did get fooled into "being" a body. And usually because they had never spotted their own EARLIER INCIDENT Is. So they had with them other people who were smashed and they went with it: zap-zap-zap-zap, see? The other guys got caught up in the pictures and they just went with it. They're "done in" by their own valence. So, we do find guys, that when you wake them up, they are – have theta abilities, right away – *zip!* – they are Clear almost, or are Clear. But they are VERY EASY to run. I mean – that's not the problem.

The problem is: Where is the guy when he's giving these answers like: "I'm your evil nemesis" or "I'm a bird" or "a horrible beast" – or something like that. Oh boy!

Then you probably have got to look at it, as the guy maybe has charge on the Middle Ages – you know? – some of this religious symbolism or something, which "earlier similar" locked onto an Incident II picture – you see, what I mean? Then he won't answer the rest of the valences questions. He's just giving you a "36 days" picture. IT'S NOT WISE TO LIST AND NULL, BECAUSE THAT JUST BY-PASSES CHARGE ON OTHER GUYS.

It's wise to just know from C/Sing that here's this guy. He is stuck in a fucking religious mock-up. He's giving you the stuff with "hoods" and "capes", and "beams" and all this kind of stuff – you know – and he is saying: "Evil perversions, yes, I must keep all these people from going into evil perversions." And so on like that. He's just "fixed" and he won't give you the evil purpose – no date, nothing like that. So, you say: "Ok, you have BPC on Incident II – 36 days picture of that" – you now? And you just – poom! put his ATTENTION on it. "75 million years ago." – *poom!* – and that was it – *psst* – it vanishes.

You see, these guys are very easy – ONCE YOU GET THEM IN COMM TO INDICATE THE THING, YOU SEE FROM C/SING, WHAT IT MUST BE. You see? What it MUST BE. Knowing the 36 days – pictures of devils and all these different kinds of things. All the things you see dramatized on television today – it is one of those. Boy, the guy has got charge on that. So, he won't get loose until he runs that BPC out of Incident II. And you might find, that he's on the OVERT side of it. Before he GOT it, he was GIVING it. So, if he doesn't go easily from (Incident) II back to (Incident) I, then you KNOW, that he's got some charge in between and usually RIGHT THERE. He was GIVING it, before he GOT it. And he "pretends" – we have seen some guys totally – *fft* – like this (flinching) – trying to "get away from responsibility". You've probably seen that.

He says: "Oh! Yeah, I was captured. Right here on "Terra" (Earth). Thrown through the thing and – *bup!* – Yeah, that was Inc II – yeah – Ohh – feels a lot better. What's next?" And then you would say: "Incident I" (Nothing) "Huh?" "Is there some more charge there in Inc II?" "Did you tell me ALL about that or is there some more By Passed Charge?" – You got a little read – and you say: "Yeah, what IS that? What were you DOING right around Inc II?" – "Ahh – well – uh – uh –." "Were you on the OVERT side of it?" – "Ahh – well – haha – yes."

Then you get off this charge. And then: "When did you make that purpose?" And then you have to get THAT off, BEFORE the guy can get back to Incident I and see it, if he needs to – BEFORE he can get off the other guys, that are stuck to him.

So, what you are doing essentially here in SUPER NOTs is: YOU ARE C/SING EACH CASE, AS IT COMES UP! And that's what we saw immediately – that what you are doing

is: C/Sing YOURSELF – by finding what the STACK is in your area. C/SING the FIRST READ, or CONTACT with BTs & Clusters, you get in the STACK – which is the "Org" aspect of it - (You have to know a little policy on that – org policy DOES apply to Plugs) (And there is this data here, about how the organization of the "bad guy" is stacked up, and so on – as well.) Because it's all Org Board knowledge, but BASICALLY, it's FINDING THE LEADER of this group. Getting who is "holding" who. If you're not getting a result, when you first contact – you find out, WHO IS HOLDING HIM, and so on. Or, if it's a Cluster, then: "Who is the spokesman for the Cluster?" and: "What is the Mutual Incident for the Cluster?" If you can't get it this way, then: "WHO IS HOLDING THE CLUSTER?", and so on.

Remember, a Cluster is a less able thing than a single being, so always suspect that there IS a holder. "Somebody holding?" "Suppressed?" "Hiding?", but DOING IT anyway. They may be outside. They may be somewhere else. Ok, so you get the stack on your own cognition. Then you get your area of attention. And you get the Org – ORGANIZATION. You start out, go up to the top, and work down. All right? Being ready to handle, or "C/S" any of the guys you find. And expect up near the top to find the "implanter", the "out of valence in R6".

Any guys, that are "out of valence in R6" and any guys, that may be "implanters operating around this area", could be holders on these things. And these guys – as LRH says – they got VERY SOLID because of their overts. True – but ALSO because of their LIMITED TRACK OF BEING ANY KIND OF A CAUSATIVE BEING. They're always working for SUPPRESSIVES. So he WORKED for a suppressive – what happened – he BECOMES suppressive. Right, and so the guy ends up being a suppressive at a very LOW LEVEL – HOLDING on to a Cluster – who is holding a BT – who is holding other Clusters – and so on.

So, it's not uncommon to find these "out of valence in R6" guys. Not uncommon at all. We haven't yet had to run Power on any of them, which is interesting. But I'm sure you can find them so "stuck in", that you have to run Power on them. I've run other people on Power, but we haven't found any in our auditing, that we had to run Power on yet. But if they just got so STUCK in ANYTHING or the earlier thing they had, they just got so STUCK in the incident, it was PT FOR THEM, and so on, or NOTHING woke them up – then it's a process, that CAN WORK on ANYTHING, you see?

But to run Power, you do need to be in comm with the guy. You CAN do it by straight intention back and forth, back and forth, back and forth, till the guy finally blows loose of it, giving him the Power command – which is also getting him in comm, you know – because it's asking for rudiments anyway, it's asking for EVERYTHING, with a beautiful Tech of ONE PROCESS, that handles everything on the guy all the way down, to where the engram stuck him in. You often WILL need the Power Processes. Especially "Power Process 6": "Tell me an existing condition." "Tell me how you have handled it?" It's for the RESISTIVE case.

The other thing, I just wanted to mention quickly, was that there is a lot of data in "Revolt in the Stars", which will enable you to understand the actual organization, the factors, that went in to producing Incident II. It tells about Xenu's "3 Phase Plan" and all of that kind of stuff. PHASE ONE: Assassination of Loyal Officers. PHASE TWO: Blowing up the bases of the Armies of the Loyal Officers of the troops, so they could not respond, and then –

PHASE THREE: Capturing the populations, bringing them all to Earth and blowing them up. And it gives details of how they did the transports and so on. They just don't mention the ice-cubes and they don't mention the implant. Ok?

So this is exactly what happened. And they give a list of "bad guys" and the financial thing, how it was financed. Also the planets where they came from – or at least the stars where they came from. You can't maybe get the name of each planet with the stars, but we've already found guys that want that. To get more oriented to what happened or to who were DOING the capture. One said: "Yeah, I came from Antares." You know, they will give you that. So, it's good to know, what these names are, because it gives more R (Reality) with the guys you are handling.

These are important things, that I think you have to know about. This is that first, thetans are HOLDING ON to a beingness, you know? They are afraid of becoming molecules and cells. That's what they fear. But even then, we find out on lower levels of these stacks, thetans are holding – there's the guy who is right over the cells and molecules and he monitors them. They blow up by inspection almost, after the other valence stuff is gone. But they're down there and they haven't quite become a molecule or cell. And they are still thetans and they are still holding – they are the "monitor" of those cells.

Now this, this other thing is very interesting to Doctor Prinz: This is probably what prevents medicine from working and so on like that – because THEY are being held further up the line by SUPPRESSIVES. So they are holding the cells, so that the blood stream for instance, in that area, will not flow. So medicine can't work, because this guy is putting intention there: "Don't let anybody in!" You know? You see, what I mean? Ok.

And those are the key points of this thing. One is the organization point, and then using it to handle plugs, stacks, and seeing the transparency build up even before the space closes in again. Even so it's always getting less solid. And recognizing that you have, or are going to run into some people, that have these problems of OT III in restim and By Passed Charge in particular, right? And that you have to get some of them – you have to get them into comm by letting them tell: "Who you would have to be to audit them" – and blow any charge on that. Or recognizing that there's a sort of comm of a name: "Aha, that's a ... that name is a bad guy in Incident II". "So, you worked for a bad guy in Incident II?"

Now, the auditing is a bit – because you're dealing mostly with – here you're not dealing with a TOTAL COMPOSITE CASE. You're taking up individuals out of that, that essentially may be hung up by Incident I and II, but not much else. So, they – when you are dealing with them, you can sort of bypass maybe Grades... some of Dianetics, Grades, and so on like that. But not all of them, sometimes you need to get them in comm, you need to get problems or overts handled, if they need and so on. But the valence process, by itself, because – basically you start with the valence process, then you find you can't go any further, you use this data, and then again you can end up with the valence process, after you got all his charge off. Then the guy finally realizes, – for example, you are working with the guy and right away you know it's a waste of time. You ask the guy: "Who is he?" He's "The devil" – "Who's he?" "The devil". And "Who was he, before he became that?" "Ah, I was a picture of the devil." You know? Come on, this is going to go on forever...right? You say: "What's the By Passed Charge? Is it Incident II? Another Incident?" "Ok, I see, it's II. Good. Was it a 36 days picture?" – you know?

"Oh, oh, oh, I see, I was fixated on a picture of the devil." "Good, ok. What's your capture?" Right away you got it. Just by pushing him back to that time – 75 million – *pumm, pfft, tshh* – you see? YOU KNOW THAT. I mean, you don't have to go fooling around with this thing and bypass charge on this. You spot the guy – *pumm* – back to the incident. It's very easy, you see.

So, you can do a C/SING ON THE CASE, AS YOU SEE IT. And you can always ask: "Holder?" And – the guy must be stuck, you see? Ask for the Holder, "being held by something?" Find out where he is, ok? All right. He will still be there. He's not going anywhere else. Don't worry.

We've had a funny experience of a guy going through a wall, when he was trying to blow, and he just stopped. He couldn't get through the wall. He had to spot that there were two more Earlier Incident Is, that were stuck on him IN HIS VALENCE. And WITH THEM he couldn't get through the wall. So we blew him loose of those and they ALL got through the wall. You see?

That just shows you, that if you understand the track and you understand the (OT) III, and you understand the basic, where the case is "stacked up". That's a VERY IMPORTANT LINE in NOTs. So if you understand that, you can run it very successfully with a lot of interest all the time, because you are always gaining data about the whole track, and a lot of Incidents. And you're EXPANDING the PLUS GAIN, the POSITIVE GAIN now, not just the "negative gain" to you. But the positive gain to you is: "My God!" "Wow!" And you become informed and causative on the other dynamics. And you find all the things, that caused aberrations on every single dynamic. And you KNOW THIS IS THE TRUTH.

So, the guy gets Clear on all Dynamics, and OT on all Dynamics. It's possible. I mean, this is HATTING for a thetan who is running through this auditing either as a PreOT or as a Solo Auditor. You understand VERY MUCH.

So, to see for yourself what happened with thetans. All the Dynamics we have in here. There's thetans, who have entire 4th and 3rd dynamics in these plugs. You can have entire populations, groups, towns, army corps, all kind of different jobs, populations, in there – messed around on Earth – put through Incident II.

And before that, when you get back (on the track), and if you really understand Dynamics 3 and 4, then you go plenty above that. When you're going back here (chart) and start doing the stuff around Incident I, you start finding out, what all the considerations are about Dynamic 5 and 6 and 7 and 8 and 9 and 10. Because back there, they were doing a more of a thetan's game. They were thetans and doll bodies, but not so many meat bodies and they experimented over here with these little woody things, that were only plants, and help that to grow up into trees and so on.

Remember the old Dianetics Axioms: Theta, Lambda, Phi. Theta is Theta. Lambda is the body form, and Phi is MEST. But as you get these guys through Phi, then finally come up from Phi, through Lambda to Theta and then – *pffft* – then they are single, and they're back in their own universe, ok?

So, whatever happens, that's the beauty of the level. I can not understand how people get bored with it, and so on like that, if they're running it right. I don't expect sessions to be

short, right? I don't expect people to get bored with it, because it's very interesting all the way through. And you think: "Well, I'm not running my own case." But it IS your own case, as you are responsible for freeing it.

If people think, it's not interesting, they must have missed something about it, because it's always interesting to find out what's in the next plug. Like that: You're always getting knowledge and you have to confront several very evil and very – so to say – unconfrontable incredible things on the track, when you run these things. And that makes you ready for the next level after SUPER NOTs. Ok?

So, now, any questions...anybody have any questions about what we said? Or on what I am briefing you on here? And what will be the reference data, that are talked about? Any other experiences, that people would like to say or that seems to fit in with this? I know you've been running NOTs. You've been running NOTs as well. So we – does this seem to summarize most of the important points you ... go after?

<"Yes, it does. I still have one other question: I mean, I don't really ... I don't know, that they really blow on Earlier Universe.">
Well, they do if it's an Earlier Universe far enough back.

<"I wonder about the phenomena of Out-Int. When you are quite a way on the level of this. And they don't have it anymore ... a time track. But still, there is that Out-Int phenomena, which ... which I don't understand.">
Ok. Well, first the reference on that is where he talks about flows, stuck flows...

<"Yeah, this is the point: stuck flows is the problem I have – stuck flows and the understanding of the thetans. Stuck flows and Out-Int. It's maddening.">
Well, he said, that the stuck flow is the sort of an underlying reason for Out-Int. They're stuck on one of these flows, right? Now, what we're dealing with here is what we're calling "Review Auditing". See? Because the "Int" problems are usually a Review Case. What I'm talking about here is the major stuff, you run on the track. That is always handled. But in Review we have certain things that don't fit in the usual line-up of auditing. You see? So, this is the sort of stuff like Out-Int and when you have to prepcheck him or you have to do a repair on a guy. A certain kind of repair auditing. A specific thing on that case, right? So Out-Int is basically a flows problem. You do handle the grade chart with flows...

