R6 GLOSSARY

ACTUAL, that which is really true; that which exists despite all apparencies; that which underlies the way things seem to be; the way things really are. (FOT, p. 20)

ACTUAL GOAL, the dominating significance of the thetan's own causation which binds together the masses accumulated by the reliable items of an actual GPM. (HCOB 13 Apr 64, Scn VI   Part One Glossary of Terms)

ACTUAL GPM, the composite black mass of all the pairs of reliable items and their associated locks, dominated and bound together by the significance of an actual goal and having a definite location as a mass on the time track. (HCOB 13 Apr 64, Scn VI Part One Glossary of Terms)

ANTONYM, a word that means the opposite of another word. For examples, see a standard antonym dictionary.

BASIC—BASIC.
1. This belongs in Scn, not Dn. It means the most basic—basic of all basics and results in clearing. It is found on the Clearing Course. (HCOB 23 Apr 69).
2. The first engram on the whole time track. (HCOB 15 May 63)
3. Any similar circumstance repetitive through a person's whole track has a first time it occurred and that first time that It occurred we call basic—basic (SH Spec 69, 6110C19)

CLEAR, noun.
1. A thetan who can be at cause knowingly and at will over mental matter, energy, space and time as regards the first dynamic (survival for self). The state of Clear is above the release grades (all of which are requisite to clearing) and is attained by completion of the Clearing Course at an Advanced Organization. (Scn AD).
2. A Clear, in an absolute sense, would be someone who could confront anything and everything in the past, present and future. (Ability Mag. 256).
3. A Clear is not: an all-knowing being. A Clear is somebody who has lost the mass, energy, space and time connected with the thing called mind. (SH Spec 80, .6609C08).
4. A picture is completely unnecessary for any kind of a recall at all which is probably about the only change there has been from the definition of a Book One Clear. (SH Spec 59, 6504C27).
5. A Clear has no vicious reactive mind and operates at total mental capacity just like the first book (DMSMH) said. In fact, every early definition of Clear is found to be correct. (HCOB 2 Apr 65)
6. The name of a button on an adding machine. When you push it, all the hidden answers in the machine clear and the machine can be used for a proper computation. So long as the button is not pressed, the machine adds all old answers to all new efforts to compute and wrong answers result. Really, that's all a Clear is. Clears are beings who

have been cleared of wrong answers or useless answers which keep them from living or thinking (Aud. 4 UK)

7. A Clear has risen from the analogy between the mind and the computing machine. Before a computer can be used to solve a problem, it must be cleared of old problems, of old data and conclusions. Otherwise, it will add all the old conclusions into the new one and produce an invalid answer. Processing clears more and more of these problems from the computer. The completely cleared individual would have all his self-determinism in present time and would be completely self-determined. (Ability Mag. 4A).

8. A thetan cleared of enforced and unwanted behavior patterns and discomforts. (HCOB 3 May 63).

9. Simply an awareness of awareness unit which knows he's an awareness of awareness unit, can create energy at will, and can handle and control, erase or re—create an analytical mind or reactive mind. (Dn 55!, pp. 17-18).

10. A person who can have or not have at will anything in the universe. (5412C1406)

11. An unaberrated person. He is rational in that he forms the best possible solutions he can on the data he has and from his viewpoint. He obtains the maximum pleasure for the organism, present and future, as well as for the subjects along the other dynamics. The Clear has no engrams which can be restimulated to throw out the correctness of computation by entering hidden and false data in it. (DMSMH, p.111).

12. One who has become the basic individual through auditing (DTOT, p. 33) -

13. Verb: to clear: to release all the physical pain and painful emotion from the life of an individual. (DMSMH, p. 170)

CLEARED CANNIBAL, the individual without engrams seeks survival along all of the dynamics in accordance with his breadth of understanding. This does not mean that a Zulu who has been cleared of all his engrams would not continue to eat missionaries if he were a cannibal by education; but it does mean that he would be as rational as possible about eating missionaries; further, it would be easier to re-educate him about eating missionaries if he were a Clear. (SOS, p. 110)

CLEARED THETA CLEAR

1. A person who is able to create his own universe; or, living in the mest universe is able to create illusions perceivable by others at will, to handle mest universe objects without mechanical means and to have and feel no need of bodies or even the mest universe to keep himself and his friends interested in existence. (Scn 8—8008, p. 114)

