

# Demonstration on Step 1 (Cont.)

A Lecture given by L. Ron Hubbard  
on the 17 December 1952

... put a whole lot of cotton batten in his head so it's harder to sail through.

This is the second hour, afternoon, continuing demonstration of Step One. December 17.

LRH: You go through his head?

PC: Yeah.

LRH: Find the cotton batten in there?

PC: Yeah.

LRH: Let's take this cotton batten out and make it right wherever you are and make a powder puff out of it.

PC: Yeah.

LRH: Okay. Now let's go around to the front and change this... let's change this giant's face...

PC: Uh-huh.

LRH: ... to a girl's face and put in that... in that hole that you had up there that you didn't want to see anything in, that was kind of dim that was just outside the room. Let's put this whole thing over there, and let's go over there and put this mock-up there.

PC: I have it in that general area all the time.

LRH: Oh, you have) huh?

PC: Um-hum.

LRH: All right, now let's just take a big dive and get yourself making a noise like a dive-bomber and let's go right straight through this head again.

PC: Okay.

LRH: Got it?

PC: Yeah.

LRH: All right, now let's put a big rope on this head...

PC: Okay.

LRH: Now let's just... just fly away and carry the head with you.

((to class)) Processing him over here – finishing action.

((to PC)) Got it?

PC: Yeah.

((to class)) The end of the cycle.

PC: No, I'm still flying.

LRH: Good. You got it? How far have you flown?

PC: Oh, heading up in space.

LRH: Good. Now let's change this... let's change this giant to a devil and still keep on towing him.

PC: Okay.

LRH: Change him to a blue devil.

PC: Yeah.

LRH: Green devil.

Now stop where... where ever you are and take this mock-up and take this rope and just start swinging it round and round and round your head. So this thing is really going around in big circles. Got it?

PC: Yeah.

LRH: All right, change it into a yo-yo. Put it under your feet. Come down and put it under your feet personally.

PC: Okay.

LRH: Got that yo-yo?

PC: Yeah.

LRH: All right, make the yo-yo sing 'Old Black Joe' as you roll it up and down now.

PC: Yeah.

LRH: All right, change it into... this yo-yo into a very, very solid giant, but very tiny) and keep going up and down with the yo-yo.

PC: Okay.

LRH: Got it?

PC: Yeah.

LRH: What's happening?

PC: The... the solid giant doesn't have too much...

LRH: Well, mock up about six more giants and put them into that little tiny giant.

((to class)) Same statement as 'You can have lots of giants'. When something is unsubstantial, it's just because a person doesn't have enough of it. It's 'too scarce' to have body.

LRH: Got that? Is he more scare... I mean, is he more uh...

PC: Yeah.

LRH: ... solid now?

PC: Umm-hmrn.

LRH: Now let's fly up to that point in space where you didn't want to see something.

PC: Yeah.

LRH: Now let's take this thing and swing it round and round your head...

PC: Yeah.

LRH: ... round and round. Now let's let it blow up in size until it fills that entire space.

((to class)) I call to your attention to... 'chin pull'! He's out more thoroughly. A preclear who is really out, starts to get 'chin pull'. You'll see his chin sink back in toward his neck. You get one out that's still got some lines on him, and so forth, you always get 'chin pull'. If you kept lines on a body all the time) and you were outside all the time, you would – if that were possible because the line makes it impossible – the guy would sure look awfully funny. He'd look like some of these aircorps cadets that go around, „Put seven wrinkles in that chin, Mister.“

((to PC)) Got it?... Did you get that done?

PC: Yeah) I got it real good – way out there.

LRH: Really?

PC: Yeah.

All right. Now move him and the space he encloses over about a mile.

PC: Okay.

LRH: Got it?

PC: Yeah.

LRH: All right, blow him up and the space he encloses.

PC: Okay.

LRH: Did you do that?

PC: Yeah.

LRH: All right. Now let's look around and see if there's any other space around that you'd hate to find something in.