<"With Out-Int on different flows? You mean, I have to do all that!">
Mhm, I understand, I understand. What I'm saying is: It comes under a different category of ability or disability of a thetan. We now are on to a review thing of – now, see, we're talking about before the time track in this instance?

<"Yes, I used that example, that's fine.">
Now we're talking about – when you're in Review – you are always looking at: "Are we making this thetan able or has he got a disability that's affecting his case?" This is a totally different view in order to locate the thing. You know? From the viewpoint of: "Are we achieving the ability for the guy or not." And, "What – if not – what ability does he need to have to get back to the abilities of a thetan to postulate and perceive." And the "Rights of a Thetan" – this is the other thing, we had to brief some of the guys on here – the "Rights of a Thetan" to LEAVE A GAME, if he wants to, or the RIGHT TO HIS OWN SANITY.

<div align="center">*** END OF SIDE 3, TECH BRIEFING #4 ***</div>

Ok, this is side 4, now we have the question and answer period about the SUPER NOTs BRIEFING, 22 August 1985. It's TECH BRIEFING #4, CONFIDENTIAL FOR SUPER NOTs ONLY. Question and answer period.

We're just talking about now the review action and we had this special thing of Out-Int, stuck flows on BTs, all right? And I'm saying also now, this is when you have to wear the "Review C/S" hat. This is just straight C/Sing so far. (All before on this tape).

Now, as a sort of "Review guy" you sort of look at the thing as: If the thetan was totally able, he wouldn't be in the situation he was. So, we're looking at the abilities that the thetan could normally have to be an OT, right? Or be a "Static", ok? This comes under the prepcheck buttons, the postulate and perceive Axioms – you know, where he has the ability to postulate and perceive, and the ability to AS-IS. That covers a lot of that. And all these buttons, that you put on lists, on rudiments, and things, which can be out: False and Inval, Eval, Decide, Altered, and all the different things a thetan can do with things. All right?

So Out-Int is one of these, where he can't flow this way or that way – or that way. He's stuck in at least one way. He can't come in. Can't come out – stuck, stuck, stuck. So, it basically comes under the earlier Axioms of Dianetics, where you have a thetan, who is "bringing order to MEST". The Dianetics Axioms. It's more like: Theta brings order to MEST. And you now have a guy confused with his identity in relation to – or his abilities in relation to MEST. That is basically what it is. ALL of these disabilities. The thetan is disabled because he's become – well, he's become Entheta or Enmest, see? Because as I said, a pure thetan could go through a wall. It's no problem.

<"He's stuck. He's stuck, you know?">
Yeah. But if he's stuck in with two other thetans, THAT'S THE LIE. So now he's THREE – but he THINKS, he is ONE. If you get them each SINGLE, they should ALL go through the wall. Now one guy MAY NOT go through the wall, and you have done everything else on him, and so he is the guy on the stuck flow, see?

So, you will get, in the case at some point, you'll get a whole bunch of guys, that now have – AFTER all this other stuff has been blown – they may even have been sitting there, listening, the whole time...

<"Of course they have! Of course they have!">
Yeah, they monitored, what's going on and now they find out: "Yeah, well, me too – but I, I can't go ...". You know, they really say it (telepathically) just like that, right? If the guy has been hanging on to these plugs, all the other guys are sort of "listening" too. They blow charge as the first guy gets handled, the top of the Org Board. He's been holding at the top, so whatever he's been saying or doing, is affecting them ALL. That's why, when we've pulled him out and blow him, the whole thing will start to come apart. And now we are getting to the point, where maybe some don't go, the guys with the stuck flows.

<"And they are partially hiding, partially hiding, stuck flows on different flows, see?">
Mmm, you will find, that these guys are the guys who are carrying over a stuck flow from THEIR OWN UNIVERSE – they COULD DO IT from there, you see? I think, they are mistaking their own universe with this one and are carrying an old game, or an old stuck

flow or an old postulate with them to another one (universe). You'll find games conditions going on between two or more of those guys, right? If you single them down – once you've singled them – and he still can't go or get free, or can't get out or move or whatever, then you must find the flow that's stuck, like it says in the thing on the assessment on the flows. Do you have that?

But there WILL be a story of it, when you do the recall. See, you have to get that recall, so the guy can be totally free of it. And he could be ANYBODY or ANYTHING, because a thetan can hang himself up in ANY WAY AT ALL.

Now, I would say the reason, you're getting a bunch of these, is because they've been monitoring the other stuff going on during the case and they sort of "cleaned themselves up" on "solo". When you get to them, the only thing they have left is within: They couldn't leave because they have stuck flows. And that is something you weren't handling on the other guys, so they didn't get it. And then you have to assess the flows, get the recall – *bamm* – they find out what it is and blow the confusion they had on other universes or other things that they misidentified.

<"They have no...I mean they are not involved or have no attention, there's nothing. Just nothing. Just stuck!">
Realize, when you get there, you are dealing – once you've singled the guy up – you are already dealing at this point of the track, where the beginning of the track is – Incident I – so now you're dealing with guys behind that point, who have a disability. So you're dealing with pure Theta at this point and you are only working on the basis of the things "Senior to the Bank." So, Incident I isn't real to them. Incident II isn't real to them. It's senior buttons you need.

So, what is it LRH says are senior to the Bank? ARC, KRC, the Grades-charge, and occasionally, problems, stuck flow problems. O/W – his own consideration of his own overts. Not as a "body", but HIS as a thetan. His own idea of an overt, his own Ethics for instance – ARC – of course, because we mentioned that, – AND he can easily create himself a little Service Fac – if he wants to – by playing a game with somebody.

In fact we found out that when you get to the end of this that "purposes" always have to do with GAMES. And some of these guys are stuck – are stuck on the "Theory of Games". They don't understand the THEORY OF A GAME.

So, now you get him really up there, to where the abilities are blocked by non-understanding of games – you know – freedoms, and barriers and opponents. I mean, just put that up to them, you know: "Game?" "Are you stuck in a game? Freedom, barriers and opponents?"

"Oh, yeah! I got a barrier here, I made because I got opponents! Where's that opponent? Ooooh, GONE! He was there!" You know? They did it one time long ago, but it's not there anymore. "Ohh, no more opponents. I guess, I can be free." You see, what I mean? The theory. They knew that long ago they were doing something that they had a games conditions with, and they didn't understand the game and now it's gone. See?

So, these are the applicable things on the later part of the case here or when you find these guys when that won't go after Incident I. You find this Earlier Universe, but

connected with that is "purposes", "games", "stuck flow", "attributes of the thetan", "abilities", "postulates". "Did you postulate something?"

You can't...you don't even get a reaction to: "Earlier?" They don't look at it as being "Earlier". They sort of still have their attention on it in PT.

<"They don't understand that at all. (Earlier)">
Not after you ... when they don't have pictures anymore, you don't have an "earlier" concept. To them it's just an "is-ness". It's an IS-NESS.

<"Almost too simple to sort of see that, because it's so high up.">
Right! And so it's easy. Because now you're dealing with ...

<"I don't think it's easy...">
 Well, you're dealing with the attributes of a thetan, and you're dealing with prep-check-type-buttons, you're dealing with flows, and you're dealing with abilities and games. So, you can almost be – you know – if it doesn't handle with Int, you can check, whether the guy's stuck in a game. Find out: Is he stuck in a game? "What is the game?" "Who are you playing it with?" Or "Did you have one? Did you win? Did you lose?" Whatever gets the charge off, you know, you dig at it, if "failed purpose" doesn't get it off. Because he could have a failed purpose in a earlier game. And then, when you get his failed purpose in THIS UNIVERSE, you then get him back to an earlier universe and it's not his only failed purpose. Because he failed in that one too – he lost a game.

So, now you have to run "games" on the guy. To get him to understand games: "Ok" – you know – "That's it!" "The game is over." And then you can get him to basic LRH "Rights of a Thetan", which gives the "ability to leave a game". "The right to leave a game." "The right to your own sanity." That's what we're trying to make here.

<"Yeah, I see...">
He gets a cog. Sometimes you have to ORIENT him. Sometimes you have to R-Factor him. Sometimes you have to give him some Tech data, so they can understand what's wrong with them – you know? Give them data what happened. Hat them. Get them aware of games. You have to get them aware of failed purposes. You have to get them aware of "this is the MEST universe", and their freedoms or the right of a thetan – as LRH says. That's what we're doing. And ... or at least 2% of the time or 5% of the time, you have to orient the guy in PT. Or we have laid out the choices and let him choose, what he wants to do. Give him "power of choice", orient him to PT, so he can decide what he can do. Or you have to lay out some possibilities, he could do: "What are you interested in doing?"

He says: "Oh, this and that..."

"Ok, (give him the choice), in this game right now, you could do this and that ... or you could just leave it, if you want. It's up to you." And you can also hat him on some of the Axioms. You say: "what you are is a free being and you're a thetan – we call it "thetan" – and you have an ability to postulate and perceive. Do you understand?" You see?

So basically what you're doing is "hatting a thetan", because we're ALL having to do that. They didn't have this Tech. The reason they all got into this bloody NOTs business, is because they didn't have the knowledge in the beginning. They had the abilities, but you

have to have the KNOWLEDGE. Now we're restoring him to the ability state, but we've got to give him the knowledge this time – if they don't get it from having listened to or run through the processes. Ok?

So, in that particular case, does that answer your question? You have to go for restoring the Theta abilities, the games, Axioms and so on. The "Rights of a Thetan". So, get them assessed...

<"Yes, I'm sure you're right. It helped a lot.">
Assess, assess them on that and find out, what the thing is. Ask for the by passed charge. Get it. Get the story ... ok? Other questions? That also fits with the tone scale, bring them upscale from MEST through the body area through activity, games and so on. Finally get them up to 40.0, serenity. You know? Ok! Any other questions?

So, it's like we should have a lot of successful PreOTs and Auditors around here, because I was interested – just in closing – I was interested in making sure people here didn't run into the stuff that I have seen, and I'm sure that others are running into. From the folders I've seen on people C/Sed from outside – first some DCSIs, and on OT-Levels, and then on NOTs itself. And also to show, that in certain parts of the NOTs Tech, there were areas, that were not made – in my opinion – IMPORTANT ENOUGH in the data. Which probably, when it was written, wouldn't have been recognized as to it's importance. But then later, it became more important – as ... has told me. Some of the stuff has now appeared on the Solo-NOTs. You have to do all this auditing. You have to assess a list to get this, etc. And the "stacking up" of the case, and this kind of thing ARE mentioned, but only "in passing", almost. You know: "Don't worry, if this thing don't run like this, as it may not be stacked up this way." It should say: "DO NOT WORRY, BECAUSE THIS IS THE WAY IT WILL COME UP. THE WAY THAT IT IS STACKED UP!" See? That should be a BIG DATUM! It really should, because we have not experienced the ... what it says in there: "Don't worry, if in the first few sessions, you have BPC, because the stuff, as it's kept on going, will lessen from session to session." WE DIDN'T EXPERIENCE THAT. Why? BECAUSE WE WEREN'T BUILDING UP BPC. We were removing a whole "plug" (org board), and when that was gone, it was a whole new ball game. Ok?

<"It's still a worry for me, because I've come across that in (OT) III. Stacks! We take one stack away and the other side collapses. And you have to handle the other side of it.">
Right! Now, somebody may ask: "Why are they stacked up this way?" And I've been looking at that myself. I know they are, but I don't know exactly WHY. But I would say, it is because in essence, YOU ARE THE C/O OF THE WHOLE CASE. And whatever your attention is on, THAT will respond to THAT, see? You can look at it as being sort of "planetary C/O" of the whole Orgs of the Planet, you know, what I mean? So, if you're going: "peacock" – "Yeah, that's a peacock I guess, white peacock (on the table)." All right – if you're going "peacocks", then you're liable to get a whole bunch of things on the stack, that have to do with "peacocks", and birds, and other things having to do with that, right away.

If it's ... say you're troubled with sore toes or sore feet or some thing. You're liable to get ... your attention is drawn immediately to all the Clusters and BTs around the toes or the feet or guys holding those from somewhere else, you know?

But I would say that ... if you realize that they obey you: "I'm really the C/O of the whole business!" We really get laughing sometimes on these guys, because you have to treat it like ... you have to be RESPONSIBLE for this stuff on your stacks, and it's like sometimes these guys are great jokers. I mean, they just ... they wake up and they say something really funny. You know, it's like the prize fighter coming awake, after he's been knocked out, and he says: "Where is he?" I mean, they start coming out of this incident, and right away they think, they're still in it. OR at the last moment they were still awake. And they're still carrying on with that action. It's very funny.

So, the whole thing is: You have to [assume] responsibility and treat it that way. It's an interesting area and if it's going away from interest, then realize you may have a wrong assessment on your OWN INTEREST LINE. That's why the stack is there, I think, because it's your interest as the C/O of the whole case. So, your interest will be the monitoring factor here.

And I wanted to put that right at the beginning of any of our SUPER NOTs auditing for the people that haven't started yet, so that they don't get into this BPC phenomena. So they do take the things in the right way and handle it as it comes, all right?

<"I do have another consideration on that: Why is attention drawn to some areas or specific points? I think because in NOTs – no, wait a moment please – I think because in NOTs we deal with thetans and some how – by one way or another – they become more and more awake and get bigger or whatever and PULL the attention. Because in former times, I very often was mystified, because I – after completing OT III – I did a lot of III again. Why that? I didn't think I brushed it off, the III, I was ... I did it through. But in the meantime, I think some of the NOTs cases came awake, so I could more or less handle them with III. And I think that's the same here: What pulls the attention, is more awake than the rest, and then that is the first thing, you could handle.">
The first thing is the thing, that you have your attention on and has the most reads. There's TA there, and you got more TA there and more reads there...