2. Next level about theta clear (which is cleared of need to have a body). All of a person's engrams have been turned into conceptual experience. He is clear all the way along the track. He can really deliver the horsepower. (5206CM26A)

3. One who has full recall of everything and full ability as a thetan. (Scn 8-30, p. 59)

CLEARING

1. A gradient process of finding places where attention is fixed and restoring the ability of the pc to place and remove attention under his own determinism. (HCOB 28 Feb 59)

2. What is clearing but regaining awareness that one is himself, and regaining confidence. (HCOB 1 Feb 58)

CLEAR OT, our definition of an operating thetan is that of a Clear Operating Thetan. This is a proofed-up being who no longer has a bank, and who has experience. This is a completely stable state——a being who won't hit the banana peel. (SH Spec 82, 6611C29)

DISINTEGRATING ROCKET READ, a read that starts out like a mad thing, and turns into a fall. *(*SH Spec 274, 6306C13)

DOLL BODY, a whole track (historical) period in which tiny humanoid type bodies were manufactured and used by Life Sources as forms through which to relate and function in the physical universe. This was prior to organisms, although there were later re-creations of this type of form in some space—opera civilizations.

DRAMATIZATION

1. To repeat in action what has happened to one in experience. That's a basic definition of it, but much more important, it's a replay now of something that happened then. It's being replayed out of its time and period. (SH Spec 72, 6607C28)
2. The duplication of an engramic content, entire or in part, by an aberree in his present time environment. Aberrated conduct is entirely dramatization. The degree of dramatization is in direct ratio to the degree of restimulation of the engrams causing it. (DTOT, p. 74)
3. Complete dramatization is complete identity. It is the engram in full force in present time with the aberree taking one or more parts of the dramatis personae present in the engram. (DTOT, p. 75)
4. Thinking or acting in a matter that is dictated by masses or significances contained in the reactive mind. When dramatizing, the individual is like an actor playing his dictated part and going through a whole series of irrational actions. (PXL Gloss.)
5. Unknowing, unaware expression of an identity, valence or idea; a person's mental recordings "playing" him rather than him playing them.
6. The act, process or product of dramatizing.

DRAMATIZE

1. To go through the cycle of action demanded by an engram. (SOS, Bk. 2, p. 29)
2. Unknowingly act out.
3. Partially or entirely unknowing occupation of past identity and/or identifications; valence.
4. To knowingly present or represent in a dramatic manner.

END WORD

1. The common denominator to the whole of a GPM. (SH Spec 50, 6412C22).
2. The final word of a goal. (HCOB 17 Aug 64)
3. The end word is a nounal word.
4. A particular end word and its autonym are present in only one 18-item GPM and that particular end word and its autonym are not repeated elsewhere throughout the bank in other GPMs. That is why the location of one end word and its autonym will unplug (destimulate) one entire GPM.

FOURTH STAGE RELEASE, to obtain Fourth, Stage Release one has to take the lock end words off the R6 bank. (HCOB 5 Aug 65)

GOAL

1. The prime postulate. It is the prime Intention. It Is a basic purpose for any cycle of lives the pc has lived (SH Spec 160, 6206C12)
2. A solution to the problems which have been given the person usually by terminals. (SH Spec 5, 6106C01
3. The significance that surrounds the terminal. (SH Spec 5, 6106C01)
4. A whole track long-term matter. (HCO PL 6 Dec 70)
5. Something set up as an end to be attained.
6. A structured intention which provides a Thetan with something by which to motivate itself.
7. The end toward which effort is directed; aim.

GOALS PLOT, the pattern of the pc's actual goals. (HCOB 13 Apr 64, Scn VI Part One Glossary of Terms)

