

[from the '77 FBI raids]

OPERATIONS OFFICER

Successful: (1) Allowing outer Org B1s to develop their own Ops ideas to submit for approval -- and demanding such. (2) Allowing outer Org B1s to run approved Ops based on first hand data as long as it's kept within the framework of the Op. (3) Providing a believable source of an operation, thereby filling the vacuum, so that Scn. isn't dubbed in as source. (4) When planning an Op, mentally following it all the way through looking for areas which need to be taken into account; and taking the enemy's viewpoint of the Op for the same purpose. (5) Full and correct use of target series for each Op. Targets simply stated and specific as possible. (Helps in debugging and to hat inexperienced persons) (6) The major target of the Op is based on a *real*, current situation. (7) When hitting a group or individual, hitting their finance and comm lines. (8) Getting an enemy to attack another enemy. (9) Working off of programmes which align Ops actions to other Br 1 sections and other Bureaus and which contain command intention from LRH on down. (Admin scale and priorities aligned) (10) Working for VFPs and having such reflected in the statistics, rather than a lot of sub-products. (11) Exposure of real, documented enemy crimes and material of a scandalous nature. (12) Utilizing current events and trends (and finding the right buttons) for exploitation in Ops channels. (13) Keeping plans bright and simple and on target. (14) Finding real buttons. (15) Keeping up persistent pressure until the product is achieved. (16) Establishing some type of feedback line so that exact effects are known. (17) Mini-hatting by giving examples of successful Ops.

Unsuccessful: (1) Ops on random attackers instead of WHOs, just to be doing Ops for Ops sake. (2) Dubbing in buttons. (3) Trying to do everything on an Op by yourself from a management or senior executive level, and therefore not allowing origination or juniors to wear their hats. (4) A one shot approach, rather than persistent pressure and several channels to a product. (5) Harassment actions. (6) Not planning or providing for a believable source of the Op so that a vacuum is left allowing the recipients to dub in Scn amongst others. (7) When planning not considering all the effects as the Op runs it's full course, and not taking the enemy's viewpoint, leaving critical holes in the plan which will later backfire on you, make your scramble on an emergency basis to handle or make the Op less effective. (8) No use of, or misuse of, target series. (too few, unspecific targets; many unaligned, hard to understand targets). (9) An Op or major target based on revenge or out-of-PT situation. (10) Producing, and stats aligned with, many sub-products as opposed to VFPs. (11) Manufacturing documented enemy crimes (there are rare exceptions to this) (12) Long involved and overly complex operations with many conditionals which if any or any one of several aren't done exactly would cancel out the effectiveness of the Op. (There are rare exceptions) (13) No feedback line; results of Ops not really known or dubbed in.
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DATA NEEDED BY OPS ON EACH LOCATED WHO 1. Standard ODC with time track and a brief, summarized, well-rounded picture of a terminal. (Following #2, 3, 4, 5 & 6 are the key areas data is needed) 2. Criminal background of terminal. 3. Financial involvements (inflow & outflow of money) 4. Legal involvements (summary of actions) 5. Terminal's main interests, personal habits, fears, vices and any other items of interest. 6. Friends and enemies on the terminal's 1st Dynamic Friends and enemies on the terminal's 2nd Dynamic Groups that the terminal belongs to and any groups or terminals, who are enemies of that group. 7. What the terminal considers valuable & is protecting 8. Simple org board the terminal is on, clearly noting his position and his seniors and noteworthy juniors. 9. What persons have the power to fire terminal from

the position he holds. 10. Any rules or regulations that if broken would cause the terminal to lose his job/position. 11. Any regulations concerning licenses that the terminal holds that would cause him to lose his license if violated (i.e. law, medical, contractor, etc.) 12. Scandals, conflicts, disputes directly or indirectly connected to terminal. 13. Documents that show criminality of terminal (i.e. cheating on income tax, discrediting data in personal letters, use of drugs, etc.) 14. 15.