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## REACH AND WITHDRAW

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6307C25 SHSBC 290 COMM CYCLES IN AUDITING  
HCOB 14 Aug 63 LECTURE GRAPHS  
THE PHOENIX LECTURES (page 45)

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 and Reach and Withdraw is actually a breakthrough from advanced technology.

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 to or contact and 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.

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.

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.

## USES

Reach and Withdraw has a variety of different uses.

It can be run as a drill on a student, staff member or any person, in order to familiarize him with the objects and spaces and boundaries of his work or study area.

It is also used in session, as in Assists, etc.

Reach and Withdraw is a very broad tool and whether used on a staff member, student or pc will have far reaching effects.

Reach and Withdraw is very easy to run.

Anyone can run Reach and Withdraw who has been checked out on the theory and procedure as contained in this HCOB.

## THEORY

In Reach and Withdraw you are doing connection with Associative Restimulators.

An Associative Restimulator is something in the environment of an individual that he has confused with an actual restimulator.

Restimulators are the direct approximations (in the environment of the individual) of the content of engrams. They can be words, voice tones, people, objects, spaces, etc.

The person has confused the objects, forms and spaces in his environment with those of incidents in his past.

A=A=A enters in and you get a whole dangerous environment to the individual. Some areas are more restimulative than others, because they contain objects which directly restimulate past engrams.

When a person runs Reach and Withdraw on his space or area he knocks out the Associative Restimulators in that area. The whole place is not restimulative to his past. It might just be the desk. Or it might be the air vent.

You don't know what it is and he doesn't know what it is, but you'll get it and you'll run Reach and Withdraw on it and when you hit it, that thing will cease to be an Associative Restimulator or Restimulator and he'll get a cognition.

In other words the objects, forms and spaces of earlier incidents go back into the past and those in the present cease to be restimulators and he comes into present time, boom!

When you run Reach and Withdraw on a pilot making him reach and withdraw from an airplane and its various parts, you're getting rid of all the joy sticks that went into his stomach 200,000 years ago and the propeller that cut his head off on Arcturus and all that sort of thing. These things get peeled off and actually go into the past and cease to trouble the person when he perceives a similar object, form or space in the present.

This is why Reach and Withdraw works.

## REACH AND WITHDRAW ON POST AND WORK AREAS

In the physical universe communication with objects, forms, spaces and boundaries is best established by actual physical contact.

Reach and Withdraw is a valuable tool to use to get a person into good communication with his work environment, especially the tools and objects he uses.

A pilot would do Reach and Withdraw on all the objects and spaces of his airplane, his hangar, the earth; a secretary would do Reach and Withdraw on her typewriter, her chair, walls, spaces, her desk, etc.

Reach and Withdraw is also used for the same purpose as part of Debug Tech. It is run after a Crashing Mis-U has been found and cleared in order to refamiliarize and get a person into communication with his production area.

Feeling comfortable with the tools of one's trade is a very important step in getting out products. One can increase the amount of production tremendously with this drill.

It is not kindergarten tech: a flight surgeon, trained by us, ran Reach and Withdraw on his squadron and for one whole year there was not one single accident, not even so much as the touch of a wingtip to a wingtip. It is probably the only squadron in history that went a whole

year without even a minor accident and there was no accident at the end of that year either, we simply stopped keeping records of it.

### **REACH AND WITHDRAW ON THE COURSE ROOM**

Any student in any course room can be run on Reach and Withdraw.

Reach and Withdraw on the course room environment gets the student into communication with the course room and the people and materials he will be working with. It tends to handle any back-off the student may have.

It can be used to handle students who are withdrawn from the course room environment or who are restimulated by the course room environment.

Reach and Withdraw can be run on: anything or anyone in the course room, paper, books, dictionaries, a student, a supervisor and the course room and its spaces.

Reach and Withdraw is run on the above to a win for the student.

The student will now be more in communication with and feel more comfortable in his study environment.

### **REACH AND WITHDRAW IN AUDITING**

Reach and Withdraw in auditing has long been used to bring about an increase of sanity – it has both mental and physical uses.

It is used to get a preclear into communication with anything that may be troubling him, be it a person, a situation, an area or a part of the body. It also serves to separate him from terminals and situations so that he is not compulsive towards them.

Reach and Withdraw can be used to restore communication to a sick or injured body part, and is often used this way in Assists.

It is also used in Repairs and Assists of all kinds to restore a pc's communication and cause level, as covered in HCOB 13 Jun 70, C/S Series 3.

### **COMMANDS AND PROCEDURE**

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.

It is done on that one thing until the person has a minor win or 3 consecutive sets of commands with no change in the pc'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.

The words „reach“ and „withdraw“ are defined for the person using only the definitions given on page 1 of this HCOB.

The person running Reach and Withdraw on another always points to the object (or person, space, etc.) each time he gives a command so there will be no mistake made by the person doing it.

When being run as a drill on work or study areas different items are chosen and the action is done on each one until the person is in good communication with his general environment or specific area that is being addressed. In choosing objects one usually progresses from the smaller to the larger objects available, touching different parts of each one in turn to a minor win of some sort on that object or 3 sets of commands with no change. One can also include walls and floors and other parts of the environment.