GOALS PROBLEM MASS

1. The goal has been balked for eons by opposing forces. The goal pointed one way, the opposite forces point exactly opposite and against it. If you took two fire hoses and pointed them at each other, their streams would not reach each other's nozzles, but would splatter against one another in midair. If this splatter were to hang there, it would be a ball of messed up water. Call hose A the force the pc has used to execute his goal. Call hose B the force other dynamics have used to oppose that goal. Where these two forces have perpetually met, a mental mass is created. This is the picture of any problem: force opposing force with resultant mass. Where the pc's goal meets constant opposition, you have, in the reactive mind, the resultant mass caused by the two forces: Goal = force of getting it done, opposition=force opposing it getting done. This is the goal problem mass. (HCOB 20 Nov 61)
2. Is fundamentally founded on a goal. They're a conglomeration of identities which are counter - opposed, and these identities are hung up on the postulate – counter postulate of a problem (SH Spec 243, 6302C26).
3. Constituted of items, beingnesses that the person has been and has fought (SH Spec 137, 6204C24)
4. The problem created by two or more opposing ideas which being opposed, balanced, and unresolved, make a mass. It's a mental energy mass. (SH Spec 83, 6612C06)
5. A GPM is composed of mental masses and significances which have an exact pattern, unvarying from person to person, whose significances dictate a certain type of behavior and whose masses, when pulled in on the individual, cause psycho-somatic effects, such as illnesses, pains or feelings of heaviness and tiredness.
6. A particular type of mental mass that is generally a permanent problem resulting from an unaccomplished, and usually forgotten, unachievable goal.
7. The GPM is composed of 18 reliable items of which 9 are oppterms and 9 are terms. There are many GPMs, perhaps hundreds. Lucky they are not all in restimulation at the same time.

GOAL SERIES, the actual goals in their sequence and pattern that repeats over and over forward through time. (HCOB 13 Apr 64, Scn VI Part One Glossary of Terms)

GPM, goals problem mass. (HCOB 23 Aug 65)

GRADE VI, Whole Track Release. Return of powers to act on own determinism. (CG&AC75)

GRADE VII, Clear. Ability to be at cause over mental matter, energy, space, and time on the first dynamic (survival for self). (CG&AC75)

HELATROBUS, an interplanetary nation. A little pip squeak government, didn't-amount to very much. (SH Spec 268, 6305C23)

HELATROBUS IMPLANTS

1. Call them the heaven implants, they are the implants implanted by Helatrobus. (SH Spec 268, 6305C23)
2. Are actually a long chain of engrams, each of which has basics. (SH Spec 272, 6306C11)
3. Implants which begin with the electronic clouds over planets. And the dichotomy, plus and minus, and so forth and sweep on through in a certain series. (SH Spec 266, 62305C21)

IMPLANT

1. A painful and forceful means of overwhelming a being with artificial purpose or false concepts in a malicious attempt to control and suppress him (Aud 71 ASHO)
2. An electronic means of overwhelming the thetan with a significance. (HCOB 8 May 63)
3. An unwilling and unknowing receipt of a thought. An intentional installation of fixed ideas, contra survival to the thetan. (SH Spec 83, 6612C06)
4. Usually whole track incident in which there is a consideration of externally imposed commands, Examples: Hypnosis, post hypnotic commands, and brainwashing.
5. To fix or set securely or deeply.
6. To set as permanent in the consciousness or habit patterns; inculcate.
7.

IMPLANT GOAL, an implanted goal - a goal the thetan himself has not decided upon - but which has been induced in him by overwhelming force or persuasion. (HCOB 13 Apr 64, Scn VI Part One Glossary of Terms)

IMPLANT GPM, an implanted goal problem mass. An electronic means of overwhelming the thetan with a significance using the mechanics of the actual pattern of living to entrap the thetan and force obedience to behavior patterns. (HCOB 13 Apr 64, Scn VI Part One Glossary of. Terms)

INFINITIVE, a verb form not inflected for person or number and commonly preceded by to. Example: We want <u>to go</u> now. <u>To create</u> beauty.

ITEM

1. Any one of a list of things, people, ideas, significances, purposes, etc., given by a preclear to an auditor while listing.
2. At level VI, it also has a specialized meaning wherein it is used to mean one of the component parts of a GPM. In its broadest use, item is a term that includes a terminal of any kind.