((to class)) This amount of randomness in auditing is... is really not necessary in an auditor. You just do the most routine job that does have the... the more randomness or color that you put into auditing, the more the preclear remains interested in what you're doing. It follows that level of interest and aesthetic I was talking about the other day. You don't have to be terribly interesting.

((to PC)) Got it?

PC: I don't see any.

LRH: You don't see any?

PC: No.

LRH: Well, let's come down in the room here and be about in the center of the room. Do that easily?

PC: Yeah.

LRH: Let's look down below you and turn all these people into just seething masses of humanity) roaring, seething masses of humanity.

PC: Yeah.

LRH: Let's put 'em all in hell.

((to class)) Work out some of these overt acts, while we're at it. That, by the way, doesn't accomplish a new overt act. That actually works out old overt acts.

((to PC)) Did you put 'em all in hell?

PC: Yeah.

LRH: Well, now, while you've got all those in hell, select out one particular body, mock it up, put a pitchfork through it and put it on the toasting coals.

((aside to class)) I wonder who it is.

((to PC)) Got it?

PC: Yeah.

LRH: Really got it there?

PC: Yeah.

LRH: All right, change it to a frank-furter.

PC: Okay.

LRH: Now, put it on a big table out in front of the class, carve it up very carefully, and demonstrate and say to them how this demonstrates that you can destroy.

PC: Yeah.

LRH: Now mock up everybody looking scared stiff.

PC: Yeah.

LRH: Mock 'em all up rushing from the room.

PC: Yeah.

LRH: Got that? Now mock them all up being destroyed by federal marshals the fac... the second they come down the step. Get the guns going there.

PC: Umm-hmm.

LRH: Now get how serious these federal marshals are as they deliver their dying speech for their country and are trampled beneath the crowd.

PC: Yeah.

LRH: All right. Take their guns and blow their brains out.

((aside to class)) I'll get rid of some of these overt acts myself! Mock it up.

PC: Okay.

LRH: Hmm? Got that?

PC: Yeah.

LRH: Oh, well, now that they're all safely dead, let's put 'em in hell. Put a sign up in front of hell 'US Hell', 'US Department of Hell'. Got 'em?

PC: Yeah.

LRH: Now get these fellows trying to come out and give a dying speech for their country again. Throw 'em back in.

PC: Okay.

LRH: You got that?

PC: Yeah.

LRH: How do you feel about it?

PC: Pretty good. I was just going to cook up something real good for 'em.

LRH: Huh? You were what?

PC: I was going to cook something real good for 'em.

LRH: Oh, really? Well, let's get a special spit there in hell

PC: Yeah.

LRH:... on which they slowly rotate.

PC: Uh-huh.

LRH: Set that up, mark it 'Eternity'. Got that?

PC: Yeah.

LRH: Mark it 'Eternity'. Now bring it to an end.

PC: Okay.

LRH: You got that? All right, now take them off of these spits and put them in another quarter in two Iron Maidens.

PC: Yeah.

LRH: Mark that 'Eternity Number Two'.

((to class)) The old process for this case stuck so let's... let's... let's bash eternity in the head one way or the other.

((to PC)) Got that?

PC: Umm-hmm.

LRH: Okay, now let's roll all of that Hell and Iron Maiden and the old spits and everything else, and these signs, up into a little ball about the size of a golfball.

PC: Yeah.

LRH: Keep it for two 'Forever's' ...

PC: Okay.

LRH: Throw it away.

PC: Okay.

LRH: Got that? All right, mock up another golfball.

PC: Yeah.

LRH:... keep it for four 'Forever's' ...

PC: Okay.

LRH: Take a billiard cue ...

PC: Yeah.

LRH:... drive it through a croquet wicket.

PC: Okay.

LRH: Move it up from where you have it 20 feet.

PC: Okay.

LRH: Turn it into a ball of fire, and knock it through another croquet wicket.

((to class)) Handling energy ...

PC: Okay.

LRH: ... accustoming him to energy.

((to PC)) Now, move that about 80 feet to the right.

PC: Yeah.

