

BRANCH ONE ADMIN STATE

GOALS: Scientology expanding unopposed by external suppressives across the planet.

PURPOSES: To help LRR investigate those public matters and individuals which seem to impede human liberty so that such may be exposed and to furnish intelligence necessary in guiding the progress of Scientology.

To help Ron safeguard Scientology Orgs., Scientologists and Scientology by effectively carrying out all intelligence activities which lead to the further prediction of areas of trouble and which lead to resolution of such areas before trouble occurs; and to detect and handle the suppressives, exterior to Scientology orgs and Scientologists, who uses his power and position or the power and position of authorities to attempt to stop the forward progress of Scientology and Scientologists.

POLICY: As laid down by LRR in the intelligence Branch One Director HAT.

PLANS: Generally to locate every source of opposition to Scientology and the control point of these sources and to reduce their power to ineffectiveness and/or take them over.

PROGRAMS: As laid down by LRR, CS-G and the Guardian; Overall investigations of the seven major areas, the four channels of the "New Working Theory" and any others that may crop up.

PROJECTS: As laid down by CS-G, the Guardian and D/G Info W/J: PR Master Plans, WFMH, Empire Countdown, Public Media, and others that may crop up.

ORDERS: As given by CS-G, the Guardian, and D/G Info W/J: Investigate, handle, etc.

IDEAL SCENE: A Branch One Director directing and co-ordinating the activities of Branch One; where investigations are being conducted into public matters and individuals which seem to impede human liberty thus enabling the prediction of attacks and detection of external suppressives who are using their power and position and/or the power and position of others to suppress Scientology; where data collected is swiftly and accurately cross-filed; and where WHOs are found and properly handled by effective operations.

STAT: See pilot statistic (attached).

VALUABLE FINAL PRODUCT:

Exterior enemies and attacks located and restrained and/or removed.