Power Process Summary

POWER PROCESS 4: SOURCE (Pr Pr 4)

NOTE: For this Power process there is no need to check the flows for a read, although they must be cleared very thoroughly. If the process does not produce any tone arm action in the first 15 minutes discontinue it and switch to Pr Pr 1.

Definition: SOURCE: That from which something comes or develops; place of origin; cause.

EP: Each flow of the Source Process is ended when the preclear experiences brightness and solidity changes in the auditing room. The preclear will comment that the room is brighter and more solid. This will be accompanied by F/N and VGIs.

FLOW 1
1. TELL ME A SOURCE.
2. TELL ME ABOUT IT.
3. TELL ME A NO SOURCE.
4. TELL ME ABOUT IT.

FLOW 2
1. TELL ME A SOURCE TO ANOTHER.
2. TELL ME ABOUT IT.
3. TELL ME A NO SOURCE TO ANOTHER.
4. TELL ME ABOUT IT.

FLOW 3
1. TELL ME A SOURCE TO OTHERS.
2. TELL ME ABOUT IT.
3. TELL ME A NO SOURCE TO OTHERS.
4. TELL ME ABOUT IT.

FLOW 0
1. TELL ME A SOURCE TO YOURSELF.
2. TELL ME ABOUT IT.
3. TELL ME A NO SOURCE TO YOURSELF.
4. TELL ME ABOUT IT.

POWER PROCESS 5: EXISTENCE (Pr Pr 5)

NOTE: For this Power process there is no need to check the flows for a read, although the words IS, ISN'T and WHAT must be cleared **very** thoroughly. If the process does not produce any tone arm action in the first 15 minutes discontinue it and switch to Pr Pr 2.

Definition: EXISTENCE: An existing state or fact of being; life; living; continuance of being; an occurrence; specific manifestation.

EP: Each flow of the Existence Process is ended when the preclear gets into present time. Some preclears are "stuck in present time." In such cases they will begin answering in present time and then cycle back on the Time Track and back into present time, many times repeating the cycle from present to past to present to past to present, each time going less far into the past until they are finally "in present time" for several commands, accompanied by an F/N and VGIs.

FLOW 1	1.	WHAT IS?
	2.	WHAT ISN'T?

FLOW 2	1.	WHAT IS FOR ANOTHER?
	2.	WHAT ISN'T FOR ANOTHER?

FLOW 3	1.	WHAT IS FOR OTHERS?
	2.	WHAT ISN'T FOR OTHERS?

FLOW 0	1.	WHAT IS FOR YOURSELF?
	2.	WHAT ISN'T FOR YOURSELF?

POWER PROCESS 6: CONDITIONS (Pr Pr 6)

NOTE: For this Power process there is no need to check the flows for a read, although they must be cleared very thoroughly. If the process does not produce any tone arm action in the first 15 minutes discontinue it and switch to Pr Pr 3.

Definition: CONDITION: Anything called for as a requirement before the performance, completion, or effectiveness of something else; provision; stipulation. Anything essential to the existence or occurrence of something else; anything that modifies or restricts the nature, existence, or occurrence of something else; external circumstances or factors. Manner or state of being. Proper or healthy state.

EP: Each flow of the Conditions Process is ended when the preclear has a revivification of an engram in which they are stuck on the Time Track. It is preceded at times by anaten or a secondary engram (misemotional) or both. Just continue to give the process commands until the engram blows, accompanied by an F/N and VGIs. You must of course let the pc tell you about the engram if they want to, but don't ask them about it.

FLOW 1 1. TELL ME AN EXISTING CONDITION.

2. TELL ME HOW YOU HAVE HANDLED IT.

FLOW 2 1. TELL ME AN EXISTING CONDITION FOR ANOTHER.

2. TELL ME HOW HE/SHE HAS HANDLED IT.

FLOW 3 1. TELL ME AN EXISTING CONDITION FOR OTHERS.

2. TELL ME HOW THEY HAVE HANDLED IT.

FLOW 0 1. TELL ME AN EXISTING CONDITION FOR YOURSELF.

2. TELL ME HOW YOU HAVE HANDLED IT.