LRH: Got it there?

PC: Yeah.

LRH: Turn the croquet wickets into hoops of molten electricity that are going 'zong-zong-zong'.

PC: Yeah.

LRH: Now reach over with a mocked-up thumb and forefinger and snuff them out.

PC: Okay.

LRH: Got it? All right. Now move this whole thing about a hundred feet to the left... Whatever you got there.

PC: Okay.

LRH: Now let's turn everything you have into a column of howling electricity – make it howl, by the way. Got it?

PC: Umm-hmm.

LRH: Really?

PC: It roars, it doesn't howl.

LRH: Well, change it to a howl. Make it go 'Ow-ow-owooo!' Still got the roar? Or did you make it howl?

PC: Okay.

LRH: Did you howl... make it howl now?

PC: Umm-hmm.

LRH: Now make it howl 'Auld Lang Syne'.

PC: Okay.

LRH: Now jump right on to the top of it and squash it flat. Stop it.

LRH: Stop then?

PC: Umm-hmm.

LRH: All right. Start it up again. Got it going again?

PC: Umm-hmm.

LRH: Okay. Now move it about 18 feet up.

((to class)) Completely random, of course, which direction you move things and how. If you run 'em too long in front of a guy's face or behind his back, why – of the body – it will start flows going too consistently in that direction.

(to PC) You got that?

PC: Umm-hmm.

LRH: All right, now get it roaring again. Now increase the roar. Now decrease

the roar. Now stop the roar. Can you do that? Where are you, by the way?

PC: I'm not too close to here.

LRH: You're not too close, huh?

PC: No.

LRH: All right, let's increase this... let's start the roar up.

PC: Yeah.

LRH:... and stop the roar. You got that?

PC: Yeah.

LRH: All right, now start the roar up again and start it up and make it go like this: 'roar-roar', and then get it doing a sort of a... of a crescendo: an increase and then a decrease and an increase and a decrease and an increase and a decrease. Got it?

PC: ...

LRH: All right, now make it stop with the sound of brake lining squealing.

PC: Okay.

LRH: Now make it start up with the brake lining squealing.

PC: Okay.

LRH: All right, make it lie horizontally with still that sound going.

PC: Okay.

LRH: All right, now make the sound go 'bum ba-da dum-bump-bum-bump'.

PC: Okay.

LRH: Okay, what's happening?...

All right. Stop all action in that mock-up.

PC: Okay.

LRH: Now take the mock-up and press it very flat and thin until it's a pie plate.

PC: Yeah.

LRH: Put a preclear in the pie plate.

PC: Yeah.

LRH: Mock-up a huge icebox.

PC: Yeah.

LRH: Put the preclear in the icebox, and then bring him out fully baked.

PC: Yeah.

LRH: Got that? Now get him singing... singing 'Auld Lang Syne.

PC: Yeah.

LRH: Okay, now take this pie plate and turn it into a flying saucer, put it in a catapult from Roman times...

PC: Okay.

LRH: Now stretch the catapult out and fire the thing way out into space.

PC: Yeah.

LRH: Now you get on the catapult and stretch it way out and fire yourself way out into space.

PC: Yeah.

LRH: Got that? Okay. Change yourself into the shape of a flying saucer as you fly along there. Got it?

PC: Yeah.

LRH: Okay, now move out of the flying saucer and change it into a drum.

PC: Okay.

LRH: All right. Take three turtles, mock them up into uh... 1776. Give one the drum, fife – have 'em march... Whatcha got?

PC: I've got them rigged up like the ...

LRH: Okay, good.

PC: ... Union guys.

LRH: Good. Now make that fife sound like a pipe organ.

PC: Okay.

LRH: Now make the drum... make the drum sound like a bell. Every time it's hit a bell rings.

PC: All right.

LRH: Got it? Change them all into three marines.

PC: Yeah.

LRH: ... three angels.

PC: Yeah.

LRH: ... six angels.

PC: Yeah.

LRH: ... eight pallbearers

PC: Okay.

