

HUBBARD COMMUNICATIONS OFFICE  
Saint Hill Manor, East Grinstead, Sussex  
HCO BULLETIN OF 20 SEPTEMBER 1978

Class IV Grad Check  
sheets

Snr VI Checksheets  
C/Ses

ISSUE II

(Cancels and replaces BTB 26 Nov 71, Issue III OUT OF VALENCE - 220H and BTB 25 Mar 72R URGENT IMPORTANT LX3 HANDLING REVISED AND REISSUED. This bulletin does not change in any way the Class VIII data on LX Lists or Out of Valence handling.)

## LX LIST HANDLING

Ref:	HCOB 26 Jun 78 RA II	NED Series 6RA ROUTINE 3RA ENGRAM RUNNING BY CHAINS
	HCOB 5 Nov 69R	LX3 (ATTITUDES) (Used before LX2)
	HCOB 3 Aug 69R	LX2
	HCOB 9 Aug 69R	LX1 (CONDITIONS)
	HCOB 2 Aug 69R	"LX" LISTS

In handling Out of Valence from the GF 40 or the Expanded GF 40RD the LX Lists are used in this order: LX3, LX2, LX1 and if necessary, the last step, 220H.

## END PHENOMENA

The end phenomena of the LX Lists is a remarkable valence shift. The pc will cognite on having been out of valence and will become himself. It is a cognition on beingness, not doingness or havingness that indicates the EP of the LX Lists. DO NOT OVERRUN A PC PAST THIS POINT.

## PROCEDURE

Clear each word on the list before assessing it and note any instant reads which appear while clearing the item. These are valid reads. (Ref: HCOB 5 Aug 78 INSTANT READS)

Assess the list Method 5 and take up the largest reading item. Run each recall flow of that item, then check with the pc to see if he is interested in running it R3RA. Handle each flow of the item to EP. After a complete handling of the item handle the lesser reading items (if any) as above.

## LX3 ATTITUDES

LX3 is the first list assessed. Run reading LX3 items 3 Way or Quad Recalls and 3 Way or Quad Engrams R3RA. Use the following commands:

Recalls: F1: Recall a time you took the attitude of \_\_\_\_\_.  
F2: Recall a time you caused another to take the attitude of \_\_\_\_\_.  
F3: Recall a time others caused others to take the attitude of \_\_\_\_\_.  
F0: Recall a time you caused yourself to take the attitude of \_\_\_\_\_.

Engrams: F1: Locate a time containing pain and unconsciousness when you took the attitude of \_\_\_\_\_.  
 F2: Locate a time containing pain and unconsciousness of your causing another to take the attitude of \_\_\_\_\_.  
 F3: Locate a time containing pain and unconsciousness of others causing others to take the attitude of \_\_\_\_\_.  
 F0: Locate a time containing pain and unconsciousness of you causing yourself to take the attitude of \_\_\_\_\_.

## LX2 EMOTIONS

LX2 items are run 3 Way or Quad Recalls and Engrams R3RA as above, substituting the reading emotion for the attitude.

## LX1 CONDITIONS

LX1 items are run 3 Way or Quad Recalls and Engrams R3RA using the following commands:

Recalls: F1: Recall a time you were \_\_\_\_\_.  
 F2: Recall a time you caused another to be \_\_\_\_\_.  
 F3: Recall a time others caused others to be \_\_\_\_\_.  
 F0: Recall a time you caused yourself to be \_\_\_\_\_.

Engrams: F1: Locate a time containing pain and unconsciousness when you were \_\_\_\_\_.  
 F2: Locate a time containing pain and unconsciousness of your causing another to be \_\_\_\_\_.  
 F3: Locate a time containing pain and unconsciousness of others causing others to be \_\_\_\_\_.  
 F0: Locate a time containing pain and unconsciousness of you causing yourself to be \_\_\_\_\_.

Note: On items “grief” and “loss” the command would be “Recall a time you had (a) \_\_\_\_\_. ” and “Locate a time containing pain and unconsciousness when you had (a) \_\_\_\_\_. ”, etc.

## 220H

220H is done after completing LX3, LX2 and LX1 if the pc has not experienced a remarkable valence shift and had a valence cognition. If the valence shift and cognition occur any time during the handling of the LX Lists, that is the end phenomena for LX handling and all further actions connected with LX Lists handling are ceased.

220H is run 3 Way or Quad Recalls and Engrams R3RA, using the following commands:

Recalls: F1: Recall a time you were being someone else.  
F2: Recall a time you caused another to be someone else.  
F3: Recall a time others caused others to be someone else.  
F0: Recall a time you caused yourself to be someone else.

Engrams: F1: Locate a time containing pain and unconsciousness when you were being someone else.  
F2: Locate a time containing pain and unconsciousness of your causing another to be someone else.  
F3: Locate a time containing pain and unconsciousness of others causing others to be someone else.  
F0: Locate a time containing pain and unconsciousness of you causing yourself to be someone else.

Each recall flow is run to F/N, cognition and VGIs. Each engram flow must go to F/N, postulate and VGIs. (This will be the erasure.) If you encounter any trouble, use an L3RF.

Done correctly, LX Lists will bring about some very major changes in your pc.

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LRH:kjm