KEYED—OUT CLEAR

1. When you find what lock words have been tied into the GPMs in this or even an earlier lifetime and key them out (destimulate them) (untie them from the main mass) the GPMs sink back into proper alignment and cease being effective. This makes a key-out Clear. This condition is valuable because the GPMs are now confrontable one by one (not dozens by dozens) and Routine 6 can be run easily on the preclear. (HCOB 17 Oct 64 Ill)
2. This is a simulated Clear, we call it a "keyed—out Clear" quite properly. But it isn't a Clear, it's a release. The person has been released from his reactive mind. He still has that reactive mind but he is not in it. He is just released from it. (HCOB 2 April 65)

KEYED—OUT OT

1. <u>released OT</u>. (HCOB 30 Jun 65)
2. the pc is still a preclear though a keyed-out OT. This really isn't a thetan exterior. The thetan exterior is quite unstable and can be attained below an ordinary first stage release. Keyed-out OT is not done by routine auditing, being an offshoot of it that happens sometimes. (HCOB 28 June 54)

**LAST GPM**, closest to PT. (SH Spec 307, 63O9C17)

LEVEL VI: The level at which a person is trained to solo audit and at which he audits himself to the state of Whole Track Release.

LINE PLOT, the structure chart of solutions and problems used In GPM clearing.

LOCK

1. an analytical moment in which the perceptics of the engram are approximated, thus restimulating the engram or bringing it into action, the present time perceptics being erroneously interpreted by the reactive mind to mean that the same condition which produced physical pain once before is now again at hand. Locks contain mainly perceptics; no physical pain and very little misemotion. (SOS, p. 112)
2. a situation of mental anguish. It depends for its force on the engram to which it is appended. The lock is more or less known to the analyzer. It's a moment of severe restimulation of an engram. (EOS, p. 84)

3. those parts of the time track which contain moments the pc associates with key—ins. (HCOB 15 May 63)
4. conscious level experiences which sort of stick and the individual doesn't quite know why. (SH Spec 72, 6607C28)
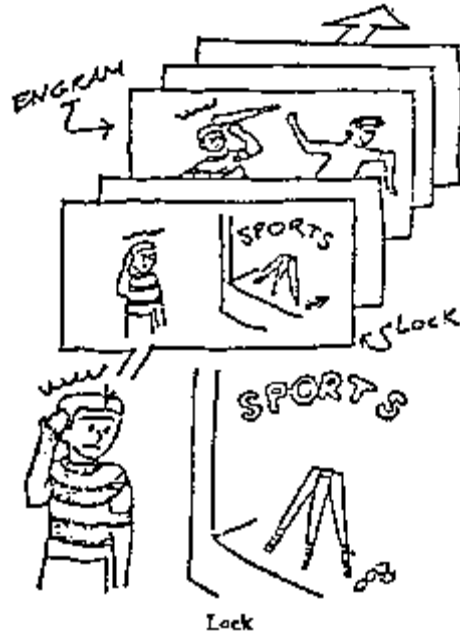
5.
6. a mental image picture of a non—painful but disturbing **experience the person has experienced** and which depends for its force on an earlier secondary and engram which the experience has restimulated.
7. a moment in which earlier charged engrams and secondaries are triggered or keyed in.
8. a locking or fastening together.

LOCK END WORDS, words that are not in the GPMs but which, occurring later, are close in meaning to significances that are part of the GPMs and so lock into a GPM and restimulate it. They keep large parts of the reactive mind in restimulation. (LRH Def. Notes)

LOCKS, mental Image pictures of non-painful but disturbing experiences the person has experienced. They depend for their force on secondaries and engrams (HCOB 12 Jul 65)

MARCAB CONFEDERACY, various planets united into a very vast civilization which has come forward up through the last 200,000 years, is formed out of the fragments of earlier civilizations. In the last 10,000 years they have gone on with a sort of a decadent kicked-in-the-head civilization that contains automobiles, business suits, fedora hats, telephones, spaceships. A civilization which looks almost exact duplicate but is worse off than the current U.S. civilization. (SH Spec 291, 6308C06)

MENTAL MASS, mocked up matter, energy, space and time. Its proportionate weight would be terribly slight compared to the real object which the person is mocking up a picture of.

MASS

1. a composition of matter and energy existing in the physical universe. Mental mass is contained in mental image pictures.
2. now when we say "record" or "mass", we're speaking of mental mass. A thetan is quite capable of mocking up mass. He can mock up matter, energy, space and time. Only in his aberrated condition he mocks it up very thin indeed. Its proportionate weight would be terribly slight compared to the real objects which he is mocking up a picture of. He mocks up a picture of a car; the picture weighs over 100 billionth of a gram, yet the car weighs two tons. Nevertheless, he can mock up a full picture of a car in his aberrated condition. When he gets better and when he's no longer sick or human, of course he can mock up a car.

