

CONTINUED DEMONSTRATION

STEP IV

A lecture given on
17 December 1952

Fourth reel, December 17. Continuing demonstration of Step Four.

LRH: All right. Now let's mock up, let's make sure now we've got one for each... every good friend that you had for the last 74 trillion years and mock 'em up there 360 degrees all the way around.

PC: Um-hm.

LRH: Got 'em?

PC: Yeah.

LRH: All right. Let's just start picking 'em up and cramming 'em in.

PC: Hmm.

LRH: What's the matter?

PC: The first guy in was a caveman – hmm.

LRH: Okay.

PC: Okay.

LRH: Got 'em all?

PC: Umm-hmm.

LRH: Now, let's mock up all the enemies you've had for the last 74 trillion years.

PC: Umm-hmm.

LRH: Umm-hmm.

PC: That's not fun.

LRH: That's not fun, huh?

PC: They're there.

LRH: They're there. 360 degrees?

PC: Hmm-hmm.

LRH: Any behind your back?

PC: Come to think of it, there was about a slice like a pie that wasn't... didn't have anything in it.

LRH: Isn't that true?

PC: Okay, they're there.

LRH: They're there.

PC: Incidentally, the emotion hits pretty strong on this. Wowee!

LRH: It does, huh? All right. Now let's take one of 'em and make him walk away and just keep walking – just one of them – any one of them.

PC: Okay.

LRH: Let him keep walking, and send another one after him.

PC: Okay.

LRH: ...and another one, and send him after him.

PC: Okay.

LRH: Now let's just get 'em departing.

PC: Okay.

LRH: Get 'em all shoving off.

PC: Umm-hmm.

LRH: Did you get rid of 'em all? Good. Did you get rid of 'em all?

PC: Yeah. Boy, what a pleasant feeling! Okay.

LRH: Okay. Now let's mock 'em all up again in the worst guises, their worst natures. 360 degrees of 'em, all the enemies you've had for... 360 degree sphere around you. All the enemies you've had for 74 trillion years.

PC: Okay.

LRH: All right. You got 'em now?

PC: Umm-hmm.

LRH: Turn 'em purple.

PC: Okay.

LRH: Turn them blue.

PC: Okay.

LRH: Turn 'em red.

PC: Okay.

LRH: Turn 'em green.

PC: Okay.

LRH: Make 'em shift first to one foot, and then the other foot.

PC: Okay. Sounds like a bunch of soldiers marking time.

LRH: Oh yeah? Good. Now make 'em about face and be on their way.

PC: Okay.

LRH: They on their way?

PC: Yeah.

LRH: Good. Mock 'em all up again.

PC: Okay.

LRH: Now, make one of 'em walk forward toward you, and cram him into the body.

PC: Okay.

LRH: Another one.

PC: Okay.

LRH: Good. Now let's just keep 'em all coming on in, and stuff 'em all into the body.

PC: Okay.

LRH: Now let's rig 'em all up again.

PC: Okay.

LRH: How's that pie slice?

PC: Oh – hmm.

LRH: Hmm?

PC: It comes and goes.

LRH: Well, put... put that particularly full of guys, enemies with weapons in their hands.

PC: Yeah, most of them have got weapons in their hands as it is.

LRH: Yeah, I know. But let's put those guys in that pie slice.

PC: Okay, okay.

LRH: Now make 'em look real mean.

PC: Okay.

LRH: Turn 'em purple with rage.

PC: Okay.

LRH: Now make 'em look very sly.

PC: Okay.

LRH: Make 'em all look very sly.

PC: Yeah, okay.

LRH: All right. Get 'em walking forward toward you now, the whole lot of 'em.

PC: Okay.

LRH: Crowd them into the body.

PC: Okay.

LRH: Got 'em? Pack 'em down tight. You got 'em all?

PC: Yeah.

LRH: Pack 'em down real tight. Now let's get that first crew, uh... the last crew of friends that were packed in there and let's have them leave.

PC: The last crew of friends?

LRH: Yeah, we packed a bunch of friends down there.

PC: I thought we sent 'em out? Okay, I'll mock 'em up packed in and send 'em out.

LRH: All right. You thought we got all those friends sent out?

PC: Yeah, I thought we did – yeah. Okay.

LRH: Let's send the whole crew of 'em out.