LRH: Put them around the coffin. Open up the coffin lid. Get in.

PC: Okay.

LRH: Mock up a big cigar ...

PC: Yeah.

LRH: ... then sit there and go riding off to the funeral parlor.

PC: Okay.

LRH: All right. Mock up the funeral parlor. Get out of the coffin. Put the undertakers in the coffin...

PC: Okay.

LRH: Put the ballbearers in the coffin ...

PC: Yeah.

LRH: Put the class in the coffin.

PC: The what?

LRH: The class.

PC: Okay.

LRH: Turn it into a flying saucer.

PC: Okay.

LRH: Wind it up with a big crank.

PC: Yeah.

LRH: Point her straight up and let her go.

PC: Yeah.

LRH: When it gets way out there, make it blow up.

PC: Okay.

LRH: Got it? Okay. Now, be two feet back of your head.

PC: I'm over there somewhere.

LRH: I know. Be two feet back of your head.

PC: Okay.

LRH: Can you see the back of your head?

PC: Yeah. I was... that's what I was checking. Looking around. Checking collar and hair.

LRH: Umm-hmm. Look familiar?

PC: Yeah.

LRH: Change it into green hair.

PC: Yeah.

LRH: Okay. Now let's look at it again. Got it? What'd you do?

PC: Just waiting.

LRH: Hmm?

PC: Waiting.

LRH: Waiting?

PC: Yeah.

LRH: Oh, I was waiting for your 'Yeah'. Okay. Now uh... I want you to take uh... your hand and put up there on your knee. Now from where you are, back of your head, make your body lift the right arm and drop it. Tell the body to lift the right arm out and drop it... Can you do that from outside easily?

PC: Well uh... what kinda beam do you want on there?

LRH: Oh, no beam. You re... you're jumping way ahead. I mean, just tell the body to lift the right arm. That's right, now tell it to lift the left arm. Tell it to lift

the right foot. Left foot. Okay. Now let's swing around over the top of the left hand.

PC: Yeah.

LRH: Got it? Take a look at the index finger of the left hand.

PC: Yeah.

LRH: Now, you want to lift these with anchor points?

PC: Okay.

LRH: Okay, let's put a couple of anchor points up on the ceiling.

PC: Yeah.

LRH: Now let's string a line down from one and around the index finger to the left hand, up to the other one.

PC: Yeah.

LRH: Okay, now let's go up and just push those anchor points apart – and keep that line taut, and lift that finger...

Okay, that's good. Turn it loose. That's fine. You have any difficulty?

PC: Yeah, it was hard. Yeah, it was very hard.

LRH: Huh? All right. Mock yourself up panting. Got it? All right. Now while you're outside, get the beautiful sadness of how hard it is to work. Now put that on the body. Now mock up a little dancer. Got her?

PC: Yeah.

LRH: Now let's put the j... emotion 'joy of dancing' into her and feel it back out of her. All right, pick that emotion up and put it on yourself.

PC: Yeah.

LRH: Send her away – the body away.

PC: Yeah.

LRH: Let's move over this index finger now and let's mock up a GREAT big

hand – horribly big hand – there in place with huge iron gloves on it.

PC: Yeah.

LRH: All right. Let's get enormous machinery, blocks and tackles, and mock them up there

LRH: ... blocks and tackles. Now let's put about an... oh, about a 2,000 horsepower diesel engine there, working winches.

PC: Yeah.

LRH: Now fasten that down around the right index finger of that huge hand and have it lift. And look at the workmen panting and straining. Get how hard they're panting?... Got it? All right. Take that whole thing out and throw it down in the drink.

Okay, let's move in over that right hand... left hand, rather. Move in over the left hand and let's fasten a line on it – just fasten a line on it this time. And let's see if you can move it just by moving upwards and pulling with a tractor beam. Make the tractor beam contract right from where you are. Just park yourself above it there) see, and make the tractor beam contract... You're getting it. Do it again now.

Give it a little yank and cut it loose.

Okay. Now was it easier with that single tractor beam, or with the two anchor points?