MASS (IN THE GPM)

1. When we say mass we mean mass. It's electronic standing waves actually, and they usually appear black to the pc and these become visible. (SH Spec 96, 6112C21)
2. no more and no less than a confusion of mismanaged communication. (Dn 55!, p. 65)

MEST CLEAR

1. By mest clear is meant a Book One clear. Here we defined clear in terms of facsimiles. This is a rather simple mechanical definition. It said in effect that so far as human beings were concerned our preclear finally arrived at a point where he had full color-visio-sonic, had no psychoses or neuroses and could recall what had happened to him in this lifetime. (SCP, p. 3)
2. someone who knows he has reached the bottom rung of the ladder on his way up. He also knows the rest of humanity uncleared is below this state but that they don't know that they are. A mest clear still thinks of himself more or less as a body and is more or less subject to one. All engrams are effectually keyed out without being examined. For practical purposes, they are erased. He has excellent recalls. They may or may not be eidetic. (Abil 87)
3. if a fellow can exist without synthetic beingnesses, which are solutions to problems he can't confront, you've got a mest clear. He is still in a body. He's got body beingness yet but he's gotten rid **of** these synthetic valences. (SH Spec 36, 6108C09)

NO-INTERFERENCE AREA (zone)

1. from R6 Solo to OT III one does not do anything except keep the pc winning for R6 Solo to OT III. This is the critical band of the gradation chart. From R6 to OT III you have a closed band for other major actions. (HCOB 23 Dec 71)
2. where-drugs have not been handled or only partially have been handled, the no interference zone rule is waived. (HCOB. 31 May 74)

NOUN

1. a word used as the name of a person, place, thing, quality, event, etc.
2. a word used to denote or name a person, place, thing, quality or act.

NOUNAL

1. of or having to do with a noun.

2. like a noun.

OPERATING, able to handle things. (Aud 10 UK)

OPERATING THETAN

1. a thetan exterior who can have but doesn't have to have a body in order to control or operate thought, life, matter, energy, space and time. (SH Spec 82, 6611C29)
2. willing and knowing cause over life, thought, matter, energy, space and time. And that would of course be mind and that would of course be universe. (SH Spec 80, 6609C08)
3. an individual who could operate totally independently of his body whether he had one or didn't have one. He's now himself, he's not dependent on the universe around him. (SH spec 66, 6509C09)
4. a Clear who has been re-familiarized with his <u>capabilities</u>. (HCOB 12 Jul 65)
5. a being at cause over matter, energy, space, time, form and life. Operating comes from "able to operate without dependency on things" and thetan is the Greet letter theta (θ), which the Greeks used to represent "thought" or perhaps "spirit" to which an "n" is added to make a new noun in the modern style used to create words in engineering. (BCR, p. 10).
6. by operating thetan, we mean theta clear plus ability to operate functionally against or with mest and other life forms. (SCP, p. 3)
7. this <u>state of</u> being is attained by <u>drills and familiarity</u> after the state of <u>Clear has been obtained.</u> A real OT has no reactive bank. Is cause over matter, energy, space, time and thought and is completely free. (HCOB 12 Jul 65)
8. Scientology term for Operating Thetan. A clear who has been familiarized with his environment to a point of total cause over Matter, Energy, Space, Time and Thought. OTs are said to be highly skilled in exteriorization, psychic powers, and other forms of out of the body travel. The OT levels consist mainly of viewing whole track implants said by Scientology to be part of everyone's track. In educations any implants are dealt with during clearing and exteriorization and E.S.P. abilities are part of the Post Clearing processes, but may also be developed by Alpha Level training at any class or grade level. Actually, any "Thetan" in the physical universe is, to some degree, operating. (Jack Horner)

OPPOSITION TERMINAL

1. a designation of a type of GPM item (R6 material). (HCOB 23 Aug 65)
2. one of a pair of reliable items of equal mass and force, the significance of which the thetan has in opposition to his own Intentions. (HCOB 12 Apr 64, Scn VI Part One Glossary of Terms)
3. an item or identity the cc has actually opposed (fought, been an enemy of) sometime in the past (or present) is called an opposition terminal. As the person identified himself as not it, he could experience from it only sensation. An opposition terminal when its mental residues (black masses) are re-contacted in processing, produces only sensation, never pain. Symbol: oppterm. (HCOB 8 Nov 62) See def of oppterm below.