PC: Umm-hmm.

LRH: Now let's send another wave of 'em out.

PC: Okay.

LRH: How far are they going?

PC: Oh, about five miles so far. They keep on going.

LRH: All right. Let's take about three more waves of 'em, good friends. Get

the nostalgia of their leaving – how sad they feel at leaving.

PC: Umm-hmm.

LRH: You got it?

PC: Umm-hmm.

LRH: Get them all gone.

PC: Yup.

LRH: All right. Mock up another s... full sphere of enemies.

PC: Okay.

LRH: Make them take one step toward you.

PC: Okay.

LRH: One step back.

PC: Okay.

LRH: Bring 'em in.

PC: Okay.

LRH: Pack 'em down.

PC: Uh-huh.

LRH: Got them?

PC: Umm-hmm.

LRH: Okay. Now that you've got all those enemies there – now that you've got all those enemies there, let's mock up all the way around you all the parents you have had on the whole track.

PC: Yeah – okay.

LRH: Turn 'em red.

PC: Umm-hmm.

LRH: Turn 'em blue.

PC: Okay.

LRH: Have 'em turn around and walk away.

PC: Okay.

LRH: They all walkin'? Keep 'em going, and send after them the last group of enemies.

PC: Umm-hmm.

LRH: The next to the last group of enemies.

PC: Okay.

LRH: Make 'em turn purple as they're leaving.

PC: Okay.

LRH: All right, just get rid of the rest of the groups of enemies, just have them keep on walking out.

PC: Okay.

LRH: Got 'em all gone?

PC: All gone.

LRH: All right. You've got 'em all gone?

PC: Yeah.

LRH: Real good. All right. Let's mock up a whole bunch of houses all the way around you – all sorts and descriptions. We want every house in the last 74 trillion years. We want 'em all.

PC: Okay.

LRH: Got 'em all gone?

PC: I've got them all here.

LRH: Got them all...

PC: All here.

LRH: All here? All right, send 'em away.

PC: I'm having a little trouble pushing things away from behind me.

LRH: Oh, yeah?

PC: They go away in front pretty easy but behind me...

LRH: Well mock up a wave... mock up about six more for every one behind you.

PC: Okay.

LRH: Is that easier?

PC: Shall I send them out?

LRH: Umm-hmm.

PC: Yeah.

LRH: Turn 'em blue back there.

PC: Okay.

LRH: Turn 'em orange.

PC: Okay.

LRH: Turn 'em red.

PC: Umm-hmm.

LRH: Turn 'em all yellow, 360 degrees as they're departing.

PC: Okay.

LRH: All right. How far are they away from you?

PC: Oh, a mile or so around the sides and in front. Not so far away in back.

LRH: Not so far away? Put about 20 more back of you. What happened?

PC: I don't know... (unintelligible)

LRH: Huh?

PC: I don't know? Oh, on the mock-up?

LRH: No. No. What... what happened to you?

PC: I don't know. I just got a muscle jerk.

((to class)) You want to watch for these. Every once in a while a line will

snap or something of the sort. We finally hit... as we go down this sequence, we only handle those things long enough until we hit one that's a tiny bit difficult.

((to PC)) All right, let's put about 80 more behind you.

((to class)) Naturally homes would always appear at the back. That would be the stuck – walking away down the road.

PC: I can get the sensation of me going away from them, but them going away from me? No.

LRH: Can't get that, huh? Well all right. Put up about... put 360 degrees worth of these houses, all the houses, all the dwellings – everything that you've lived in for 74 trillion years. Now: let's put them all up here.

PC: Okay.

LRH: Got them all?

PC: Umm-hmm.

LRH: All right. Let's take all those in front...

PC: Okay.

LRH: ...and stuff them into the body.

PC.: Okay.

LRH: Got 'em all? Just stuff 'em in.

PC: Okay.

LRH: Now let's take those that are behind you and stuff them in.

PC: Umm – okay.

LRH: What's happening?

PC: The behind ones didn't want to move, but they went in.

LRH: They went in. Okay. Now let's mock up 360 degrees. Let's mock 'em all up again. Let's get... recreate them. Let's don't get the other ones. Re-create 'em now... 360 degrees.

PC: Okay.

LRH: Get 'em behind you real thick. There are lots of 'em.

PC: Yeah.