One doesn't keep the person reaching and withdrawing endlessly from the same *part* of anything that is being used but goes to different points and parts of an object being touched. If you keep him reaching for the same point on an object or just the general object time after time you are actually running a duplication process not Reach and Withdraw and Reach and Withdraw is not to be confused with Op Pro by Dup.

The person would be taken to a win or 3 sets of commands with no change on that one object or space (not on each different part of it that he is reaching and withdrawing from).

The reason why we have to have the 3 sets of commands with no change rule is that the person isn't on the meter and we have to depend on the person running the action to know when he hits a no-change. The object being used at the moment may not be of interest to the person or he may have no aberration on it. Yet he is working right there next to something that is extremely restimulative to him and his attention keeps being pulled onto it. So he can actually be quite distracted if Reach and Withdraw isn't run on the 3 sets of commands of no change rule. It also prevents an endless grind on Reach and Withdraw.

So when the person has a minor win or does 3 sets of commands with no change, go on to the next object or space.

The person administering Reach and Withdraw walks around with the person doing the action, ensuring that he actually does get in physical contact with the points or areas of objects, spaces and boundaries.

We used to run 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 ran them on the other objects connected with their duties.

## **END PHENOMENA**

The end phenomena of Reach and Withdraw is a win or cognition accompanied by good indicators on the whole area being addressed.

Reach and Withdraw would not be run past a major win on the area.

In auditing, Reach and Withdraw is run to a cognition accompanied by an F/N and very good indicators.

## **RUNNING REACH AND WITHDRAW**

Auditors and other people running Reach and Withdraw have encountered some interesting phenomena, occasional difficulty and some astounding wins.

Some of these are given here to supply additional reality and data on Reach and Withdraw.

### Phenomena

A person being run on Reach and Withdraw will often begin by being very careful and slow and exhibit back off from touching the thing. He may not want to touch it at all. This flattens as the action is continued.

There is a large variance in how long the action will run before the EP is reached. Sometimes it is very fast, sometimes it runs for quite a while before the person hits the EP.

Occasionally the person will begin to do the process on automatic – he just goes on circuit and carries out the commands, but it isn't really *him* doing it. If this should occur one can simply ask „How is it going?“ or „What's happening?“ and ack his answer and continue the process.

Pictures or incidents show up or turn on and then blow off. This is perfectly all right – in fact it is usual. One would simply continue running the action to EP.

People will go through a cycle of interiorizing into the object or space and then after a while they exteriorize from it.

They may get *very* interested in the object and all of its detail and parts.

These are not all of the manifestations that will be encountered. But it gives one a good idea of what to expect.

### Difficulties

Obviously anyone running Reach and Withdraw must stay in excellent communication with and be aware of the person he is running it on, so as not to miss a win or 3 sets of no-change commands. The person might not voice the win if he isn't in sufficient communication with the person doing the action on him. One must take care not to overrun a person on Reach and Withdraw.

Sometimes the person doing the action will try to take over control of the action and choose what he will be run on and for how long. This is an indicator that the person running it is not controlling him well enough.

Some people like to touch and feel the thing when they reach for it, not just give it a light tap. One must be alert to this and not prematurely acknowledge as it may cause an upset.

Overrunning this action will cause difficulty. This has been a problem particularly when the person is supposed to run Reach and Withdraw on a series of items (as in Reach and Withdraw on the course room). The person may hit the EP of the whole action on the second item, yet it is continued to be run on other items past the EP. One runs Reach and Withdraw to its stated EP and that's the end of it. Don't go rote and plow the person in. When he's had his win and is brightly in present time and feels good about the environment, end off.

Grogginess and anaten may turn on, but actually this is perfectly fine and the person would simply be continued on the action and he'll come out of it.

Reach and Withdraw is a very simple action and if it is run per this HCOB one shouldn't get into difficulty.

## Wins

The most common wins people have on Reach and Withdraw are increased perception, renewed communication and coming into PT on the area addressed.

Sometimes a person will realize he has had a picture there instead of the object and when Reach and Withdraw is run, just as given above, the picture blows and he is there in PT with the object for the first time. Don't get involved with the picture, continue Reach and Withdraw.

All sorts of pictures and incidents can turn on and blow during this action.

Reach and Withdraw run on equipment has produced some amazing results.

It increases the person's ability to use the equipment by increasing his familiarity and ARC for it.

One person was run on Reach and Withdraw on a large piece of equipment he was having trouble installing. The installation seemed hopelessly bugged. During the Reach and Withdraw he realized that a large cable necessary to hook up the machine was totally disconnected! He'd never even *seen* the cable before.

Reach and Withdraw has also handled a person's accident proneness with equipment.

Often a person will go exterior when run on Reach and Withdraw on a large area or object.

Reach and Withdraw on a sick or injured pc has keyed out engrams and greatly speeded recovery.

One pc was suffering from a mysterious, but rather severe, pain in a body part. He was run on Reach and Withdraw on that body part and realized the source of the pain and blew the somatic totally.

The wins and gains available from Reach and Withdraw are actually limitless.

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

If a person is going to do anything – study a subject, learn to drive a car, start a new job or post, attain a high level of production, be at cause over the things he deals with or simply survive better, Reach and Withdraw on objects, people, situations, spaces and boundaries will greatly assist one's control, familiarity, cause level and understanding.

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FOUNDER