<"And that must be the most awake, I think.">
Yeah, that's true, it is the most REAL...

<"The most active, I would say.">
Hm, ... "most active" ... But I just thought of another thing, you said that ... which is: Remember in III or let's say, remember in II, you're knocking off the charge to expose the III case. Remember in III, you're getting rid of the thetans, who are most alive, so this can expose the NOTs case. And remember, when you are running NOTs – as you get a way through that – you now expose the NEXT CASE to handle for the thetan, right? And if we assume, that SUPER NOTs is going to free up pretty much of his OWN UNIVERSE, like clearing him on all dynamics, out of all this stuff HE'S connected to in it – then it might be, that another universe of – say, the 3rd universe (MEST) – or the 2nd (the universe of others) – may come up, or any connections to them.

But basically, you have to look at that stuff SHINING THROUGH the NOTs case. In other words, the effects FROM the environment. Why do you think they tell you: "Don't watch television too much if you're on NOTs", you see? I found a whole bunch of guys sitting

around the nerve channels that were the ones that were interested in the television flows coming through.

Because they had pictures similar to pictures like that on the TV. And they were sort of like urging me to watch it. Just like you feel things in your arm or you feel your heart beat. You CAN feel these guys, they're not totally dead, not totally inert. They have a job. And if the job is to do THIS, they want to have some ack for that or want to have some reward or some flow coming through there.

If they're being a monitor, they want to have something to monitor. If they're being a listening device – a mocked up "listening device", like an earphone or something, it could be – or a space ship, then they want some space movies there! You see what I mean?

So, they actually try to influence you, pull it in from the environment, from the other universes. Either talking with others or seeing it – like the movies on television.

This is why I'm saying: "Every time you do this in session, pull this whole thing out, you feel a total change of valence of the body, of the things – like your impressions, you're getting through the body. You WILL feel "different", as you feel a DIFFERENT RESPONSE. Different ways to perceive or sense things, or now there's things, you weren't aware of before, or THOSE are gone and now there's a different "balance" in the case. It's very interesting and you can actually determine that as a "case change" all the time. Ok?

So, let's look at it as possibly, it's exposing the influence of the next level of the case to handle. Because that's all the thetan has been doing since Clear. OT I, then on to OT II and OT III, you are cleaning up THIS, so you can get to THIS. You are cleaning up THAT, so you can get to THAT.

<"Like the whole Bridge, the lower levels?">
Yes. That's similar...

<"This data itself is almost like ... throwing things loose, that want to be acknowledged. Waiting to say, "I'm here..." ">
So, not only must you be a SUPER NOTs AUDITOR, but you must also be a SUPER NOTs C/S.

A C/S for all these "cases" you're handling, because you are being an auditor and C/S at the same time. And that way we will make your run through the SUPER NOTs level very smooth and very interesting.

So, if there are no other questions? No? I would just like to thank LRH for getting all the stable datums for us and putting it out. And what is beautiful about it is the final statement, "Exterior at will". The EP. That was beautiful. The SUPER NOTs data itself – first of all aligns to experience with ALL CASES but even more than that, it goes right back and shows again that all the Axioms – Scientology, Dianetics, ALL these basic truths of Scientology and so on – are totally, TOTALLY RIGHT. Spot on! You know, it just totally validates all the basic Axioms as you come through it. One just might start off learning the Axioms and then sort of go up the Bridge and think: "Well, hmm ..." But then if you get off to yourself and think: "God damn, that was right spot on, it's RIGHT THERE, what he says. What's there is exactly as predicted." And ALL Scientology is based on the Axioms, you

know. And now it's like going through the "circle of knowledge" and coming back to the beginning, full circle. And saying: "Here's the Axioms!" "And now I REALLY understand why!"

You know, it's like the data analysis. So, it's a fantastic assembly of data, that LRH did. And just by knowing a little bit more about the data of C/Sing, and what happens on the OT levels, and what happens on the SUPER NOTs case and C/Sing from the viewpoint of these guys, then you can make it very smooth. You go through the level easily. Ok?

<"Fine. Thank You.">

<"Yeah, I thought on another subject – if you could say a little word about the bridge over from auditing to SUPER Solo NOTs.">
Yeah, that's a good question. Yes, I will mention that. I'm not sure what criteria they use in the Church – but there's only two (criteria), that I can say right now, that I feel are necessary: One of them is that the guy who is being audited on SUPER NOTs can confidently handle the entirety of this particular stack (which he's been handling) without hardly any help from the auditor. Which means by this time, he doesn't even need a meter. So, if he HAS a meter, he can CERTAINLY do it. AND he has enough free attention to not have to refer back to the auditor. He's got enough free attention units of his own, so he can keep track of who to handle.

In other words: He hadn't handled THAT guy, but he had to handle the holder, the one who is holding him. And maybe another guy is holding also. So, he handles that guy and this Cluster and so on and now he doesn't have to refer back to find out who is the next guy he has to handle. See, if he has enough FREE ATTENTION to handle all of that, then you KNOW he also has enough free attention to run the admin and the meter at the same time.

And the other criteria – oh, there is one technical criteria: I wanted to – on audited SUPER NOTs – to handle all the missed stuff on earlier auditing and OT III. I think that should be done with an auditor, because it could involve Out–Int and Lists and things like that. That should be done with the auditor.

But the other, ONLY OTHER CRITERIA besides that of "The guy being able to run it by himself mostly through the session, maybe only one or two little "steers" by the auditor", is: THAT HE FEELS, THAT IT IS OK FOR HIM NOW TO RUN IT WITHOUT THE AUDITOR THERE, you see?

Because there are TWO criteria here: The guy IS going to be a solo auditor, but it is very good to have another terminal there to discharge the stuff to. You see, what I mean? And – even if he has the meter and the admin – CAN HE KEEP THE SAME LEVEL OF INTEREST? And ... interest IS going on when both the guy and the auditor are working on it, you see? If he still wants that a little bit, it's like you have to bridge him off of that.

I mean, I noticed, that I don't have to talk anymore. I'm phasing out of the session – but I'm still there as a TERMINAL for Ulrich and he ... I don't need to SAY anything. I just start the session, you know, indicate the first area, and then he's off – bum bum bum bum bum – you know: "This guy, and this guy, and this guy", you know? And eventually I just tell him: "Your TA is floating."

After a few sessions, I didn't have to say much. Now I'm just keeping all the admin. Except for one or two times, you know? And he's going: "Now, let's see, that guy blew. Anybody left around? I had that stuck one, but I forgot which one he's from." "Ok", I say: "that guy will be from the Cluster here.", Ok? And the needle read, when checked "Earlier Incident Is connected to him." (that's what he last ran on that Cluster.)

"Ok, good!" – ptshh – so, he handles that. Anyway, he's looking around to find if any were left, see, so it's maybe a little thing, but he will spot that sooner or later, if he has free attention. But the other point is: Is he ready to do it, so that he feels that: "Hey!" – you know – "I can do it myself, all the finding and so on like that. I'm ready." But it's good to have another terminal to talk to about it and to discharge to. You know?

<"Thanks. Connected to that, I do have another question, a technical question: Ron talks about the facts that ... or the reason, if he is audited, that two cans give a deeper read on the meter than solo cans.">
Ah, yes, yes. We never had small reads. That's funny! I saw that in there, you know, and then we studied it and all that stuff. And I don't know if M ... can confirm this or M ... if you had small reads on solo. But so what, it doesn't need to read much on the meter at all. Is that what you mean? So you can spot the BPC? When you get the right one, it reads like crazy – LFs, BDs.

<"I think, the reason, you gave before, is more than this. That the person has enough free attention to operate himself. I think that is the main point. Plus to know the real technical thing, that will get the reads and the TA moving.">
The telepathic comm is so strong with these guys – I mean – and here you have all these little datums and hints. I mean, you can almost see: "Ok, the next thing is this..." Just Standard Tech. Because, when you can have a PreOT sitting there and he goes the whole of session without having to refer to the meter or to the notes and in YOUR session he doesn't have to confront the ADMIN either ...

<"And your ARC, and your communication to the stuff is of major importance. ARC!">
ARC! Very important on that. It is: You are their auditor and they respect you and – whatever – you're always senior to them. Remember that. And the guys have to have a senior. And you have been their senior – that is, what you have to realize. When you took that body, you got to be a senior to the whole bunch of them – you know? And ... so ... you ARE the senior. So take responsibility for the Org – audit them. Free them.

Anyway, that's – if there's no other questions? Anyway, these guys, you can always send them out on missions, if you get some real big ones. We got some real big ones, who came out of this stuff, and so on, and they want to do missions. They say: "Hey, what can I do to help out?" You see?

<"Which kind of mission?">
Well, you know, nudge the reporters, and things like that. You know, to look under the news and see, if there really is a world take-over scenario. Anyway, that's a lot of fun.

<"Do they report back really?">
Well, they can do that, telepathically, if they want. But, you know, it's just to give them a game – if they want. They want a game and some of them do want to help – they feel

really betrayed by these implanters. So. it's up to you – anything to help a "freeing operation" on that.

And ...oh, one other comment about "Black NOTs": They just like "bypass and try to restim" your plugs and stacks. I got session data of them having done this and then ... and then I got a copy from Australia of a C/S – it looks like it was altered. From the Church. It was a C/S of Black NOTs. And it was altered, because it was made to help Thetans. It was like: "We can help other people, or help the SPs get better or run some SP's case off." – or "Help leaders make better decisions by handling some of their Engrams, that their NOTs BTs are stuck in." "And we can audit this on them by contacting them, and finding the BTs there, who is suppressive and handling."

And this was their C/S, you see? It isn't the REAL C/S. That was the altered C/S. The REAL C/S was "to take the squirrels and the out-ethics-guys and to put NOTs phenomena ON THEM, restimulate NOTs phenomena on people by trying to take over control of their BTs and Clusters, and urging them to restimulate." Now, that's bypass. This was a Big Thetan, coming from over here, rather than the guy in the body doing it. The guy running that body is the real C/O you see?

But, after going through all this – I can tell you, IT DOESN'T WORK. It can't and doesn't work. Because of this "Organization" factor. All they can do is get in there and interfere with these guys. And they can't tell then, whether they got a blow or not. Because they can ... they can maybe make it "worse", and they can maybe make it "better". But there is no way, they are going to be able to actually do a POSITIVE ALL–THE–TIME–JOB. Because first, they haven't got the AGREEMENT OF THE C/O to be in the session and handle it.

<*"It's other-determined."*>
Yes, it's other-determined! I found out, it's much more easy to handle SPs by getting in comm with THEM – the guy who is RUNNING THE THING, the C/O of the thing – and try to audit HIM. Or to give him some indications like: "How long have you worked for the implanters?" – or – "Fucked up in an Earlier Universe?" – you know? Or: "Did you ever look at the fact that you may be monitored yourself?"

You know, those kind of things. THAT works. You can see some changes: Some, "What's – what's that? Was I an implanter?", you know? – Or..."Did your seniors find out about your non-conformities?" - "Oh! Maybe they have. Oh!"

<*"Missed Withholds..."*>
Yes, you CAN audit the guy, and you CAN get a direct telepathic link with the guy. But to REALLY HANDLE this "Black NOTs Guy", and not just sort of "try to handle his case", which is the "C/S" I saw. As I said, that's what came out in the Free Zone. They thought the Church was doing "something" to help handle the SPs on the planet. It wasn't that at all, as we well know. The "Black NOTs Guys" are putting attention on your "old case" from PC folders. Knowing you had an injured leg in the past, and then using this "Black NOTs" shit, and trying to PUSH SOMETHING INTO YOUR LEG NOW or RESTIMULATE SOMETHING IN IT, you know?

<*"I know!!"*>
Yeah, we ALL know. Ok! So, any other questions?
Maybe in the next level...we'll have another handling for those guys. Ok? Very good!

("Note by Capt. Bill: The best handling found for "Black NOTsers" is to treat them, when contacted in session, EXACTLY LIKE AN IMPLANTER, you might find in a plug, as "Black NOTs" IS IMPLANTING.) So:

"END OF TECH BRIEFING #4

This is CONFIDENTIAL SUPER NOTs BRIEFING 22 August 1985

Thank you very much!

Tech #7: FOR SUPER NOTs AUDITORS AND C/Ss ONLY

EXCALIBUR Continued   RON'S ORG FRANKFURT

This briefing is only for Super NOTs C/Ses and Solo Super NOTs Auditors and people who are taking or have taken the Super NOTs Course at RON'S ORG. Before one hears this lecture one must hear Tech Briefing # 4 which is the Confidential Super NOTs C/Sing tape, and also the LRH Tapes which are referenced to get a full understanding of what will be discussed here in this tape. This tape is beginning from the point where Tech Briefing #4 left off.

In that tape we discussed the problems of C/Sing on the Super NOTs level, and in fact it was brought up all the way from Clear, with definitions of Clear, all the way up into the Super NOTs level. We discussed what each OT level does, what charge it removes, what you are handling and the things to watch out for. This is all very applicable and it all is very successful in making good results on the OT levels.

Now we're going to talk about some more aspects of the Super NOTs case which were not fully covered in Tech Briefing #4. These aspects are necessary to be brought up at this time because they WILL be found in running Super NOTs and it is necessary for each C/S and Solo Auditor to understand what they are, where they come from, and how to handle them. It is also necessary before starting Super NOTs or being a C/S for Super NOTs to understand "Revolt in the Stars", the film play by LRH about things happening around the time of Incident II and it is also wise to understand "Sector 9", the book put together to describe exactly what IS happening on the Planet at this time in regards to Models, Scenarios and World take-over Plans.