LRH: All right. Let's turn all of these red.

PC: Umm-hmm.

LRH: All of 'em blue.

PC: Umm-hmm.

LRH: Turn 'em all white.

PC: Incidentally, these mock-ups don't have much reality. There's uh...

LRH: Hmm.

PC: ...just the uh... occasional outline of the house.

LRH: Ridge. Okay, that's all right. That's all we want.

PC: But I know confounded well they're there.

LRH: All right, let's just pick up those that you see and stuff 'em into the body. Those that you see, and stuff them in.

PC: You mean the ones I see individually?

LRH: Yeah. And the outlines. Making it?

PC: They're pretty good.

LRH: Well, create... for every one there, create two more.

PC: Okay.

LRH: Turn 'em all red and snap 'em into the body.

PC: I can snap 'em in in a mass but I can't do it individually.

LRH: Hmm.

PC: I can kind of run a sweeper on 'em and pull 'em in, but to pull them in one by one and see them as individuals coming in, I can't do it.

LRH: Well, just pull them in as a mass.

PC: Okay.

LRH: Put them all out there again. Keep those you've got in and mock them all up again.

PC: Okay. They seemed to be farther out this time, for some reason or other.

LRH: Oh, yeah? No!

PC: Yeah. It was a narrower band of them too.

LRH: And uh... let's take them all and turn 'em red.

PC: Okay.

LRH: Turn 'em blue.

PC: All right.

LRH: Turn 'em natural color.

PC: Hmm.

LRH: What's the matter?

PC: They all went brown and they shouldn't, if they're natural color.

LRH: Okay, well, you expected it to happen automatically. Turn 'em all brown.

PC: Okay.

LRH: Bring 'em all in, in a mass.

PC: Umm-hmm.

LRH: Mock 'em all up again.

PC: It keeps getting thinner – farther out.

LRH: Oh, yeah?

PC: Yeah. It seems like they're a couple of miles out there.

LRH: Okay. Now let's have them all snowed on.

PC: Incidentally, I can see another line of them just beyond. They're awfully awfully far apart and scattered around.

LRH: Yeah?

PC: Hey, this is interesting.

LRH: Let's have them... let's have them all snowed on.

PC: Snowed on. Okay.

LRH: Let's have them all rained on now.

PC: Okay.

LRH: Let's have them all blown on.

PC: Okay.

LRH: And let's have the sun shining on all of them.

PC: Okay.

LRH: Now let's have it be twilight on all of them.

PC: Hmm? Yeah. Okay.

LRH: What's the matter?

PC: I'm just fascinated. I can keep seeing houses farther and farther out, more and more lines of them.

LRH: Oh, yeah.

PC: I've got five of them out there now... four... four lines. They're awful-

ly... awfully far apart out there. That's the last bunch.

LRH: Yeah. What do you know! We got houses! All right. Why don't you put twice as many out there?

PC: Incidentally, for what it's worth, I got a kind of an odd sensation. The darn things are stacked up this way, too – in all directions.

LRH: There couldn't be any relationship to this and scrambled anchor points. Let's mock up twice as many.

PC: Twice as... Okay.

LRH: Oh, you didn't want to do that?

PC: Yeah, I did it.

LRH: Well, let's mock up twice as many again.

PC: Okay.

LRH: Let's turn all of those red.

PC: Okay.

LRH: Let's have night fall on them.

PC: Umm-hmm.

LRH: Let's have dawn break on them.

PC: All right.

LRH: Let's bring them all in and stuff 'em into the body.

PC: All the different...

LRH: Everything.

PC: ...lines of them out there?

LRH: Yeah, everything. You like those lines, don't you?

PC: Yeah, I get a kick out of 'em.

LRH: Let's just bring 'em all in.

PC: I get them in fairly close but they don't seem to want to pop in.

LRH: Make twice as many.

PC: Okay.

LRH: Turn 'em all red.

PC: Okay.

LRH: Turn 'em all blue. What's the matter?

PC: I'm kinda bewildered, their being all over.

LRH: Hmm?

PC: They've lost their... their flat orientation to a high degree, and they're all over.

LRH: Well! Anchor points. Okay. Now let's take all of those houses – take a good look at 'em. Then pick up one house and stuff it in.

PC: All right. They're coming now.

LRH: Okay.

PC: They're in.