PC: It was easier with the tractor beams – still faster.

LRH: It was? All right. Now let's put another tractor beam on it, and this time all we're trying to do is just give it a yank up in the air and cut it loose. Let's develop a little facility here – I mean, for speed of cutting loose, not for anything else...

How is it making out? Did you get... did you cut it loose? Gettin' tight?

PC: Yeah.

LRH: Okay. Now let's move in over that. You're doin' fine. Let's move in over that and let's pick up the middle finger there of the hand, just to give that other one a vacation. Let's pick up the middle finger of the hand and turn it yellow, turn it blue, turn it pink.

PC: Yeah.

LRH: Got that? Mock up a log of wood.

PC: Yeah.

LRH: Okay. Get this log of wood with a lumber crew working on it and get it all sawed up... Got it?

PC: Yeah.

LRH: All right. Let's turn each slab of wood there that you've got sawed up into a bomb.

PC: Yeah.

LRH: All right. Let's throw each one of those away and have it explode when it gets a considerable distance from you.

PC: Every once in while I get a black spot show up when I do that ...

LRH: Yeah?

PC: ... in the center.

LRH: Well, do it. Just... did you finish them all?

PC: Not quite yet.

LRH: All right. The next one you throw out there, make sure you get a white spot instead of a black one... Make that?

PC: Yeah.

LRH: Okay. Now let's move in over that hand again and let's take a look at it. Let's pick up the middle finger. Put a trac-



tor beam on it and give it a pull up into the air. And see if you can pull it up and really, really hurt it. I mean, pull it up enough so that it hurts... A little pain on it?

PC: No pain. It just feels solid like.

LRH: Hmm. All right. Now let's just practice cutting it loose quick. Well, good enough for you. You're doing fine – doing fine.

All right, let's sweep in over that hand now, and let's take the finger and mock it up just ENORMOUS. Get that finger just enormous, lying clear across this whole room. And all the students sort of helping the thing to be braced there across the room.

PC: Okay.

LRH: Got it?

PC: Umm-hmm.

LRH: Now have God put down a huge tractor beam and get Him straining and sweating, and lifting the trac... get Him lifting that finger just a sixteen-thousandth of an inch, and get all the students cheering madly. Get it?

PC: Yeah.

LRH: Okay, now get the finger falling and breaking into pieces because of this treatment.

PC: Yeah.

LRH: Hang the fragments out on the car line...

PC: Yeah.

LRH: Change them all into doughnuts... Got it?

PC: Yeah.

LRH: Now change the doughnuts into rolling hoops of electricity, and have 'em go snapping and howling down the road after that streetcar to punish it.

PC: Yeah.

LRH: Get the streetcar promising to be more quiet...

PC: Yeah.

LRH: Now just get the street blowing up extravagantly – just get it blowing up in large geysers and spurts and snaps.

PC: Okay.

LRH: Got that? Now rebuild it and give them a golden street out there.

PC: Okay.

LRH: Okay. Turn it to normal and come back in. Come over this finger. Put a tractor beam on it and give another boost up into the air, and then drop it for speed. You got that?

PC: Yeah.

LRH: How does that make you feel, doing that?

PC: A little easier.

LRH: Feel a little easier, huh?

PC: Yeah.

LRH: Well, what do you know? Now let's see if we can get a faster release on that before we go on any further. A little faster release.

Slide down in the chair a little bit further. Is that better? All right, now let's come in over the index finger this time, and let's see if we can work for just a slightly faster cut-loose...

Good! That was a good fast one. Good. Swell.

All right. Now let's uh... mock up... let's mock up you on a ship and the roaring tide is carrying this thing in the wrong direction. Get those hausers going out there. Get 'em singing and tight. Got it?

PC: Yeah.

LRH: Now spit on the rope and have it part.

PC: Yeah.

LRH: Okay. Throw that mock-up over about eight blocks from here and let it blow up over there.

PC: Okay.

LRH: All right, let's move in over... now, let's take the other hand for the moment, and let's... let's move in over the other hand and pick up the index finger of the other hand...