OPPTERM

1. opposition terminal. (HCOB 8 Nov 62)
2. Opposing Terminal. Someone or something which blocks purpose, intention, goal, or. solution.

3. The goal of the opposition terminal in a GPM move accurately this could be call an oppgoal. (See CHC-3 "parts of The 3-D Package" 6112C30)

PRE-OT, a thetan beyond the state of Clear who, through the advanced courses, is advancing to the full state of operating thetan. (PRD Gloss)

PROBLEM

1. a problem is postulate—counter—Postulate, terminal—counter—terminal, force—counter—force. <u>It's one versus another thing</u>. You've got two forces or two ideas which are interlocked of comparable magnitude and the thing stops right there. All right, now with these two things one stuck against the other, you get a sort of a timelessness, it floats in time. (SH Spec 82, 6112C21)
2. a problem is a postulate-counter-Postulate resulting in indecision. That is the first manifestation of problems, and the first consequence of a problem is indecision. (SH Spec 27,.6107C11)
3. a multiple confusion. (SH Spec 26X, 6107C03)
4. an intention counter-intention that worries the preclear. (HCOB 23 Feb 61)
5. a problem is the conflict arising from two opposing intentions. A present time problem is one that exists in present time, in a real universe. (HCOB 3 Jul 59)
6. something which is persisting, the as—is—ness of which cannot be attained easily. (PRO 16, 5408CM20) There is a spectrum of definitions of this term. One's reality on problems depends on one's tone level in relation to a specific problem. These are a few: 1) A challenge - positive or negative. 2) An unaccomplished goal and the desire to achieve it. 3) Something you want that you don't have and/or something you've got that you don't want. 4) Something that requires action; unaccomplished, intentions, goals, purposes. These are massive to the degree there are equal or greater opposing intentions goals and purposes. 5) A question raised for inquiry, consideration or solution. 6) Something that bothers a person that he can't handle or resolve. 7) Two equally opposed forces or equally balanced sets of considerations in which only one resolution is acceptable. (Jack Homer)

REACTIVE MIND

1. a portion of a person's mind which works on a totally stimulus-response basis, which is not under his volitional control, and which exerts force and the power of command over his awareness, purposes, thoughts, body and actions. <u>Stored in the reactive mind are engrams and here we find the single source of aberrations and psychosomatic ills</u>. (Scn 0-8, p. 11)
2. comprises an unknowing, unwanted series of aberrated computations which bring about an effect **upon** the individual and those around him. It is an obsessive strata of unknown, unseen, un-inspected data which are forcing solutions, unknown and unsuspected, on the individual - which tells you why it remained hidden from man for so many thousands of years. (Scn 0-8, p. 11)
3. is basically that area of - occlusion which the pc is unable to contact and which contains within itself a total identification of all things with all things, and until released into the realm of knowingness, continues to react upon the person compelling him into actions, dramatizations and computations which are not optimum to his or anyone else's survival. (SH Spec 3S, 6108C08)

4. the reactive mind is a stimulus-response mechanism, ruggedly built, and operable in trying circumstances. The reactive mind never stops operating. Pictures of the environment, of a very low order, are taken by this mind even in some states of unconsciousness. The reactive mind acts below the level of consciousness. It is the literal stimulus - response mind. Given a certain stimulus it gives a certain response. (FOT, p. 58)
5. once called the "unconscious" mind. It is a tough, rugged mind, which is alert during any moment of life, regardless of the presence of pain, and which records everything with idiotic faithfulness. It stores up the entheta and enmest of an accident with all the perceptics (sense messages) present during the "unconsciousness" resulting from the accident. (SOS, p. 9)
6. once known as the "unconscious mind," but this terminology is highly misleading, because the reactive mind is the mind which is always conscious. (SOS, Bk. 2, p. 182)
7. also known as the R6 bank. (HCOB 12 Jul 65)
8. that portion of a person's mind which works on a stimulus - response basis (given a certain stimulus, it gives a certain response) which is not under his volitional control and which exerts force and the power of command over his awareness, purposes, thoughts, body and actions. It consists of GPMs, engrams, secondaries and locks.