LRH: Good. Pack them all down tight. Make sure that the anchor points are packed down too, tight.

PC: Make it what? Okay.

LRH: Pack 'em down tighter.

PC: Yeah.

LRH: All right, let's mock 'em all up again, particularly behind your back.

PC: Umm-hmm.

LRH: Let's make those behind your back shoot away from you very fast.

PC: Okay.

LRH: All right. Now stop their going, turn 'em around and make 'em fly into you very quickly.

PC: Okay.

LRH: Stuff all the rest of 'em in.

PC: Okay.

LRH: What happened?

PC: I had a little trouble getting 'em in, but they kind of got in.

LRH: Well, stuff them down real good.

PC: Okay.

LRH: Now make one very good-looking house out in front of you – very good-looking.

PC: Uh-huh.

LRH: Change it around until you know it's yours.

PC: Well, I know it's mine now.

LRH: Okay. Put it behind you.

PC: Okay.

LRH: Bring it in.

PC: Umm-hmm.

LRH: Now, put it way out in front of you.

PC: Okay.

LRH: Now let the next rank... the last group of houses go on out and keep going.

PC: Okay.

LRH: The next to the last group... just let the houses keep going until you've got 'em all gone – all waves of houses.

PC: I've got a sort of feeling of relief.

LRH: Kind of pent up, are you?

PC: Yeah, in some way.

LRH: You feel pent up?

PC: A little bit.

LRH: All right, now...

PC: Right now.

LRH: ... inside yourself... now inside yourself, without creating them outside, but just create a mass inside which are all the women you've ever known.

PC: Umm-hmm.

LRH: Now have them get out and leave, and just keep them going out.

PC: Umm-hmm.

LRH: Lots of them?

PC: Yeah, lots of them.

LRH: Lots of eem – keep 'em going. Create lots more now inside yourself and keep 'em going.

PC: Okay.

LRH: Create lots more and keep 'em going. Now as they – what's the matter?

PC: Okay.

LRH: What happened? What were you going to tell me?

PC: Well, for a little while there was this area – probably 25 yards in diameter – that didn't have any women in it.

LRH: No...

PC: I had to mock up some more to get 'em coming out.

LRH: Okay. Now as they leave... as they've left there, reach way out and pat one of them on the head and feel how sweet she is.

PC: Okay.

LRH: Feel how nice they all were.

PC: Okay.

LRH: All right. Inside yourself now, mock up all these friends and start them leaving.

PC: Okay.

LRH: Now following them, just start mocking up houses, one after the other – lots of them – and have them leaving.

PC: These dang things aren't going out flat at all like you'd think they ought to. They're going out in a sphere more or less.

LRH: The houses?

PC: Everything.

LRH: Yeah?

PC: Friends, women, what have you. They all go out in a sphere.

LRH: Umm-hmm. Anything wrong with that?

PC: Come to think of it, it makes sense. Okay.

LRH: Okay. How far have they gone?

PC: Oh, five, ten miles.

LRH: None of them stop? Now mock up a very, very nice house right behind you.

PC: Umm-hmm.

LRH: Now, let's make it move away with rapidity behind you.

PC: Okay.

LRH: Easy to do.

PC: Umm-hmm!

LRH: Okay, mock up a whole lot of enemies inside yourself and have them leave.

PC: Okay.

LRH: Follow that by mocking up a whole lot of currency inside yourself and having it leave.

PC: Hey, that's fun. Okay.

LRH: Is it still leaving?

PC: Sure.

LRH: Okay. Let 'em roll. Let's mock up a whole lot of food inside yourself and let it leave.

PC: Hmm...

LRH: What happened?

PC: That steak looked good.

LRH: Good. Good. Okay. Let it leave. You holding on to it?

PC: Well, there's a pork chop!

LRH: Pork chop?

PC: Okay.

LRH: All gone.

PC: Yeah.

LRH: Okay, let's put a uh... point...

PC: Yeah, but that steak's still there!

LRH: That steak's still there?

PC: Yeah.

LRH: Well, just create several platters of steak.

PC: Okay.

LRH: Oh, let's get them stacked now. Lots of platters of steak on top of platters of steak. Got that?

PC: Okay.

LRH: Now get beautiful waitresses carrying each platter of steak.

PC: All right. They're gone!