Well, on this Super NOTs level you will find out that there's also very much a "7th Dynamic aspect" to all of this, and you will find out that you ARE engaged in it whether you like it or not. You will be finding out that it IS there, after you have gone through enough of the level to find it. I must stress at first that the technology of the STACKS and PLUGS is entirely correct and workable and it has proven so in many cases. It removes the charge in the Super NOTs area very completely per session, and it has the advantage of not leaving any amounts of BPC around, unless there were, at that time, STILL OTHER UNHANDLED PLUGS from other stacks. We're talking here about: If a case is smoothly introduced into the Super NOTs level, AND they remove one plug per session, WITH knowing what stack it is connected to, AND handle that plug, AND then the next session the next plug until that stack is no longer reading, AND then to the next one and so on. Then there won't be any BPC building up. There just will be the continuing wins and so on and more awareness and reality improvement.

However, most people do arrive at the beginning of Super NOTs with several plugs in restimulation from different stacks, but THE PROCEDURE REMAINS THE SAME. It is: To assess in a D of P Interview what the person's most attention is on by reads, measuring up ALL the reads, LF's, F's, SF's, B/D's, on certain areas, and IT IS VERY IMPORTANT. It has been determined that you DON'T JUST TAKE WHAT HE SAID in the D of P Interview or what the auditor asked the question about. You take the most reading one and you list them in order of reads, these different areas, and so on. BUT THEN YOU ALSO GET THE PRE-OT TO MAKE HIS OWN WORDING OF THIS. This is very important, that the

wording that he makes will read VERY, VERY WELL and it will ALSO READ WHEN THE AUDITOR SAYS IT.

I'll give you an example of that. Suppose a person is concerned in the Super NOTs level with, well, "Pictures coming at night." He says "when he is sleeping, pictures coming at night." And this reads. And the auditor says: "Is that the stack?" and he says: "Yeah, yes, pictures coming at night". But when the auditor says: "Ok, well we're going to handle "Pictures coming at night," and there's a very tiny read or no read. Then the auditor should say at this point: "You know, is there a better way you can state this so that it's worded that it really, really means exactly TO YOU what the area is we're handling here? How can you word it?" And the preclear goes: "Well! Lets see, 'somnambulistic pictures', 'sleep dreams', 'dreams', the whole thing would be connected, you know, would be sort of all connected with 'sleep', you know I always wondered WHY a Thetan needs to sleep anyway. 'Sleep!' Yeah, that's what it is – 'sleep!'." And boy THAT READS "Sleep". Aha, just by itself. "Sleep!" There it is.

It could be a little more complicated wording, you know, it could be "somnambulistic pictures" but the point is, IT'S THE WORDING THAT THE PRE-OT FEELS VGI'S ABOUT, IS INTERESTED IN RUNNING, AND WHEN THE AUDITOR SAYS: "Ok. We're going to handle it as 'sleep'." "Sleep!" And he says it, and boy, IT READS FOR HIM TOO. Wow this brings up the point that if the auditor CAN'T get it to read he shouldn't run it. Just because the preclear is making it read, that's one thing, but the auditor is, in the audited part of Super NOTs, necessary to handle the meter, the admin and indicate to the preclear what to do. And if the area is not reading for the auditor then he is going to be very – shall we say – hindered, and actually won't be able to technically direct the pre-OT.

Therefore, IT MUST READ WELL FOR THE PRECLEAR, IT MUST READ WELL WHEN THE AUDITOR SAYS IT, AND IT MUST BE OF INTEREST TO THE PRECLEAR. Right, and IT MUST HAVE HIS GOOD INDICATORS ON HANDLING THAT. So these are the points on this assessment that we have found are VERY NECESSARY and you CAN "get by with it" just as people have "gotten by" with other ways of running Super NOTs. But you can't "get by with it" without having the preclear express it correctly or directly into the very interesting area that he wants to handle. You can "get by with it", but believe me, we have found out, if you do it that way, of just "getting by" with it well, THEN YOU WILL EVENTUALLY HAVE PLUGS THAT ARE, shall we say, NOT HANDLED BY THAT MISWORDING. In other words, the guy says: "I have pictures when I GO to bed." You might get ONE plug coming up on that is showing him the pictures at night, but later on in the level you will find out that he has OTHER plugs connected with "pictures in his dreams" and "sleep" and so on, that did not come up when you handled that particular plug or what you "thought" was the stack.

It will only come up if he says the one that has really been interesting to him, not only in this life time or yesterday, but maybe for a whole series of life times, or a whole part of his track. Therefore, when he says: "SLEEP, yes, I've always wondered about that. Wow! Why does a Thetan needs to sleep? Yeah, that's interesting." He's got his interest there. Oh boy, it reads like crazy and then you will find ALL THE PLUGS CONNECTED TO THAT STACK. So, that is a very important point on the assessment. As I say, it's not something that is vital, but let's put it this way: To do it standardly on the Super NOTs Level and so it will leave a minimum of BPC, it should be done this way. And it fits in with the theory of

running Engrams and Dianetics which of course IS on this level. It IS "New Era Dianetics for OT's".

So we do the D of P Interview. We get the areas the pc is interested in. We add up the reads. We then find out, we take the most reading area and we ask the preclear: "How would you like to word this?" And when it reads well for him, when it reads well for the auditor, when it has the interest of the pre-OT, and he has good indicators about handling it, KNOWS that applies to him or is part of his case, and he will be VERY INTERESTED in running it, it will read like mad, and you can start right off by saying: "Good. We're looking now for the first plug here." Once you have established what this stack is, if you are going to handle the 1st plug you just say: "ARE THERE ANY BT's OR CLUSTER's CONNECTED WITH (THE ITEM)?" Bang! You get a read right there. And you tell the pre-OT: "Yeah. Yeah. There is." And then the auditor starts right in with: "Ok. Location?" "BT or Cluster?" (Handling per the Super NOTs Tech of the earlier tape).

So, right away handle that one plug, and at the end of session he gets his F/N, or F/Ning TA, and next session: "Are there any BT's or Cluster's connected with (same stack)?" Bang!, reads, handle. Another plug and so on, until when, "Are there any BT's or Cluster's connected with (stack)?", no read. Let the preclear say: "Any more interest in this?", "No, I think it's all handled." Well, don't expect a big F/N right there because the next stack is probably ready to go. If there's no reads there don't run it.

Then say: "Well, the next assessed thing on here was "Stomach pains", "upset stomach", something like that. You were talking about it in the D of P interview." "Yeah, that's something! Yeah!" Well, say: "Well, how would like to word THAT?" "Yeah, well, yeah, let's see. Oh. Ah! Ha! "Genetic Agony". Oh! Wow!" Bing! There it is! It's not "stomach pains" exactly, it's "Genetic Agony", something like that. So I'm just telling you the wording is important and then the auditor has to check that it reads for him, that it reads for the pre-OT, and the interest is there, and you carry on with the case.

As LRH stated on the "Assists" tape of Class VIII: "You are IN THE MAJOR ACTION when you are dealing with an Engram that the Preclear has recently had. So don't expect the Ruds to fly. You can get in what you can." If the person has attention on something, ARC-Break, PTP, MWH and so on, you handle it. But don't expect the needle to fly when you are in the middle of handling one of these stacks, because you are PRESENTED WITH THE MAJOR ACTION. This is something the Preclear has had on his case many, many, many, long eons or has picked it up here on Planet Earth, but nevertheless it is a VERY OLD PIECE OF CASE. And therefore, IT IS THE MAJOR ACTION AT THAT TIME.

A person who has, shall we say, no confront and is not really able to have reality on these things, first of all should not have been on this level, but second of all has to be handled very delicately per the earlier Bulletins and Technology on handling a "stress case". But even in that, when you pick up a Rudiment, realize THAT YOU ARE GOING TO RUN RIGHT INTO THE FIRST PLUG THAT IS LIVE IN THAT PERSON'S CASE OR ONE OF THE PLUGS THAT HE HAS IN RESTIMULATION AND THE PROCEDURE IS THE SAME. You go on a gradient. You can handle THAT plug. And then on a gradient you handle the NEXT ONE and so on. The key on Super NOTs is HANDLING THE WHOLE PLUG. That's what takes the masses of charge off the case.

You just carry on doing that and when you have finished the 15-16 items, or how many, on your D of P assessment, usually they're right in order just like they came out by the reads. That's the way the stacks will go. And after that of course, you can do ANOTHER D of P. Or by that time, if the person has loosened up his case so well that he can handle by appending his interest to anything he wants, putting his interest THERE and THAT'S what he is interested in, why then I'm sure he could go down the whole checklist of Super NOTs and take whatever was interesting to him at that time and finally handle the whole thing. But in the end it is better to go by the Preclear's INTEREST and it will handle the entirety of the STRUCTURAL part of the checksheet.

The datum here is, again on the LRH tapes, which is that FUNCTION MONITORS STRUCTURE. The FUNCTION of these particular plugs and so on is going to monitor the structure of whatever technical field they come into or whatever part of the body they're affecting and so on, or whatever part of the thetan's awareness and abilities they are affecting. This Function is going to affect that. But THOUGHT is going to monitor FUNCTION. And the THOUGHT of course IS THAT OF THE PRE-OT. So, when you are following along that line, THOUGHT monitors FUNCTION monitors STRUCTURE, and you are addressing it from the Thought of the Pre-OT, you are keeping his interest first, you are not bypassing him, you are not leaving him out of it. So then he gets very real gains, very real cognitions, very real new awarenesses about what's been troubling him all these centuries. So this is where we do it this way. It IS the way to do it per LRH's Tech.

Now there are two liabilities in running Super NOTs which you will find in people who have been on it previously, that didn't start this way. And the two main liabilities, besides, of course not being ready for the level are: ONE: That they have run it so that they have only taken out, shall we say, BTs and Clusters from the lower parts of these plugs, the lower parts of the Org Board. More or less the "easy" ones, the ones that could be bypassed and handled, you know? And any "senior" could come in the Org and order them around. So they take orders from anyone. So they came out. They disconnected from the org, they blew etc. etc.

And you do this long enough, these easy ones, wake them up and handle them, wake them up and handle them and pretty soon – what are you left with? You are left with the top of the executive strata of each plug STILL THERE. And this top executive strata, as mentioned before in the last tape #4 were more or less the HOLDERS of the whole plug. So if they are the holders, they are a bit more POWERFUL and usually, as mentioned in the Tech Briefing # 4, they can be "out of valence in R6" or "implanter" type evil purpose beings.

Therefore as the person runs the lower part, or the "easy" part, of his case and just takes up the lower "juniors" of the Org Board of all these plugs, he ends up with a case with NOTHING BUT HOLDERS. Holders of a little more powerful nature and shall we say, some percentage of them VERY EVIL INTENTIONED, but ALL OF THEM HOLDING and what are they holding NOW? They are holding HIM, THE PRE-OT.

So what do you expect? Him to get increasingly feeling like he is in some kind of a "tight situation". He is a bit "bothered by things". He doesn't LOOK like he is a NOTs completion at all. He is sort of worried about "PTSness" and "sickness" and "illness" and all these various phenomena. He is going on "dramatizing" around here and there, and he is feeling an EFFORT to keep his "sanity".

Those are the indications if a person who has run out the lower parts of the plugs and has left the "tops", or the holders, or the "out of valence R6 people", there. They feel anxious, they feel like the real "core" of their case has not been reached. And they are worried about it, anxious about it, and so on. This is merely the fact that they have put themselves at the mercy now of the TOP HOLDERS IN THE ORG BOARD. And THEY are the ones being held at the moment, because they took away all the juniors. So if you take away the game, What's now the game? The game is GETTING YOU. You didn't give them a new game. You didn't set them free. So the game is GETTING YOU and they're going to hold YOU tighter and tighter and tighter if you don't take out the whole org board. And that's the first liability.

The second liability is this: There are some people who decided: "Yes, it's a tough level. We are going to handle all these bad guys first." So what do they do? They go in there and handle all the bad guys first. They take one of these rundowns that are current in the "independent field", and they handle the bad guys first. So they take the top off the org board. They handle the guys that are out of valence and dramatizing, have evil intentions, evil purposes and so on. And they work through this, through this, through this, through this.

Now you have the other situation, which is: That once you take the TOPS off the org board, if you have NOT also handled all the juniors, and remember, down there, some of them are quite asleep, some of them are tied into little "knots" and so on, so that they cannot move, so when you take off the top you still have to open them up, wake them up and let them go. So if they DON'T get out the whole org board connected to these top guys that they are handling on these rundowns, what will be the effect? Well, then you will have an org board with only the juniors left and no seniors. So they don't have any other senior. So they are going to float around you more and more, shall we say "cuddle" all around the Pre-OT.

And in this case some of them WILL have woken up, some of them WILL have broken loose, but not gotten completely handled. And so what the Pre-OT will do is, he will start feeling like: "Well, this is never ending. I feel almost just as bad as when I was on OT III!" And what do you know?

He has woken up enough of his case, by handling these holders, that the plugs now, the truncated BOTTOM PARTS OF THE ORG BOARDS, all the juniors and all, are running around and sort of like they are floating half in and half out, and some of them are tied together, and some of them are not, and they're sort of going crazy, just like: "When the boss is away the staff will play".

So they become to him almost like another III case. He's got the fears back that are BT's all around him, you know? They're not very harmful, not very dangerous but they are all around him, they're floating around him. "I feel this pressure here and this and so on...." So by taking off the TOP ONLY of the org board and LEAVING THE BOTTOM INTACT without handling it, you create yourself another III case! The "smoke" from the fire. You take the "hot guys" out and the "smoke" comes up around and there's another III case.

Now, when you do this CORRECTLY AND REMOVE THE WHOLE ORG, then you got it. So that is the Technology and those are the liabilities of running it improperly: You take off the top and leave the bottom or you take off the bottom and leave the top. In both cases it

makes a funny type of appearance for somebody on NOTs. One of them is that they look like they're really caved in, PTS. Which other people look at and say: "What! That's weird, he should be really great! He is on NOTs, but he looks really weird. PTS, sick and all that." And the other one is, that of course he creates another OT III case.

