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Interiorization Rundown Series 5

QUAD COMMANDS FOR INT BUTTONS

(Cancels   BTB 30 Dec 71   IMPORTANT INTERIORIZATION RUNDOWN COMMANDS)

Ref: HCOB 4 Jan 71R   Int RD Series 2; EXTERIORIZATION AND HIGH TA, THE INTERIORIZATION RUNDOWN REVISED
        HCOB 24 Sep 78 I Int RD Series 4 URGENT IMPORTANT, THE END OF ENDLESS INT REPAIR RUNDOWN

NOTE:

IN USING THESE COMMANDS (R3RA AND RECALLS) DO NOT EVER RUN A PC ON FLOW ZERO FOR THE FIRST TIME ON INT. HANDLING INT BY ANY METHOD IS NOT THE TIME TO INTRODUCE A FLOW ZERO ON A PC. A TRIPLE PC CAN BE QUADED UP AFTER INT HANDLING IS COMPLETE, BUT IT IS NEVER DONE ON INT HANDLING OR INT REPAIR.

INTERIORIZATION RUNDOWN REVISED

The following are the R3RA Quad Flows commands for each of the Int buttons on the Interiorization Rundown Revised.

1. GO IN/WENT IN:

F1: Locate a time when you went in.

F2: Locate a time when you caused another to go in.

F3: Locate a time when others caused others to go in.

F0: Locate a time when you caused yourself to go in.

2. PUT IN:

F1: Locate a time when you were put in something.

F2: Locate a time when you put another in something.

F3: Locate a time when others put others in something.

F0: Locate a time when you put yourself in something.

3. INTERIORIZED INTO SOMETHING:

F1: Locate a time when you interiorized into something.

F2: Locate a time when you interiorized another into something.

F3: Locate a time when others interiorized others into something.

F0: Locate a time when you interiorized yourself into something.

4. WANT TO GO IN:

F1: Locate a time when you wanted to go into something.

F2: Locate a time when you caused another to want to go into something

F3: Locate a time when others caused others to want to go into something

F0: Locate a time when you caused yourself to want to go into something

5. CAN'T GET IN:

F1: Locate a time when you couldn't get in.

F2: Locate a time when you caused another to be unable to get in.

F3: Locate a time when others caused others to be unable to get in.

F0: Locate a time when you caused yourself to be unable to get in.

6. KICKED OUT OF SPACES:

F1: Locate a time when you were kicked out of spaces.

F2: Locate a time when you kicked another out of spaces.

F3: Locate a time when others kicked others out of spaces.

F0: Locate a time when you caused yourself to be kicked out of spaces.

7. CAN'T GO IN:

F1: Locate a time when you couldn't go in.

F2: Locate a time when you caused another to be unable to go in.

F3: Locate a time when others caused others to be unable to go in.

F0: Locate a time when you caused yourself to be unable to go in.

8. BEING TRAPPED:

F1: Locate a time when you were being trapped.

F2: Locate a time when you were trapping another.

F3: Locate a time when others were trapping others.

F0: Locate a time when you were trapping yourself.

9. FORCED IN:

F1: Locate a time when you were forced in.

F2: Locate a time when you forced another in.

F3: Locate a time when others forced others in.

F0: Locate a time when you forced yourself in.

10. PULLED IN:

F1: Locate a time when you were pulled in.

F2: Locate a time when you pulled another in.

F3: Locate a time when others pulled others in.

F0: Locate a time when you pulled yourself in.

Each flow must be taken to the basic and the full New Era Dianetic EP: F/N, postulate off (postulate off = erasure) and VGIs. (Ref: HCOB 26 Jun 78RA II, New Era Dianetics Series 6RA, ROUTINE 3RA, ENGRAM RUNNING BY CHAINS.)

THE END OF ENDLESS INT REPAIR RUNDOWN

The following are the Recall Quad Flows commands for each of the Int buttons on the End of Endless Int Repair Rundown.

1. GO IN/WENT IN:

RF 1: Recall a time when you went in.

RF 2: Recall a time when you caused another to go in.

RF 3: Recall a time when others caused others to go in.

RF 0: Recall a time when you caused yourself to go in.

2. PUT IN:

RF 1: Recall a time when you were put in something.

RF 2: Recall a time when you put another in something.

RF 3: Recall a time when others put others in something.

RF 0: Recall a time when you put yourself in something.

3. INTERIORIZED INTO SOMETHING:

RF 1: Recall a time when you interiorized into something.

RF 2: Recall a time when you interiorized another into something.

RF 3: Recall a time when others interiorized others into something.

RF 0: Recall a time when you interiorized yourself into something.

4. WANT TO GO IN:

RF 1: Recall a time when you wanted to go into something.

RF 2: Recall a time when you caused another to want to go into something.

RF 3: Recall a time when others caused others to want to go into something

RF 0: Recall a time when you caused yourself to want to go into something.

5. CAN'T GET IN:

RF 1: Recall a time when you couldn't get in.

RF 2: Recall a time when you caused another to be unable to get in.

RF 3: Recall a time when others caused others to be unable to get in.

RF 0: Recall a time when you caused yourself to be unable to get in.

6. KICKED OUT OF SPACES:

RF 1: Recall a time when you were kicked out of spaces.

RF 2: Recall a time when you kicked another out of spaces.

RF 3: Recall a time when others kicked others out of spaces.

RF 0: Recall a time when you caused yourself to be kicked out of spaces.

7. CAN'T GO IN:

RF 1: Recall a time when you couldn't go in.

RF 2: Recall a time when you caused another to be unable to go in.

RF 3: Recall a time when others caused others to be unable to go in.

RF 0: Recall a time when you caused yourself to be unable to go in.

8. BEING TRAPPED:

RF 1: Recall a time when you were being trapped.

RF 2: Recall a time when you were trapping another.

RF 3: Recall a time when others were trapping others.

RF 0: Recall a time when you were trapping yourself.

9. FORCED IN:

RF 1: Recall a time when you were forced in.

RF 2: Recall a time when you forced another in.

RF 3: Recall a time when others forced others in.

RF 0: Recall a time when you forced yourself in.

10. PULLED IN:

RF 1: Recall a time when you were pulled in.

RF 2: Recall a time when you pulled another in.

RF 3: Recall a time when others pulled others in.

RF 0: Recall a time when you pulled yourself in.

Each Recall Flow must be taken to F/N, VGIs.

(Ref: HCOB 24 Sep 78 I, Int RD Series 4, URGENT IMPORTANT, THE END OF ENDLESS INT REPAIR RUNDOWN.)

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