LRH: They're gone. All right. Okay. Now uh... one more... still taste it?

PC: Confound it, I could.' Yes.

((to class)) Well, we of course go into this – we go into another Spacation besides this, but I want to test something here.

((to PC)) What's the matter?

PC: Oh, I just get a kick out of it, that's all.

LRH: Okay.

PC: I could really taste that confounded steak for a while there.

LRH: Let's put a point out in front of yourself.

PC: Eyes open or closed?

LRH: Doesn't matter.

PC: Okay.

LRH: Is it stable?

PC: A lot more stable than it was, yes.

LRH: A lot more stable than it was?

PC: Pretty – pretty stable.

LRH: Well. oh, let's just shoot the moon here. Uh... let's take a look at the inside of your forehead.

((aside to class)) Two ways to play this, the spacation is the safe way.

PC: I'm still getting a lot of purple, but I think that's a visio through the normal eyes.

LRH: Yeah? Well, let's put a beam out against the front of your forehead and shove yourself out the back of your head, if you can find yourself there. If you can get that. What do you get when you do that?

PC: Well, it's still uncertain, but I've a kind of a hunch that I might be there.

LRH: Kind of a hunch you might be there, huh? Well, let's mock up the body, dress it up in a turban, and put a big feather in front of the turban.

PC: Uh-huh.

LRH: Got that? Okay. Now let's explode the whole thing with a bang of electricity.

PC: Mmm... okay. It didn't explode very well. I busted it in two, and I've got the halves lying there.

LRH: Okay. All right. Where the halves are lying, have them get uh... all blown up with electricity.

PC: Is that them too? Okay.

LRH: You got it? Let's take a... let's take a look there at the back of your head.

PC: Hmm.

LRH: What's the matter?

PC: I was starting to begin to ask myself 'which direction?' And looking at the outside seemed to be easiest.

LRH: The outside seemed to be...

PC: Yeah. I don't know. I just suddenly began to wonder which direction I look at it from, and...

LRH: Okay. Let's call that a process.

PC: Okay.

((to class)) You wouldn't ordinarily do what I just did.

Okay, uh... that's just simply that. I could have gone down through the rest of the line but I had sympathy for your appetites and so on, you're very patient, and uh... if you'll notice there, one point about it, he did have a little bit higher level of certainty. We tore up all his anchor points and we did a lot of other things.

Now that is not a complete – not complete Give and Take. A complete Give and Take would be as given. I introduced some randomness in it just to show you that you don't have to go according to the rule book. And uh... that was played in the direction as to give him minimals... minimal can'ts. If you'd rigged up all these enemies, for instance, and done nothing more about them, and had them suddenly spring, and so forth, you would have run into a little bit of 'can't'. In other words, we're just keeping on the sunny side of 'can' all the way through. Now we get through, he'll have a better sense of orientation. And that's what we're looking for.

Now how many people in this class have been... how many people in this class have been outside and know it? Just have been outside and know it? That's what we're saying. Let's count this.

Would you count it?

Voice: There's 13 or 14 – 14 out of about... we've got a couple of them. We've got two or three more slightly doubtfuls.

LRH: Two or three more doubtfuls. We've got 13 or 14.

Voice: Yes.

LRH: Or we've got just a little bit over a third.

Voice: Uh-uh.

LRH: That's not good enough, you know?

Voice: About 40 percent.

LRH: You're not working hard enough, that's all. Just been too many lectures here in this period of time. Now you can blame me.

But, when we get down to a Standard Operating Procedure, Issue Five, you can do it with a great deal more randomness, with a lot less uh... color. mean by that, a lot less razzle-dazzle, as I'm doing it. You can do it on a strictly 'plug-it-out' basis. I don't care what you do as long as you avoid the 'shuns' and just carry through. Why, you're gonna... gonna get there with the pc.

Now you've had... you'll have some time for auditing after this, but uh... that is because we haven't had time to audit. That's because I haven't done as much auditing here as I should have done – too many lectures again.

Now you may have, at this moment, a little more Idea of the level of precision demanded. It's sloppy, isn't it? That's the level of precision – sloppy.

You know, if you go out... if you go out with a... on a Chicago piano loaded to the hilt, and then put four more Chicago pianos around it so it fires in all directions, and then get inside and pull the trigger; and your target is a sphere located five feet away, you are sure to hit the sphere. Level of precision.