RELEASED OT

1. if a being is a first, second, or third stage release and has also become exterior to his body in the process, we simply add "OT" to the state of release. It is secondary in Important to the fact of being a release. As soon as the being seeks to exert his "OT" powers, he tends to restimulate his R6 bank and so goes back into his body. (HCOB 12 Jul 65)
2. temporarily up and feeling high and great but he can fall on his head. (SH Spec 82, 6611C29)

RELIABLE ITEM

1. each phrase, or RI, in a GPM contains an Infinitive, or verb, plus a noun. This noun, the object of the infinitive, is called the End Word, or EW. When giving examples or making demos, obviously un-restimulative words must be used. To Catch Catfish would illustrate an RI perfectly, with infinitive to catch (catch being a verb), and EW Cat-fish, harmless words not occurring in the bank.
2. Symbol: RI.
3. Can be an oppterm or term in the GPM example to create beauty (term) and to create ugliness (oppterm) are both reliable items.

ROCKET READ

1. an RR is characterized by a spurted, accelerated beginning, which gives it its name. It looks like something taking off, like being shot; shot away from its start. It's a spurting beginning, and then its other characteristic is a curled end. (SH Spec 266, 6305C21)
2. it takes off. It always goes to the right. It takes off with a very fast spurt and does a rapid decay. Like a bullet fired into water. It's very fast. It looks like it's got all of its motive power from its first instance of impulse with no additional motive power being imparted to it by anything. It's kicked off and it has no further kick so it rapidly dies out. (SH Spec 224, 6212C13)
3. is the read of the goal or the rock itself. (HCOB 5 Dec 62)

4. called a rocked read because it takes off like a rocket and slows down. (SH Spec 202A, 6210C23)

ROOT WORD, The root word in a GPM refers to the verb which precedes the nounal end word in each reliable item. Example: To Catch-Cats. Catch is the root word.

ROUTINE 6 END WORDS (R6EW), when the pc has taken the lock end words off the reactive mind itself, using R6EW, he attains Fourth Stage Release. (HCOB 30 Aug 65)- (Grade VI Release]

RR, rocket read - type of meter read. (HCOB 23 Aug. 65)

R6

1. Routine Six. (HCOB 23 Aug 65)
2. abbreviation for Routine 6. It means the exact processes and aspects of case handled at Level VI of Scn. (BTB 12 Apr 72R)

R6 BANK, the reactive mind. (HCOB 12 Jul 65)

R6EW, Routine 6 End Words. (HCOB 23 Aug 65) The process used in solo auditing to release oneself from lock end words and thus become a Grade VI - Whole Track-Release.

R6-EW P, Routine 6 End Word Plot. (HCOB 4 Jan 65)

R6-EW S, Routine 6 End Word Sixes. (HCOB 4 Jan-65)

RUN, noun. In the clearing course it means one complete pass through all five parts of the clearing course. In the OT levels it may be used less broadly and mean one complete pass through a GPM. In that situation, it would not mean one complete pass through the whole OT level of GPMs.

SIGNIFICANCE, a word which is used in the special sense to denote any thought, decision, concept, idea, purpose or meaning in the mind of distinction to its masses. (The mind is basically composed of masses and significances.)

SPOTTING- THE THETAN, a GPM is identity vs. identity or more acutely, goal of identity vs. goal of identity, i.e. term vs. oppterm. Since each goal called off in the Clearing Course is the goal of an identity (your own or someone else's at the time), you then spot this identity (spot the θn - thetan) as you call the item. This keeps mental mass from building up or stacking up.

STAGES OF RELEASE,

First Staged Release.

1. This occurs in auditing up to Grade IV. It is not very stable. The person is very well off and definitely a release, but he or she can now postulate and in postulating sometimes gets into the R6 bank. The first stage release is eased out of the bank but, subject to call back (HCOB 28 Jan 65).

2. To obtain first stage release, one must have had lower grade auditing of some sort. This removes the locks (the distressful moments of life) off the reactive mind. As these pinned one to it, one can now get out of it. (HCOB 5 Aug 65)

Second Stage Release.