Then they say: "Well, he's not saying he's making much gains. He even says he feels like he did when he was on OT III, you know, it's not really interesting." And so on and so on. Well, these are the effects and you can spot these. But what is the whole handling of these to correct it? Of course, you do the assessment, you find out what his attention is on, you find out the way he likes to word that area he was interested in, or is interested in, and you handle the first plug that shows up through the BT that is first contacted in it and they will line up and get handled all the way down through that plug.

And in the next session you handle the next plug. And in the next one, the next plug. Next one, next plug. And you just handle it standardly like that and pretty soon the guy will be back, shall we say, on the ADVANCE PROGRAM of Super NOTs. These are the REPAIR and RETURN actions I'm talking to you about. You have to REPAIR it when he gets into these TWO LIABILITIES. And THE REPAIR IS MERELY TO DO THE STANDARD HANDLING AS IF HE HAD MANY PLUGS IN RESTIMULATION, some truncated half Way, some holders here, some plugs over here, maybe. And you have to do the assessment and very carefully pick the area. Run one, or the REST OF ONE that hasn't been run, until you get a nice F/N and relief and leave it there.

And in the next session take up the next most interesting thing to run and so on. And they will probably come up as RUDIMENTS. But these are repair actions. They have to be done VERY PROFESSIONALLY, so you DON'T GO INTO TRYING TO HANDLE PARTS OF OTHER PLUGS THAT ARE IN RESTIM and doing the same thing "cooking up" a whole overwhelm of the case. We have done these reviews and you can see some of the folders in your training. Ok? That's the REVIEW.

And then, of course, the RETURN program is to continue handling those plugs and stacks that were not HANDLED before. Ordering it up on the case and getting it down to where he is in PT. In other words: ALL THE AWAKENED AND RESTIMULATED PLUGS HAVE BEEN HANDLED AND HE KNOWS WHAT HIS STACK LIST IS. And then you can carry on with Standard Super NOTs using the plugs and stacks and the interest and so on as I told you before and then he is on his ADVANCE program again.

Now we have covered the main things here that I wanted to update you on since the last briefing. I covered these (on # 4) briefly but I did not give you the IMPORTANCES of them, showing the liabilities of what happens if you run Super NOTs incorrectly. The action of a Preclear losing interest in Super NOTs, a Pre-OT losing interest in Super NOTs, is merely one or the other of those and probably the second one, that he has removed some of the top stuff and maybe some of the lower stuff of the org board too, but he's not been run on his OWN STACK LIST. It's been run on somebody's automatic idea of what he SHOULD RUN.

And so loss of interest in the Super NOTs case is another review action that you can handle just by FINDING THE STACK LIST THAT HE IS INTERESTED IN RUNNING and not just running something like a body part. Like: "Start with the right leg and run up and find anybody there and then up here..." No, no, NO! The Org Boards are connected ALL

THROUGH THE BODY. Some of them are localized, and some of them are up and down the spine and in various places, and outside the body and inside and so on.

So you don't keep the interest of the pre-OT if you're just running it by structure. You must run it by HIS THOUGHT, which is MONITORING the function of the stacks and the plugs and the structure of the body and the structure of the plug Org Boards, you see? WE KEEP the interest of the preclear. That's one of the prime ingredients in doing successful auditing. Remember the definition of "In Session"? "Willing to talk to the auditor and INTERESTED IN HIS 'OWN CASE'". In this case he is interested ALSO while he has these CASES OF OTHERS. But it IS HIS. He is carrying it around. It is there. It reads on the Meter. It's not his "individual" shall we say, he's Clear, yes, we know about that, but he IS CARRYING THIS STUFF AROUND. So he's brought you this case. It may be to him a 3rd and 4th Dynamic case, but he's got it. And it's his. It is a reflection of the other Dynamics as mentioned in the last tape. It's the "other Dynamic aspects of Clear" from "Clear on the 1st Dynamic". Now he must "clear up" the REST of his Dynamics in regard to the thetan Universe.

Now, I'm going to break into some new territory here, which was only covered very briefly on the last lecture. And this has to do with the composition of Pre-I plugs. Now, in the last lecture I gave you some very amusing examples of plugs that could be composed up from the area of Incident II. And these are something I think everyone has run into. They are very familiar to people. However, the holders of these, and also complete plugs, are sometimes, and in fact I would say, as you get through the Incident II plug areas, you will find more and more of these Pre-Incident-I plugs.

Now what is a Pre-Incident I plug? Well it is a plug that has been MADE UP ORGANIZED. MADE ON TO AN ORG-BOARD. Composed of BTs and Clusters. MADE SPECIFICALLY TO DO CERTAIN HATS ON THAT LITTLE ORG-BOARD AND "FROZEN IN TIME" AND THEN ATTACHED TO A THETAN AT SOME POINT ON HIS TRACK, perhaps Incident I, later, or even up into Incident II. BUT IT IS COMPOSED ENTIRELY OF "FROZEN" THETANS, WHICH HAVE BEEN DOING THE SAME THING AS THEY ARE NOW STUCK IN SINCE BEFORE INCIDENT I.

This is the Pre-Incident I Experimental Area we talked about in the last Tape (TB # 4).

Now, as you get to these areas you find that the normal 'Incident I' and 'Earlier Universe' and so on do not quite blow a Pre-I because there is something else there. Some other BPC and that SOME OTHER BPC happens to be this VAST AREA OF TIME BEHIND INCIDENT I. Well, of course Incident I occurred at "start of track". Of course, FOR THE THETANS, THE BIG THETANS, Yes it does. So he (a big Thetan) doesn't have "time" particularly behind that. Expect, remember: If the track began EARLIER for some OTHER THETAN then THEIR TRACK started back THERE. So some of these plugs, these Pre-Incident-I plugs, date back, so far, from 4 to 7½, or even more, QUADRILLIONS OF YEARS ago. But that's the usual range. If you just indicate: "4 to 7 quadrillion?" – you will get most of them really cooking and coming alive and saying: "Oh, Yeah, that was me! Oh Yeah! Oh wow!"

Now I want to give some definitions and then I'll show you how this is also an "Earlier Similar" to the Incident II, because there was a CAPTURE – from Earlier Universe! In other words: Those Thetans were "whooshed up" with something very much like a vacuum

cleaner and Whoop!, caught. What I'm saying is, it's like the FUNCTION of a vacuum cleaner but to "whoosh up" THETANS rather than dirt. Captured and put through these experiments and made then into plugs. And this resulted in some "standard plugs" and some, sort of, "experimental" ones.

Now you say: "Wow - that's interesting. That's not covered anywhere." No it isn't, but you WILL FIND IT IS COVERED ON EVERY ONE OF YOUR NOTs CASES and that's why it is there and is the final barrier to finding out "why you lost Your abilities" and "how this tricky game of implanting was made up" and so on. It is the last barrier. After this, when these are all handled you can confidently say that the person will obtain the EP of Super NOTs, and he will also understand everything concerning his own universe and what happened in it. He will be able then to go and handle other things in "2nd" and "3rd" universes and other universes. And there will be other levels. But right now we're interested in: "What's IN the Pre-I plug?"

Let me give you the definitions first so you can follow what I'm talking about. And these words are made up to be familiar to people on this planet at this time, so that auditors can work with them. But you will find out, as you work with them, you will ALSO groove-in the various BTs and Clusters. And if you intend the right actions with these things, the right ... as I say ... a "Vacuum-cleaner", but you can INTEND it as a thing to "Whoosh-up" or "pull-in" or to trap thetans, and they will "get it" and they will answer: "Oh yeah ... that ... I have that!"

So, it is just a communication device, to make it easier for us to C/S and to write the notes in the folder, so it's a short hand for us, just like the rest of the Scientology language, abbreviations and so on, generic terms, such as PTS, ARC Break and so on. So, what are some of these terms?

Definition of PLUG

Well, let us start off with.... PLUG: You understand Plug? That is: "An organized group of BTs and Clusters which were put together by either impact, injury, etc. OR intention of an implanter, to operate as a sort of combined unit or an org-board, and it has holders at the top, and sort of junior thetans at the bottom, who are just being something to do with its function, being even mass or weight in a bag, or being a cell or whatever." Ok?

Definition of STACK

Now, the STACK, of course, is the way this is "stacked up" on the Preclear's (Pre-OT's) case, and that means it has to do with the Pre-OT. So, he has been having trouble with this area, or has wondered about it. Therefore, to him, it appears like a "stack of charge". But it could consist of SEVERAL PLUGS just as you can have several weights, you know? Those little pieces of metal on a scale-balance, and you have 5 little gram weights on a scale-balance. That would be five PLUGS, and the STACK would be "what the Pre-OT thinks is holding him down", and as he removes each one of these plugs, the scale-balance comes up. It comes up! He feels better.

Ok. Now, on these Pre-I plugs, you are going to find the following things: This "vacuum-cleaner" I talked about. We call it a "Hoover" and the incident is called "Hoovering", and it is the first or most – earliest –, usually. The earliest incident on these Pre-I plug thetans. They were "hoovered" out of an Earlier Universe, or "vacuumed". The actual instrument used was itself composed of BTs and Clusters and it looks very similar to one of these

outside speakers, or amplifying speakers, which you see attached to poles around a crowd in rock concerts or in public lectures.

You know, the big bell, four sided bell coming out, and the round ball at the back to contain the speaker amplifier. So, it looked not unlike that, or similar to it. Composed of BTs and thetans, with a nice "black hole" Cluster in the middle of the bell inside, and this little "golden ball" inside of that, which was very attractive, and kept putting out a message of "Help me to play this big game, I don't really understand it ..." Or similar flows anyway, to PULL THE THETAN IN. Very aesthetic and so on ... The black hole ... Now, what was the "black hole" Cluster? Well, that's a Cluster that is pretending to be a negative energy. It's doing an "implosion" all the time. It's pulling in, pulling in, pulling in. It's pulling in all things, energies, thetans, and so on. It's like a giant ... well, just like a "black hole star" suctions in all kinds of mass, energy, thetans, everything like that.

But it's really a Cluster, which has been PROGRAMMED to do this. And so everything goes black around it as it gets sucked in there. It just turns it black, because it's now going negative from what it WAS doing, and you find it as the "attraction point" of the TRACTOR AREA which is holding a lot of these plugs together. You find a "black hole" in it. It may occur first to your vision like a little spot, but if it is down on the bottom of a plug, it could be holding the whole thing together, in a sort of "maintained force" area. It is NOT the HOLDER OF THE PLUG. You understand? NOT THE TOP OF THE ORG-BOARD. It's not likely that it is the top of the org-board. And it could be just put in there to give cohesion to the org. They don't usually have much to do with the SUPPRESSION of the plug. They are just sort of automatically charged to just "pull things in", like glue, Except on a SUCTION basis. So, the "black hole" was in the middle of this "Hoover", and it pulled the thetans in to this little "golden attention unit" point, which is giving out the nice aesthetic message. When they were captured, they would then be taken to the "experimental area". And this is ... this is "earlier similar" to Incident II, 4 to 7 quadrillion years ago ...

These guys were "hoovered up" out of their own Universe and they were usually kept in a thing called an "Electrosphere". An "Electrosphere" is a large sphere which has a magnetic charge on the inside, an electromagnetic charge on the inside, so the thetan cannot touch the wall. He feels repelled by this. But he also doesn't join up with the other thetans inside. So, you eventually, essentially, get a thing like one of these giant "gum ball machines", if you picture it that way ... it's a lot of thetans inside of a giant sphere, and they can't quite get out and they can't move either because of how they're pressing up against each other, and so on.

But they are held in this. And it's kept at a LOW TEMPERATURE (cold). All right. That's the "Electrosphere". And then they are put through various "processes" to make them "amenable" to being Clusters and BTs in PLUGS.

The first, or ONE of these, (we don't put them in order because each one may have had a DIFFERENT EXPERIMENTAL TRACK), but usually these ARE the things which may have hung the guy up, you know? Like the "Hoover" is the earliest one. And then the "Electrosphere". Got stored in the "Electrosphere". Ok. Then they could be put in something we call the "Spin-drier". The "Spin-drier"... you know? Like a spinning machine to dry your clothes out, right? Or a centrifuge, if you like. But the "Spin-drier" was to IMPACT THE THETAN WITH OTHER THETANS, MAKE HIM MORE THAN ONE, and to spin him with this tiny amount of mass that he had been being attached to another, or

mocking up something, or the other being mocking up something. A tiny amount of mass, but you spin it now at a high rate of speed in this "Spin-drier", and it makes them feel VERY HEAVY. VERY HEAVY.

So, he was then given the idea of "mass", and he could then BE MASS. He was ORDERED to "Be heavy", "Be mass". And some of these guys think that they are as heavy as lead, and some of them are as heavy only as water, and some of them are as heavy only as a light gas. But there are different DEGREES OF "HEAVINESS" to these little "jelly bean" thetans. That's how I call the ones that are there in the plug just to be "mocking up mass" and to hold the thetan down, and keep him from doing OT abilities. These "jelly beans" in the plug are usually grouped together in a BAG or CONTAINER, and they just have MASS.

They have the FUNCTION of being mass. And these are what I call "jelly bean thetans", because they look like the jelly beans in the jar you see in the candy stores. There they are. Separate. Just like sort of "being in a container" and "being massy". Usually you can run them easily, by WAKING THEM UP, RUNNING THEM BACK THROUGH THE SPIN-DRIER, THE ELECTROSPHERE, and the Hoover. And they go: Pfffst!.... "Free! Wow! Yeah!" THESE GUYS HAVE BEEN THAT WAY EVER SINCE 4 TO 7 QUADRILLION YEARS AGO. THEY WERE NOT AFFECTED BY ANYTHING ELSE IN THE UNIVERSE. That's what they've been, and they are FROZEN IN TIME. Just like the "Enchanted Moors" in the song.

