

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex
HCO BULLETIN OF 7 MAY 1980

Survival RD Only

Survival Rundown Series 7

REACH AND WITHDRAW ON MEST LOCATIONS

Reach and Withdraw is a very simple but extremely powerful method of getting a person familiarized and in communication with things so that he can be more at cause over and in control, of them.

One would not expect a person to be at cause over or to have much control or understanding of or skill in something with which he was not familiar. The keynote of familiarity is communication.

Reaching and withdrawing are two very fundamental actions in this universe.

By *REACH* we mean touching or taking hold of. It is defined as „to get to“, „come to“ and/or „arrive at“.

By *WITHDRAW* we mean move back from, let go.

Life itself is composed of reaching and withdrawing.

Communication is actually based on reach and withdraw.

A person is out of communication with something because he is withdrawing from it and is not about to reach out or contact any part of it.

If a person cannot reach and withdraw from a thing he will be the effect of that thing.

A person who cannot reach and withdraw has no space. Everything is caved in on him. And this is awfully true in these druggie contemporary times.

If a person can reach for something and withdraw from it he could be said to be in communication with that thing.

To be in communication with something is to be at cause over it.

A highly effective action called „Reach and Withdraw“ has been developed to bring a person into communication with and more at cause over objects, people, spaces, boundaries and situations.

It also extroverts a person from something he tends to be introverted into.

The commands for Reach and Withdraw are:

1. „Reach that _____“
2. „Withdraw from that _____“

The following commands may be substituted if the wording is more appropriate to the particular person, place or thing being addressed:

1. „Touch that _____“
2. „Let go of that _____“

A person, place or thing is named in the blank and the commands are given alternately (1, 2, 1, 2, and so on) repetitively, with an acknowledgement given *after* the execution of each command.

This is done on that one thing until the person has a minor win or 3 consecutive sets of commands with no change in the person's motions or attitude. Then another person, place or thing is chosen and the commands are taken to a win on that item and so on.

When the person has a win or cognition (sudden realization about something) and good indicators on the whole area being addressed, the Reach and Withdraw process is ended.

When running Reach and Withdraw on another, always point to the object (or person, space, etc.) each time you give a command so that there will be no mistake made by the person you are giving the command to. You also walk around with the person you are doing the Reach and Withdraw on, ensuring that he actually does get in physical contact with the points or areas of objects, spaces and boundaries.

In choosing objects, you usually progress from the smaller to the larger objects available. You can also include walls and floors and other parts of the environment.

We used to do Reach and Withdraw on ship stewards by having them walk into the dining room and walk out of the dining room over and over. This is used when you're running Reach and Withdraw on a room or a space rather than an object. Of course, we also included doing Reach and Withdraw on the other objects connected with the steward's duties.

REACH AND WITHDRAW ON THE SURVIVAL RUNDOWN

On the Survival Rundown there are three specific areas that you will be doing Reach and Withdraw on. These are the steps that you follow:

1. Clear the words 'Reach' and 'Withdraw' with the person, using the definitions given on page 1 of this issue. This is done by you defining the words for the person and actually physically demonstrating them for him so that he will understand what he is supposed to do.
2. Do reach and withdraw on the following:
 - A. The outdoor environment
 - B. The person's personal living area and belongings
 - C. The person's working area.

You do the Reach and Withdraw on the first one of the above until the person has a win or cognition and good indicators on the whole area being addressed and then you take him to the examiner, write up what occurred and turn it in to your co-audit supervisor and if all is OK, you then go on to the next area listed above, etc.

If you need any help while doing the above, go to your Co-Audit Supervisor.

Reach and Withdraw is very easy to do. It is enjoyable for both the person receiving it and the person administering it and has very valuable results.

**L. RON HUBBARD
FOUNDER**