1. Power Process Release. This is very stable and should be called a Second Stage Release or a Power Release to be technically exact. You can run only power processes on a First Stage Release. These knock out all factors of the track that force a person back into the R6 bank and leave the person able to go into or get out of the R6 bank easily. This second stage release is definitely Homo novis. The person ceases to respond like a Homo sapiens and has fantastic capability to learn and to act. (HCOB 28 Jun 65)

Third Stage Release.

1. Certain advanced power processes make a Third Stage Release. These mainly recover knowledge and smooth out one's understanding of the awareness of the environment achieved by Second Stage Release on power processing. (HCOB 12 Jul 65)

2. (Called for a few days a second stage before terminology was firm) is an improved Second Stage Release in that selective areas of learning are handled to return special skills to the person. The case state does not necessarily improve but certain zones of knowledge have been polished up. (JACOB 28 Jun 65)

Fourth Stage Release.

1. To obtain Fourth Stage Release one has to take the lock end words off the R6 bank. He has to be an R6 auditor himself to do this properly. With these gone, the R6 bank is left on its naked basics and one can be very free of it for quite awhile. (HCOB 4 Aug 65)

Fifth Stage Release.

1. To obtain a Fifth Stage Release, one has to have run out the whole remaining reactive mind. That's done by a process known as R6-GPMI or GPMs by Items (HCOB 5 Aug 65).

2. Fifth Stage Release would be Clear. (SH Spec 65, 6507C27)

STATES ATTAINED

OPERATING THETAN.

Ability- to be cause over life.

OT VII.

Rehabilitation of intention; ability to project intention.

OT VI.

Ability to operate freely as a thetan exterior and to act pan-determinedly; extends the influences of the thetan to the universe of others.

OT V.

Re—familiarizes a thetan exterior with the physical universe; freedom from fixated introversion Into MEST.

OT IV.

Certainty of self as a being.

OT III.

Return of self—determinism; freedom from overwhelm.

OT II.

Ability to confront Whole Track.

OT I.

Extroverts a being and brings about an awareness of himself as a thetan in relation to others and the physical universe.

CLEAR.

Ability to be at cause over mental matter, energy, space and time as regards the First Dynamic (survival for self).

Grade VI

WHOLE TRACK RELEASE. Freedom from dramatization (reactively determined actions); return of powers to act on own determinism.

Grade V-A

POWER PLUS RELEASE.   Recovery of Knowledge.

Grade V

POWER RELEASE.   Ability to handle power

STATES OF RELEASE, there are five states of release (Grades 0 - IV) up to Power Release (Grade V). Above this is a Whole Track Release (Grade VI) and above that is a state we call Clear. Clear is followed by the state of OT (Operating Thetan), attained in sections. (Aud 107 ASHO)

TERM
1. Terminal - designation of a type of GPM item (R6 materials). (HCOB 23 Aug 65)
2. The goal of the terminal in a GPM. The PC's goal in some past time (see CHC-3, parts of the 3D package 6112C30)

TERMINAL
1. It would be any fixed mass utilized in a communication system. That, I think, is the best of the various definitions that have come out for this. Any mass used in a fixed position in any communications system. Thus you see a man would be a terminal, but a post could also be a terminal (57O3PM01)
2. Something that has mass and meaning which originates, receives, relays and changes particles on a flow line. (HCO PL 25 Jul 72)

3. Anything used in a communication system; something that has mass in it. Something with mass, meaning and mobility. Anything that can receive, relay or send a communication. (HCOB 25 Jan 65)
4. Any point of no form or any form or dimension from which energy can flow or by which energy can be received (Scn 8—8008, p. 32)
5. A terminal is what you need in order to get a perception. (Spr Lect 3, 5303M24)
6. One of a pair of reliable items of equal mass and force, the significance of which the thetan has aligned with his own intentions. (HCOB 13 Apr 64, Scn VI Part One Glossary of Terms)
7. An item or identity the pc has actually been sometime in the past (or present) is called a terminal. It is "the pc's own valence" at that time. In the goals problem mass (the black masses of the reactive mind) those identities which, when contacted, produce pain, tell us at once that they are terminals. The person could feel pain only as himself (thetan plus body) and therefore identities he has been produce pain-when its mental residues (black masses) are re-contacted in processing. Symbol: term. (HCOB 8 Nov 62) See def. of Term above.