Some of them were chosen to be more "exciting" parts of the plug. Some of them would emit flashes of light, or flash some kind of "message" to the thetan, or into the cells, or something. These were put on to a thing the "Sun-Lamp". It's just a filament, a GLOWING FILAMENT actually. Just like what you'll find in a lamp or in an arc-light. THEY WERE FORCED ONTO THIS, ELECTRONICALLY. Once they had a little mass, they could get sent through a wire or along a wire or channel.

They'd been put onto the filament, and told to duplicate that, you know? "Be it." "Be a light." "Be a light." We found a lot of these guys that were put on the "Sun-Lamp", being stars and so on. So, apparently, the thetan would "think" he is exterior, but was only looking into an area composed of BTs being little "stars" and so on. He thought he was exterior in the universe, but he wasn't. He was just being in one of these plug areas, where the guys have run through the "Sun-Lamp" and sparkled, they gave off a little light and so on, and twinkled like stars, but they are just BTs.

And of course, every BT has usually another one STUCK TO HIM, so he has to spot the one STUCK TO HIM IN HIS VALENCE so that he can loosen them up. I mean, once you've got the guy single, he's pretty handled. So, in actual fact, the term BTs and Clusters is a little misleading, because every BT, until he is free, is really a Cluster. Let's put it this way... They may have just been ADDED TO HIM ONE AT A TIME DURING THESE EXPERIMENTS, and to put them in HIS valence, and the guy who is left in charge, IS THE "ONE". The others are IN HIS VALENCE, because HE ISN'T in the valence of another, because he would be one of the guys "down the line" and you'd be talking to the other guy, The one you ARE talking to, he looks, at the last point, he looks for PEOPLE IN HIS VALENCE WHO ARE ATTACHED TO HIM! Ok?

Now, we've got another thing. I've told you about the "jelly beans". That's the way these thetans are when they appear, just sitting in a bag ... or something. But, what's this bag? Now, that's a "Bag-man", and these are the thetans that were PRESSED DOWN VERY FLAT AND MADE TO ASSUME THE SHAPE OF A BAG OR A HOLDER OF THESE "JELLY BEANS". Now, you can find the "Bag-men" are LAYERED. They're exactly like a plastic, clear plastic, garbage bag, or a black plastic garbage bag, depending on what way they were made; transparent, or invisible, or dark. But they look exactly like a big plastic bag, and they contain all these jelly beans. And why don't these jelly beans get away? Well, there are LAYERS, first of all, of the guys. Each "Bag-man" is a separate individual, but he is layered as a Cluster, like each layer is separate but there are about 7 or 8 - 6, 7 or 8 bags put around these jelly beans.

So, 6, 7, or 8 bags around, and each layer of that bag, each layer of it, IS AN INDIVIDUAL, and they are clustered together as a bag. So, you have to separate the layers out and then you can audit them.

Now, you might find it hard to handle these guys, because you might find that they are securely TIED at the top. Like with a garbage bag, you might tie the top of it, to stop it from over spilling its contents. And this "tie" you will find is a tiny beautiful little thing, such as a string or a chain. And that's why we call it a "String Cluster". And those are thetans who are linked one to another Cluster, being like a piece of chain, or holding together, just like as if people were in a chain, one holding the other's leg and the other holding the other's legs and so on, in a CHAIN. All these thetans were forced to do this in an experiment, and they were made into a Cluster like a chain. We call it a "String-Cluster", or "Chain-Cluster". And they are TIED AROUND THE TOP OF THE BAG.

So, when you get to the "String-Cluster", you handle it as a Cluster of individual thetans who were put through this incident, to make them that way in Pre-Incident I, 4 to 7 quadrillion years ago. Ok? Run the incident ... Bam, bam, bam! Before that, they were maybe in another experiment. Before that in the spin-drier and the electrosphere, and they were maybe hoovered up, and... Pum! And they all go! And then the bag opens up, and the thetans come out or start to wake up "Oh!" "Ah!"... And then you take the bag-men. You say, "Ok. Outer-layer bag-man. You've got that incident where you were made into a bag? Ok! Go back there. You were in the... electrosphere... Hoover..." He goes...! And then the others, until all these guys wake up inside the bag, the jelly beans, and they just go: "Wow - Wow! We are free!"

YOU HAVE TO WAKE THEM UP SOMETIMES, and you sort of put a little command there: "Ok guys, you wake up, and wake up the other guys now." And you tell them: "Ok. The game is over. The game is over." (Tone 40).

<div align="center">END SIDE 1 TECH BRIEFING # 7</div>

Ok, this is side 2.

We were talking about the "bag-men" and the "jelly beans". And as I said, when you take "String-Clusters" from around the neck of the bag-man and you take the layered bag-men off, then the jelly beans will all be able to run back through the electrosphere containment after they run the centrifugal machine, the "Spin-drier", and then back to the "Hoover" and their capture, and go free on "earlier universe". And they'll probably go off as an "assembly

line": You just start it going on one end and wake them up and: "Wake up your buddy, and tell them about this and this and this, and go back and find an Earlier Universe 4 to 7 quadrillion years ago." And just keep your attention on them doing that and you find they go off like a cloud of smoke, and you can get rid of thousands and thousands of these guys – totally individual, and totally free, if you also indicate to them: "Look for other guys stuck to you during these experiments, and when you were captured." Have them locate that, and they will all go off, and no problem. They will all leave because they are single, individual, free beings.

Now, you have the same thing: Some of them may "stick to the wall", and you have them find the guys stuck in their valence they didn't spot. And if you find a guy who needs an orientation, or if you find them needing some BPC handled from a game, or from earlier universe, ok! Go ahead! But I found that most of these are pretty smart thetans. They were just captured and then "frozen" since Pre-I, and they just immediately "wake up" at the SAME ABILITY OR AWARENESS LEVEL THEY WERE THEN, before they were captured and they go – Pum! – immediately back to that area! I think they've maybe learned not to get trapped again, but – I hope they have anyway – by listening to the others getting handled – but, anyway, they leave quickly. Now, ok, I gave you an idea of something that can be there. These are the ELEMENTS of the plugs. Right?

Now, another thing that can come up besides the "normal" org-board functions. Now, these we were already talking about; the strings and bags and string thetans, string Cluster, bag-men, jelly bean thetans, and all these Incidents of the Pre-I. And those were sort of like the "standard assembly line" to make up these plugs. Now the plugs have DIFFERENT INTENTIONS and therefore your more "top of the org-board guys" are the HOLDERS, and the people who are "in charge" have certain other functions. All right? By the way, some of these "jelly bean guys" are maybe put into a thing and being used as a sort of memory bank, or file, or some kind of data storage area.

So the jelly beans CAN be used for other things rather than just mass. They may STORE PICTURES OF SOMEBODY and so on, you understand? But, basically, they were made up to be mass. And the lighter ones sometimes are used sort of like a computer, or... "data storage bank" for some other guys in the org, in the plug, ok? They may even store data about YOU! Yes! Yes! Ok!

Now, so... let's find out what the other guys do: The MONITOR is an important beast. The "monitor a thetan" is one of the usual types of plugs. You have a whole plug that was set up to MONITOR THE THETAN'S ACTIVITIES, or to make him BEHAVE IN A CERTAIN WAY, or BELIEVE IN A CERTAIN WAY, and attached to the top of the plug usually near the top, or at the top on the org-board is this thing called the MONITOR. The monitor, quite often, can be a Cluster, yes, and it can be a BT which has a couple more stuck to him in his valence, but it's usually a pretty powerful guy, and is usually either monitoring one way or two ways, and sometimes three ways.

When we say "one way monitor", we mean he is taking whatever occurs in your universe and relaying it somewhere else. Ah... usually, to the original implanters who made up the Pre-I plugs. Anyway, you say "That's weird!" Well! You have to realize that ALL THE IMPLANTERS ARE STILL AROUND! So, THEY CAN STILL GET DATA FROM THESE GUYS! Now you start to see the game! Now we can get data from them, right? SO CAN THEY. Ok! Now, the monitor – it could be a "two way monitor", which means that, when

you find them, and you find out he is sending information about you away to some terminal in the implanter organization, you also find out that when you audit the guy a little bit, he moves kindly off to the side or gives you the sight, or he blows or whatever, and you find you now have a direct telepathic sight line to the implanter org, and you can pick up whatever they are doing at the other end!

If it was a two way monitor in use, then you will find out that you now are directly connected to the guys who were trying to make you PTS, by activating your plugs. Yes, yes! And YOU CAN NOW AUDIT THEM if you want, or you can say "Fuck off!" So, that's a TWO WAY MONITOR. So there it is open on both ends. You can find out what's happening at the other end, and they can find out what's happening on your end. But once you handle the monitor, YOU'VE GOT CONTROL OF THE LINE. Do what you want with it! Ok? Now, a lot of these monitors, when they realize the game is over, and the whole of the plans of the Pre-I implanters, and by the way, the "PTS to Xenu" button works there just as well as it's the same guy, of course! This IS HIS PLAN, HIS set-up for the whole take-over of the universe: Take the thetans which were "easily subjected" in the shall we say "Third World Universe", hoover them up, make them into various complicated designs that thetans couldn't figure out, and come over here with Incident I into the game which was going on at the time, let's say "bringing order to MEST", the "CIVILIZING GAME".

And then taking the Big Thetans and sucking them into Incident I and implanting them with these bloody plugs and other beings, and making them come under control. So, the difference here is that SOME BEINGS WERE JUST CAPTURED OUT OF THEIR EARLIER UNIVERSE AND MADE INTO PLUGS, WAY BACK THERE. They were never anything else! THE OTHER BEINGS WERE PLAYING THE GAME WHICH GOT "INFRINGED UPON", or were trying NOT TO BE UNMOCKED or TAKEN OVER BY THE Implanters.

Now, usually, with the pre-OT, you deal with that kind of being. He's been playing the other (civilizing) game and he got "zapped" by the implanters. And that's the most usual thing, although YOU WILL FIND SOMETIMES PEOPLE WHO WERE WORKING WITH THE IMPLANTERS ALL THE TIME, and THAT was the "other game" that was going on. So, you can also handle them, and sometimes they want to turn around and play the other, "freeing up" game, or "Scientology" or the "New Civilization". Sometimes, they just want to go back and kick the implanters in the ass for betrayal. And sometimes, they just want to go on a tour, or leave the universe, or make their own game. But that's up to them.

But when you handle them and you get all their BPC off, they're singled up, and they realize IT WAS A BAD GAME. (Yes, yes.) It was bad game to play with the implanters. A lot of "promises" and they ended up being a monitor BT or something on the top of a plug for the next five or six quadrillion years. NOT a good game. Ok?

This is just an idea, so you don't get confused when you look into this. JUST DON'T BE AMAZED AT ANYTHING YOU FIND. "String of pearls" This is a bunch of thetans that were made up to be little balls. And the trick of holding these guys together you know, they are like a chain, they are not holding each other. They are made to have a HOLE in them, like a string of pearls, and they have a "chain thetan" threaded THROUGH them, you understand? So ... they are like a string of pearls. But the 'chain' is going THROUGH them, in the middle. You don't see it at first. THAT'S WHAT'S HOLDING. That's why they can't get separated, just like a string of pearls.

I told you about the black hole? Ok! Now, the Sun-Lamp, Monitors ... MONITORS ARE VERY IMPORTANT TO GET OFF OF THE CASE, BECAUSE THEY LEAVE THE CASE OPEN TO FURTHER "RESTIMULATION" AND "IMPLANTATION", "SIGNALS" AND "COMMANDS" FROM THE IMPLANTING ORG, OR THROUGH VARIOUS DRAMATIZATIONS OF IT IN THE SOCIETY, OR THROUGH KNOWING – KNOWING RESTIMULATION, SUCH AS IN "BLACK NOTs". So, when you get a monitor, you may spend an hour handling the monitor, or an hour and a half with the TA not moving so much. But, boy!... when you get him handled, Wow! And the whole plug comes apart ... *Poom*! And the Pre-OT feels a lot better! Ah, yes! Now, what if the monitor is CONNECTED to other shall we say monitors, ALONG A CHAIN OR NETWORK IN OTHER PEOPLE'S UNIVERSES AND OTHER AREAS?

We have definitely found monitors on the case connected to monitors in implanting organizations, or just the "Tower of Basel" or even an old implant station which is still there! And this was sometimes "monitor spheres", looking very similar to the old astrologists', witches', and mediums' "crystal ball". Within the "crystal ball" there were actually TRAPPED THETANS, CLUSTERS, and INDIVIDUAL THETANS. And that was a big "monitor sphere". It would monitor several of these other monitors or many of them at the time, or at separate times, per program. Now, this is NOT REALLY "in the preclear's universe", but he finds it, because the monitor says: "Yeah, I was reporting back to the sphere, and that was relayed to the implanters."

Ah Ha! So... What do you do with this? Well, we've found it's VERY HELPFUL that it's part of a plug because it's connected (you don't HAVE to run it on the guy, if he doesn't feel up to it and so on) it isn't REALLY in his universe. BUT it's fun to exercise now, your shall we say, your "aggressive tendencies" as an OT, to do the job of taking apart some of these mechanisms that are making people aberrated. And YOU CAN ACTUALLY AUDIT THAT SPHERE, once you have a line to it by having the monitor turn it over to you and "debriefing" on it and so on, and you know now how it works. YOU CAN RUN ALL THE THETANS OUT OF THAT SPHERE, AND DESTROY THE SPHERE, the monitor sphere for the implanters, AND THEY CAN'T MONITOR ANYBODY WITH IT ANYMORE!

Now, we FINALLY have a chance to get back at them, ok? You also find that in some of the implant stations you might get connected up to in session, there are STORAGE HOUSES Of THETANS STILL IN ICE, STILL FROZEN IN ALCOHOL AND GLYCOL FROM INCIDENT II! They're STILL there. Being used as, shall we say "reserves", you know?...."Got to have your reserves in case some of the thetans go free. You've got to have some more to put down and monitor more people and so on like that, and that's why you've got to keep the population small, in these slave societies, because you haven't got so many BTs and Clusters and plugs to monitor the people with, and you don't want to exceed the number of individual bodies you have because, if you have too many bodies, you don't have enough plugs to go around, and you can't keep control of them."