Now the way you make a man fail in Standard Operating Procedure – you

couldn't just in auditing make him fail very badly – but you could make him fail by just getting can'ts, can'ts, can'ts, can'ts, can'ts. And then... one little win, and then can'ts, can'ts, can'ts, can'ts. Because at the level you find your preclear, he can't get too many loses. An operating theta can get loses without much affecting his skill. So you want to get him up there, otherwise he rollercoasters around.

As I started to say, if you were out in Curlique, New Jersey, or uh... the other end of the moon or some place, you take SELF ANALYSIS all by itself, with mock-ups for yourself and do it – put the mock-ups in front of you and behind you – I don't know how long it would take off-hand. Maybe... I don't know, 60, 80, 90 hours – you'd get there, just on that level of randomness.

So let's not strain too hard to make sure and be very serious and very careful about the whole deal. Let's just keep him winning and follow SOP Issue Five. And uh... follow it as roughly as that. See, I... I played a game there. I... I did a risk. He said, „It's more stable than it was.“ If he'd said, „It's completely stable,“ I could, of course flipped up to Two without much trouble. „It's more stable than it was“ – that really indicated Spacation – here we go. And you actually would have done it... done Spacation at that point and just gone right on through and done a complete Spacation.

And if your session was all busted up by time, you've ended a session, you end another session and you end another session. If you would just bring him to a win. It's easy to find wins in this processing – very easy. 'All the houses lined up out there' actually were a win. He sud-

denly realizes that 'he had them, sort of', in an orderly effort to orient them or... or something of the sort. Why, there he sat, they were aligned. It's a funny thing, anchor points and there the darn houses were...

I don't know, how'd you feel about that?

PC: I can't correlate them – with an anchor point. I mean, that's the only thing I have trouble finding... Where do you get the connection? To me they're houses, period.

LRH: They're houses period, that's right. But it's funny – they all lined up. The only mock-up that lined up for you. We don't have to get a connection. Nobody asks a preclear to think or evaluate. I was just doing that for your own benefit.

And don't look at the preclear and expect that uh... he's going to thank you tremendously and depend on him for a licence to survive, because this immediately tells you that you're not cause.

It's an inevitable fact that you can make not only a theta clear, but an operating theta. And you start operating with a postulate at whatever level you're going to hit or whatever you're going to do. And then you just go ahead and do it – no automaticity to amount to anything. All the automaticity you need is in the organization of this subject. And boy, it's cut down up there at least about C on that cone I was showing you last night.

And your level of precision can be even sloppier than this level if you just follow those steps. But if you think it's terribly serious and it's terribly important and it's terribly this and it's terribly that,

the strain will tell, not necessarily on the preclear, but you.

Now, when you audit, don't worry about... don't worry about consequences too much because sooner or later in using any of the steps you're going to hit a win. And leave him in a win and keep him winning, because winning goes up-scale. And losing goes down-scale. That's all you need. And you start going up-scale on wins and you get automatically, up into the energy band, you get right on up into the being band. That's all. Just keep winning. And you as an auditor make sure with your preclears that you win. That's the only thing that you want to do. And that will make you a better and better and better auditor.

And then one fine day you walk down the street, and you say, „Now that's a fine-looking man. He ought to be a theta clear!“ POP! „Now how do you feel?“ you say theta-wise.

And the fellow says, „Well, imagine me being here!“

You say, „Well, you imagine it if you want,“ and uh... walk on down the street.

The fellow says, „Wait a minute, uh... uh... you say, you were thinking at the time of so-and-so and so-and-so?“

And you say, „That's right. That's right.“

He says, „Well the last thing that I was going to do before I got into this spiral is I knew a little theta - cute little thing - up on uh... uh...uh... Ganymede in uh... the Upper Constellation of the Swan and... Goodbye. Thank you.“

You talk about healing at a distance. Don't you worry about healing at a distance until you can heal instantaneously up close. If you can heal instantaneously up close, Lord knows what will happen.

But again, it isn't an automatic process. It's because you BE the thing, and 'be' it perfectly - simple, isn't it? Just be it, and then be it perfectly, and then be something else. Don't go on being it. It wins then too, and you stay up scale.

Okay, that's uh... it and uh... we'll have a few more demonstrations of these principles.

(TAPE ENDS)