Good.' Good! That's very good. All right. How does that make you feel?

PC: Okay.

LRH: Why don't you slide down just a little bit further in the chair and make yourself just a little bit more comfortable? Okay?

All right. Now let's... let's mock up your right hand out on the floor.

PC: Yeah.

LRH: Got it? Well, let's move it over to the left side.

PC: Yeah.

LRH: Move it below your feet.

PC: Yeah.

LRH: Turn it purple

PC: Yeah.

LRH:... green.

PC: Yeah.

LRH: Above your head.

PC: Umm.

LRH: Get it throwing sparks.

PC: Yeah.

LRH: At this point, paint a real mean face on the ball of each finger and have them s... have them glare at you.

PC: Yeah.

LRH: Okay. Now let's throw the hand out in the street.

PC: Yeah.

LRH: All right, let's move over any two fingers on the right hand and pull 'em together with a beam. Okay, got it?

Okay. Now let's pull those two fingers apart with a beam. Okay. Good. Good. Let's pull them together with a beam, now. Good. Now while they're together there, wrap a beam around the two of them and lift them up in the air...

Okay. Good enough. Let's move over now to the left hand and let's move any two fingers together...

Okay. Let's just go through that. Let's move the four fingers together and then apart – just sep... spread them all.

Good. Good. Now let's move two fingers together on that hand and pick 'em up.

Good. That's fine.

Now let's move over there to the right hand and move all of those fingers together and pick up four fingers.

How do you feel about that one?

PC: Strong.

LRH: Oh, boy! All right. Let's mock up that hand... let's mock up that hand now and let's hide it... let's hide it in a green box.

PC: Umm.

LRH: Got that?

PC: Yeah.

LRH: Now let's stuff the green box down the mouth of a cannon and fire it.

PC: Yeah.

LRH: Okay. Now let's move over the... the uh... left hand; let's close up

those four fingers there – and then pick ‘em up...

Okay. Now, let’s move over to the uh... right hand and close three fingers together – just three – and pull the fourth one separate. Lift the three – pant as you do so.

That was fine.

Now just for speed, let’s pull three fingers together there on the left hand and pull the fourth one separate, and let’s put a beam on those three fingers now and lift ‘em up uh... just... just for speed of cut-away.

((aside to class)) I’m rushing him doing it.

((to PC)) And let’s lift those three up and see how quick we can cut em.

Good! Good. How do you feel?

PC: Tired.

LRH: You’ve got tiredness? All right. Mock up your body way out there in the street. Put your body out in the street. Look at it real close. Got it?

PC: Yeah.

LRH: All right, now let’s get it getting very old and worn. Let’s put a huge toboggan behind it with something marked ‘CARE’ on it as a package, and have it go trudging up the street.

PC: Okay.

LRH: All right. Now let’s take that body and that mock-up, let’s mock up a whole lot of people down in the street, and let’s pick up that body and throw it down on top of ‘em and make ‘em practically explode.

PC: Okay.

LRH: All right, move that crowd further down the street and mock up another body and pick it up and make it just GLOW with molten electricity, and throw it

down on their heads and blow ‘em all to pieces.

PC: Okay.

LRH: Got it?

PC: Yeah.

LRH: How does that make you feel?

PC: Huh?

LRH: How does that make you feel?

Okay?

PC: Yeah.

LRH: All right. Now let’s take the four fingers of your left hand, pull them all together and give them a little boost up into the air.

Good! How did you feel about that?

PC: Okay.

LRH: You feel that’s okay?

PC: Okay.

LRH: All right. Next take the four fingers of the other hand and give them a boost up into the air. Put them together and give them a little boost up into the air. And this time let’s get speed of cut-loose. When you’ve decided to cut them loose, let’s see how fast you can cut them loose right after you cut them.

Okay?

PC: Umm-hmm.

LRH: How do you feel about that?

Hmm?

PC: A little better.

LRH: A little better? Why don’t you do it again.

(TAPE ENDS)