AND THAT'S THE WHOLE REASON for "OVER POPULATION" SCENARIOS. "Sorry, we've got too much population. We've got to get rid of some of these people." THE REAL REASON BEHIND IT ALL IS THE IMPLANTERS DON'T WANT TOO MANY PEOPLE BECAUSE THEY CAN'T CONTROL THEM ALL. Ok, so... if you find these reserves, you find that most of them are in a state of the "Capture of Incident II", OR they may have been saved from Pre-I! (The "capture before Inc I" and the "electrosphere".) And boy!, you

can get them running on the track, and just start having them blow off by the MILLIONS. I advise you to do this, because the more you get rid of the "reserves" of the implanters, the less trouble you are going to have in the future with the implanters, and the less trouble you are going to have with plugs and something like that.

And you also are FREEING THETANS, which is our purpose. Ok? It's just a possibility. You don't HAVE to do it if you don't want, but I tell you, there's a lot of fun in doing this. It's sort of "Now we have a chance to strike back at these guys, and take away THEIR reserves, like they were taking away OUR reserves!" Yes, Yes!

Ok. What do we have here? Some examples of some Pre-I Plugs and why they are so important on the case. Well, let me give you another example you will find on the case usually. It's also a "plug". For instance, a giant, you find it's mocked up in Pre-Inc I Experiments, like a GIANT CRYSTAL BODY, made of THOUSANDS of tiny "honey-combs"... and it's about TEN FEET TALL too, and that's 3 meters high, a BIG CRYSTAL MOCK-UP Of A BODY, You know? Doll body, meat body ... it doesn't matter, because the thetans were introduced into these little "honey-comb cells" on it all over. The crystal was like a honey comb. And ... they were used (and this is one plug, for instance, this whole structure) ... and it was used to "connect" to the other thetans in the other plugs on the case, to plug THEM into THIS ONE. This one is like a giant "socket".

So these insured that the plug thetans were under control. Each "plug" would be plugged into the "socket", and it would affect that part of the body if restimulated. But it, itself, is just ONE PLUG. So that way the "crystal body" or the "honey comb" plug. Ok?

There are other ones. One interesting one makes you understand all the "Eastern religions". It's actually a plug which is composed of several BTs, or MANY BTs and Clusters, in the shape of the "Chakras" of the Eastern religions. There are AREAS OF SUPPOSED LIFE DOWN THE SPINE. Well, it's six or seven Clusters, put directly on the top of each other, looking like the human spine. And on the top of that, there is a GOLDEN CLUSTER LOOKING LIKE A SKULL (a "Totenkopf").

A golden skull. And, of course, this is the "Crown Chakra" or "Golden Chakra". The one they think in the East is where the guy (or thetan) IS, or something. But that's JUST ANOTHER CLUSTER, and it's usually COVERED TO THE THETAN'S VISION FROM OUTSIDE OF THIS PLUG, and it maybe STUCK IN THE BODY.

But if the thetan is exterior, he doesn't see this particular "golden skull" and the "six or seven chakras" in the spinal area. It's not ALL of the body. It's just these Clusters and the skull. On top of that, there is a whole field of "flower-looking" things, which I called "Lilies of the Field", and it's ANOTHER CLUSTER, which is a bunch of little thetans, being "Lilies of the Field". But, on the top of that, comes a "rod". A "crystal rod" or "transparent rod", going up into the sky, and inside that "rod", there is another bunch of thetans being an org-board! Yeah, like an org-board. A function-board. They are supposed to be different parts of the IMPLANTER ORG-BOARD COMMAND SYSTEM. And it is "rolled up". It's a FLAT Cluster rolled up into like an org-board, stuck inside the "crystal rod", and the "rod" is held by a hand up at the top. And the hand is, of course, the "Hand of God". Yes!

All of this is BTs and Clusters, but it's a whole plug, all the way down, from the "Hand of God" all the way down through the "rod", through the "Lilies of the Field", through the

"golden skull" and to the "Chakras" down in the bottom. THAT'S A TYPICAL IMPLANTER PLUG, almost a "Standard" plug. I found several of those. In any case you run there may be MORE THAN ONE, or there may be JUST ONE, or it may NOT BE THERE AT ALL. I will tell you why in a minute.

Another example is the "pyramid". The "pyramid cults" of Egyptians, Masons, and so on, go way back to this particular plug. So, they're just a PT DRAMATIZATION OF WHAT THESE PLUGS ARE. It was supposed to be a "body for a thetan", and of course, on the top, there was a cap on it, a capstone, black, which ONLY TOOK ORDERS FROM, you guessed it, XENU. And it's a "cap cluster", which was supposed to be the top stone of the pyramid-looking thing, and right under it, a thetan was supposed to sit, and the thetan was of course, the "All seeing eye", you know? The thing on the U.S. dollar bill, on the back, there is a pyramid with an "eye" in it. And the thing was supposed to be under control of this "cap" and the "cap" was supposed to be on a monitor line to Xenu and the implanter org that was doing the Pre-I Experiments. And below is the rest of the "pyramid", which is not composed of stones and blocks, but is composed of a bunch of "jelly bean" thetans, and glued together with "gluey, tight thetans" in this pyramidal shape, and that was supposed to be the "mind" of the thetan. So, when he goes exterior, he was supposed to be given this "pyramid" mock-up. He was supposed to think that he WAS THAT. Any way, this is another plug.

And there is also the "perfect body" plug. It's a series of Clusters and BTs which were made up to be supposedly "perfect bodies", and, of course, they all have a MONITOR running them. So, if the thetan desires to inhabit one of these "perfect bodies", and puts it into his meat body, or his own mocked-up body, or carries it around with him, HE IS ALSO BEING MONITORED. Ok? So, those are some of the plugs you may find.

You should realize the monitors have been there since 4 to 7 quadrillion years, and their data is VERY FRESH when you wake them up and get them talking. They HAVE been working "automatically", but WHEN You wake them up and get them in comm, and get them to CHANGE SIDES, they will give you ALL THE DATA: If you debrief the monitor, they will tell you how they were made, and how the plug was put together, and what the purpose was. So, I don't tell you too much. Just to give you an idea and you will find all the rest for yourself.

But, apparently, there were THOUSANDS of "experimental" plugs, so on any case you may find any of these "experimental" plugs that are very weird, and nothing like what I've described. And there maybe some other weird things, like "Alice in Wonderland" type things, you know? That's why we call this level "Alice in Wonderland". You get into it on the seventh "Chakra" down the spine and find out the whole thing which is going to be there as you go up toward the "top" of the org. Wow!

Ok! So, anyway, there are maybe THOUSANDS of these experimental types, but we've found that there were also about a hundred or so, or several hundred, "standard plugs", that were used very much during Inc I, and to confuse thetans with. The "perfect body", the – "Chakras", the "Golden Skull", the "Crystal Body", and the "Pyramid" things, apparently, were pretty standard. There ARE others which are "set up" in other ways in other cases we've found, but these are a few of the "Standard" ones.

You WILL find maybe MORE THAN ONE on a case. Sometimes, there are "reserves". Like you run out – let's say one of these "perfect body" plugs and you find ANOTHER ONE! And Wow! And what should I do in this case? Because you are running the sessions and you are only supposed to run ONE PLUG PER SESSION. Well, you can do it either way: If the Preclear has not enough horsepower, and says: "Eh, there's something that's stopping the F/N here and so on, and it looks like another, just like the one I ran before!" Well, if he's not up to it, handle it in the next session. But it's better, if it IS an identical one and it's coming up to REPLACE the one that you've just run, and therefore to make the guy think that he never made a case gain, then you can go ahead and run it. And you will find usually there is maybe two or three. And in some cases, I've found a "magic number". They like to make SIX. Six plugs exactly the same.

So, sometimes...., but the 2nd, 3rd, 4th, 5th and 6th, they run very easily, because you know the entire structure, and you just contact the guy at the top, and – Zap! – run them off. The rest of the guys, sort of... "Oh.. Yeah!" And the next ones are listening already, so.... it gets easier and easier. Then you have a REAL Floating TA when you get rid of all six! And this is with the "old magic numbers". Ah? – six, six, so, they really INTENDED those numbers. In fact they are printed around, and pushed around in this society, and are supposed to and INTENDED TO KEY-IN THESE PLUGS. Nobody better believe anything else!

These numbers are there to key-in those plugs: six, six, six. I mean, six plugs of the "perfect body", and the six plugs of this.... key-in! So, anyway, it's starting a whole "one-world" put together! Ok! Now, we've gone over that "standard plugs" examples. Ok.

The monitors... a 3-way monitor... I didn't describe that! A 3-way monitor is something that is set up between you and another, and also has a "tapped in" line from the implanter org! So you may have a monitor line from you, say to a person you know. An old back track twin, in some org-board game, or something. (By the way, Tech Briefing No. 5 is interesting for those of you who want to know more about this. This is the way the implanters "think" and how they handle the people they captured who were against them, and what you might find on those kinds of cases.)

So, it's an interesting area, but it shows up in the "3-way monitors", where you and a buddy of yours who were on the track or something, are monitored by connecting a monitor between you and him, with a "3rd party" on the line from the implanter org. And he is pushing signals out, keeping you two guys from getting back together, because, maybe you were VERY destructive to the implanters at one time. So it keeps you apart by having the MONITOR between you and him and pushing 3rd party signals down the monitor line. Ok? It's like a 'Y'. It's THREE ways: Between you, your old friend, who you hate now probably, and the implanter org. Nice 3rd party arrangement! That's three way. Ok!

One thing I want to mention before closing. About plugs and things you might find on them: Some of these guys were cleverly mocked-up to HIDE from you, so THEY THINK YOU CAN NEVER SEE THEM. And some of them are hiding in "other dimensions", "other universes"... in other words, when you trace up the org-board, you find: "Well, I'm being held, well, I didn't know, it's... it's some great being from another universe.. Ha!" can't point it out or anything, so you just sort of get the INTENTION OF WHERE THE CONTROL LINES ARE COMING FROM, and you find that it goes into sort of an "invisibility field", and

then, it goes around the corner or something, and disappears and then reappears around in a sort of "another dimension".

So, you can just check on the Meter: "Is this holder in another dimension?", "Another Universe?", ah, "Invisible?", etc. etc.... And there will be a read on something, and you'll get in comm with him. It doesn't matter, Once you spot him – just put your attention where it's reading, and – Pom! – he will come out of that, and you'll realize he was TOLD TO BE IN ANOTHER DIMENSION. It's not REALLY in another dimension. It's PRETENDING TO BE IN ANOTHER DIMENSION! So, that's the way that these guys tend to hide the lines back to the implanter org. And it's by having BTs who are on the monitor line, or the relay-points – BE IN OTHER DIMENSIONS, OR INVISIBLE. And A THETAN CAN BE ANYTHING! FOR ANY LENGTH OF TIME! Remember that!!

So, it makes it very confusing to the thetan to find it. If, say, the line goes into an "invisible" area, or into "another dimension", or "another universe".. . he goes: "Huh?" Also some of these will be "outside" of the thetan's universe, on these "monitor lines", as I said before, TO ACTUAL PHYSICAL AREAS IN THE 3RD UNIVERSE. Or maybe they go WAY BACK IN TIME to the original "implanting experiments" in THIS UNIVERSE! But, nevertheless, he will be able to trace it as his doingness and OT abilities are coming way up, and IN BETWEEN SESSION HE GETS REALIZATIONS OF MORE AND MORE AND MORE ABILITIES.

So, the pre-OT gets HIS gains. He is WORKING AS AN AUDITOR in the session. Remember, he is the C/S AND THE AUDITOR if he is on Solo. He is the "auditor", and YOU AS AUDITOR ARE THE C/S, when you are auditing Super NOTs. But when he is on Solo, he is C/S AND auditor. Hah! Oh! Is he WORKING on these guys! IN BETWEEN THE SESSIONS is when he gets HIS case gain That's when he is really winning and cogniting and realizing new abilities and so on. DURING SESSION, he's getting wins from APPLICATION, AND FROM DOING AUDITING ON OTHERS. So, it's a total winning game, and totally interesting, if he stays on the right plug, and stack list. Or ... if he will COMPLETE EACH PLUG and stay on the RIGHT STACK BY INTEREST AND READS. Ok?

Now, during the course of the universe, you will find that thetans have "shared" BT's ... with OTHERS, and that in various incidents and so on ... the BT's have JUMPED from one to the other, or in the press of a crowd, or emotion, or 2-D or whatever! So, during the course of the universe, BODY THETANS and PLUGS and PIECES OF PLUGS moved around from one thetan to another, and sometimes they come back around, all the way, back to you some of your "own" that were originally put on you will go around or get stuck in an old body after you left it, and, as thetans have taken a lot of different bodies and so on, you know? THE WHOLE UNIVERSE HAS BEEN MIXED! MIXED! Plugs have been mixed, because some of them are stuck to bodies (genetic line) and some of them are stuck to the thetan (theta line) and so on.

By the way, at the end of the "body's life-time", THE MONITOR LINE INTO IT WHICH DECIDES THAT THERE IS NO MORE "BIG THETAN" THERE TO HANDLE, or to try to handle, the "holder" of the Pre-I plugs at the "local" implant station decides this, you know? And the whole system of Pre-I plugs is supposed to "exteriorize" from the body and be "sucked up" to the implant station through the "monitor line", then it is COMPRESSED into smaller size and put back into ANOTHER BODY. A small body, like a baby, for instance.

So, it's very interesting, because these were their plans. They don't WASTE these BTs, They don't waste them under the ground in a "dead meat body". They zip out of the body at the point of death, and they are sucked back to the implant station, and they get zipped down on another person's body, that is just growing up. And this is shown very vividly in the idea of "2001", the little "baby" coming down in the "little ball" afterwards, at the end of the picture show. You know, "A Space Odyssey", "2001". That was the whole idea. That was a system of monitoring that they described in the picture.

The "big black thing" monitoring beings growing up and so on. And that was based on these implants, these plugs and monitor systems, etc. And anyway, that's how they do it. And that's why they want to computer control WHO are the bodies and WHERE they are, and to KEEP THEM IN A CERTAIN AMOUNT on the planet, monitoring them through implant stations, and satellites, up through a giant computer system connected up to the central implant Station.

The central implant station on, say "Coltus", a planet of Polaris, or one closer to Earth. In fact they will try to use Mars, which explains to you the "ALTERNATIVE III" Scenario, you know? From the English book that "exposed" it. It was the secret idea that somehow, because of "carbon-dioxide building up in the air" earth people will set up somewhere else, like on the Moon or Mars and construct something like a base to save the "important people" in. Well, that was really the IMPLANTERS that started the.

And maybe, well ... they took some Earth people and some "zombies" (psycho-drugged workers) to make them re-establish to the old implant stations again, and the way they describe it in the book, it exactly fits. By the way, that station on Mars has been handled, but there ARE other implant stations ON the planet, which we all are having success knocking out, and freeing all their "reserve thetans", that are still sitting "frozen" in alcohol and glycol.

The interesting thing is, that the PATTERN they were using, the ORGANIZATION PATTERN for the computering and so on, the COMPUTERS THEY WERE USING CONTAIN ALSO BTs, to be a "reflection" of the BTs and Clusters on the case. In other words, the top station monitor used a computer link to the case that was also BTs and Clusters in a circuit. A "live" unit! If they used another "normal" computer, THEY WOULDN'T KNOW WHERE "YOU" ARE (because they need a "telepathic" connection to these plugs, and that can only be done with THETANS).

But, anyway, they don't have the right INTENTION in their "Org", but they do have an ORG-BOARD. The "implanter org-board" is NOT operated by BODIES. They are EXTERIOR. They've been around since Pre-I, and you can "turn them around" quite easily when they realize "the game is over", and they usually were "betrayed" and are very tired of doing the game that they are doing with Xenu. And they will try to "zap" you and "attack you", and so on, at first, under their "directions" (instructions or orders from Xenu).

But finally, they realize they can't harm you, and you just go on and audit them. They just audit like any other preclear. They finally are blowing and THAT LEAVES A HOLE ON XENU'S ORG-BOARD. Just like he blew apart the Church, by taking everybody out that could have exposed him. Well, NOW YOU CAN DO THE SAME WITH HIS ORG-BOARD.

You can take away all HIS "Loyal Officers", and his "implanter friends" from way back on the track!

SUPER NOTs "CLEAN FLOWS" RUNDOWN

Now, this "flows" business and all this exchange has been going on through the universe, for many, many eons, and this game HAS been going on, on the 7th DYNAMIC, whether people realize it or not. And, you will get to a point in this level where you will recognize your responsibilities for taking care of ANY plugs or BTs or Clusters that have got on to OTHER PEOPLE FROM YOU, or from those OTHERS TO OTHERS, and from OTHERS BACK TO YOU, and BACK TO OTHERS. You understand? There are "theirs" that have come to YOU, that are not REALLY yours, but you feel also responsible to handle this end of it. So, you CAN run it on a "3-Flows basis". If you run into it as a "plug", or it is "connected" to one plug you are running then you run it out on those flows. YOU JUST LOOK FOR "ANY BTS OR CLUSTERS CONNECTED TO YOU THAT WERE ALSO CONNECTED TO ANOTHER?", AND "OTHERS CONNECTED TO ANOTHER?", AND ALSO "ANOTHER'S CONNECTED TO YOU". Foom!... Foom! From each point of view, you know?

Back and forth and so on... and you run it out. And, you can run 6 more flows on it too: The flow OTHERS TO OTHERS, and OTHER TO YOU, and SELF TO SELF, and ANOTHER TO OTHERS, and ANOTHER TO ANOTHER, and YOU TO OTHERS, and back and forth. AND YOU FINALLY FIND A GREAT SENSE OF EXPANSION AND RELIEF COMING to you, AND a whole bunch of other people who suddenly, you don't feel any "bad emotions" about, or "mis-emotions" about. Because, all of a sudden the lines are clean of the "third party" and the PLUGS and the IMPLANTS, and all that stuff. You understand? And so you can handle that.

SUPER NOTs SUPER INT RUNDOWN

You can also do a clean-up of your own universe if you run into it, or if you are feeling that you are creating a little bit more of a "III case" than you need: Some of the guys are NOT BLOWING... or something. Or you can do it as a review action. It is simply to extend your attention and awareness OUT from THE CENTER, ALL THE WAY OUT THROUGH THE LIMITS OF YOUR UNIVERSE, AND, AS YOU GO OUT, SPOT AND HANDLE BY THE NEEDLE, ANY BTS OR CLUSTERS STILL STUCK AT THAT POINT, UNTIL THEY COMPLETELY BLOW. It's like a giant "Int Rundown", working on a basis, on a gradient, from YOU all the way out of your limits of Your awareness. It also includes in that: THROUGH OUT THE BODY AND THROUGH THE PLANETARY AREA, AS WELL, because remember, BTs can also "blow" DOWN or INTO THE PLANET and get stuck into it. As well as get "stuck in the wall", or "out in space", or at the "Van Allen Belts", so... ? Yes, Yes! You can also work it completely THROUGH THE PLANET. That's part of your sphere of influence! All this gives rave relief to preclears and pre-OTs, but if you are just running along, these things will probably come up somewhere in the level.

If a person, say, comes into Review complaining: "Well, I don't feel they are all leaving and so on." And then you can do one of these "9-flows" things, if they are connected to other's universe, to other people. You can also do one of these giant "Ext-Int Rundowns". Just run all the incomplete BTs and Clusters that are hanging around in his universe. But, again, ONLY IF THEY ARE INTERESTED AND IT READS WELL. Because I've found out that THAT IS THE WAY TO GO, TO KEEP THE INTEREST AND TO KEEP THE PROGRESS GOING ON THE CASE. Now, this is the WAY, let's say, the thing is sort of "stacked up" in

the NOTs level. And don't be surprised if you're running a case, and you first run a whole bunch on Inc II plugs and so on, and they come off, and maybe an Earlier Inc I guy here and there holding it, and then you all of a sudden, you are in one of these Pre-I plugs! Wow! Nothing reads on "Inc II?". Nothing! You've got this PRE-I STUFF coming!

Usually on Solo, this is quite usual. You handle the whole plug and so on, and then, you maybe find some more on the next stack that have to do with Inc II again, It sort of "cycles" on the Time Track. Like any good process, or any good Dianetic type process. It cycles on the Time Track; you run a few engrams and go real early, and the guy will cycle back, and then you run some more, more recent ones etc. And we found that the cycle goes sometimes: He runs some from II, or maybe some PT things, PT monitors, and then, he runs II, and then he runs some Pre-Is and then runs more Pre-Is... and then, he's coming back and there are some more IIs! Some plugs that were MADE around Incident II, because RIGHT BEFORE INCIDENT II, ON COLTUS, THE PLANET WHICH LRH MENTIONS IN THE TAPE ON THE CLASS VIII COURSE, ON COLTUS, WAS AN ASSEMBLY POINT. One of the planets of the North Star, the Marcabian area.

IT WAS AN ASSEMBLY POINT, and they ALSO did some EXPERIMENTS THERE WITH PLUGS and making up some sort of more RECENT PLUGS. They are a lot "sloppier" and they are not as well organized. Some of them were made up of assassinated & frozen LOYAL OFFICERS and so on, to further CONFUSE other Loyal Officers, and there were all kinds of "Mock-ups" done there to make the Loyal Officers NOT WANT TO GET TOGETHER, AND NOT WANT TO WORK WITH EACH OTHER, AND NOT WANT TO HANDLE THE IMPLANTERS. But this is covered more or less in Tape # 5: "What the implanters would do to a group, if they captured any members of the group that opposed them." Ok?

So, you WILL cycle on the track, as you run this. And back, and more plugs, etc. And on the next stack, you may find that there is some coming on Inc. II, and some more on PT, and then, maybe back, or maybe that stack is finished after one or two plugs. Sometimes, there are seven or eight plugs connected to a stack and sometimes, 20 or 30.There is no real rule on that. It's just how much the guy has collected and how much he has "ordered" his case in that way by his THOUGHT. How many of those plugs are there lined up by his THOUGHT ACTIVATION?

So, it will cycle, so ... don't be surprised if the guy is running Pre-I, and all of a sudden, is picking up present time monitors or something that has been put on rather recently, in the last life-time, say, or, even THIS LIFE-TIME. And then, he is running a plug which is made up from Inc II and was attached to his body, you know? And the body genetic line had it there when he picked up the body. And, another one was "intended" onto him, when he worked in the Church, you know? ANY POSSIBILITY OR COMBINATION CAN HAPPEN.

The point is: If you go precisely by the action of the assessment, the most reading, the interest, the stack, each plug; and then the next stack, each plug. If you go like that, all will come loose! And all will come clean! And, it will give maximum gains and minimum left by-passed charge on the case. And, I guarantee you, that after several intensives of this, ah... maybe it takes one or two, or maybe a little more sometimes, to get a guy onto Solo; but when he's done one or two intensives in this manner, he will be PAST THE POINT OF EVER BEING, SHALL WE SAY, "GOING TO GET WORSE" AGAIN.

You'll be past that point, and you will get up past that point, and you'll probably be at the point of ... "Well, I mean, this IS the way to do it, and it's only going to get better and I can achieve everything I want, and I realize where all those silly fears, compulsions, etc., were coming from, and not only that, I've now HANDLED the guys who did it, and take care of their org-boards and stations, and I'm feeling more and more expansion of causativeness on all my dynamics as a thetan!"

So, that's the way it works, and I don't know how many intensives it would take to complete a case, but I would... (Super NOTs Level has been found to complete after 4 - 8 intensives). After he is on Solo, it shouldn't be too many more, if he is handling them professionally, like this.

And the sessions run from twenty minutes to forty minutes to an hour to two hours, or more sometimes, depending on how big the plug is and how complicated it is. And once he has had this data and can run it, very little C/Sing is needed; just tell him to locate the next stack, or the next plug in THIS stack or locate the next stack and run the first plug in it.

Now, there are examples where the D of P interview gives EQUAL READING Items. I found that when you have items "equal reading", (or two items combined that maybe each item reads HALF of what another items reads, but they were COMBINED in the plug), in other words, one guy says: "Well, I had trouble with dogs and cats." Well, first he says "dogs", and then he says "cats". "Yeah and 'cats' too!", and they both read well: LF, and the LF (long fall) was a tenth of a division.

TOGETHER, they would be...0.2; but EACH ONE IS 0.1, so you write them down as 0.1 and then, you have another item which is "Mental Ability". The guy says: "Mental Ability" – 0.2, So, you're going down the list of stacks, and the next stack is coming, and the auditor says: "Ok. 'Mental Ability'. What about 'Mental Ability'?" And he says: "Ummm... I don't know ... No, it's ok, I'm interested in that, but not really... but a dog bit me the other day." "Oh Yeah? What do we have here about 'dogs'? Well, that's lower down on the list, Well, that's not reading as well. Umm ... but, what about 'DOGS AND CATS'?" "Dogs and cats? Oh, yeah... oh... I've had troubles with them ... Wow! Dogs and Cats." "Ok! So, dogs and cats. What's the wording of that?" "It's a ... Oh ... 'TROUBLE WITH PETS'!" Yeah! You know? Or, "DOMESTIC ANIMALS"!

It's something like that, But those are COMBINED. So, that's about one of the only "tricky things" that can come up. The guy may run OFF THE CHANNEL OF HIS CASE and OFF THE MOST INTEREST IN HIS CASE because you noted them down as two SEPARATE THINGS, from the D of P Interview, when really they were COMBINED as one. JUST SORT IT OUT WITH THE PRECLEAR. WHEN HE HAS THE RIGHT ONE, HIS INTEREST WILL BE THERE. THE READS WILL BE THERE FOR HIM. THE READS WILL BE THERE FOR THE AUDITOR. (It's pre-OT by the way; I did say "preclear", but it's a usual word. I'm very used to saying it, but it's the PRE-OT. He is a CLEAR, and he is really working toward being an OT now. So, any time during this lecture I said "preclear", I intended the word PRE-OT. Ok?)

So, those are the things that will give you a successful run through Super NOTs C/Sing and Solo Super NOTs – where you have to C/S yourself – and a person who HAS INTERNED and so on, would be able to C/S THEMSELVES AND OTHERS on this Level.

After he's done all the folder study and has been an intern on other cases to see how they work, and so on, he shouldn't then have any trouble.

But to a person who is a Solo Auditor, who has come up the line with no training and so on, I do recommend that they get C/Ses, if not every day, at least as you would with a case which is running well on III, which is to review the folder every week or so, to make sure that the guy is staying on the lines, he is running the stack and is not getting trapped with a bunch of "out-int" guys and he KNOWS how to find the next plug and next stack and so on.

So, when you get to the end of the original D of P, and you handle everything in order, you can do ANOTHER D of P, and find what is troubling the guy, and you just keep right on going. At the end of the case, you would then, when he is finished with everything he can "think" of, you could then check down if there, "are any BT or Clusters connected with ...", any of the items on the original Assessment List in NOTs, and you can check that.

But I think, by the time, all these things would have been handled. Because by the time he finishes this, he is so at cause over his case, and so on, he will go right on through to the EP of the "transparent body". And then the ability to freely exteriorize and be in or out of the body at will. He will carry right on to that, because the interest is there: In the total gains of knowledge, awareness and so on. That's what he is working for. So, I wish you all success on this Level, and I want to tell you that WITHOUT RON'S TECH IN BASICS, this could never have been done.