



R6EW
SOLO
COURSE

*Prerequisites: Solo Course
Power Release*



I will not always be here on guard.
The stars twinkle in the Milky Way
And the wind sighs for songs
Across the empty fields of a planet
A Galaxy away.
You won't always be here.
But before you go,
Whisper this to your sons
And their sons –
“The work was free.
Keep it so.”

L. RON HUBBARD

CAL



GPM and R6EW CHECKSHEET

CONFIDENTIAL

Name _____ Grade _____

Location _____ Date Started _____

A. NOMENCLATURE

1. **R6EW Glossary of Terms** _____
2. Define and demo the following terms.

Implant	_____	Term	_____
Noun	_____	Oppterm	_____
Nounal	_____	Reliable Item	_____
Infinitive	_____	Root Word	_____
Goals	_____	Dramatization	_____
Problem	_____	End Word	_____
Mass	_____	R 6 EW	_____
GPM	_____	Antonym	_____
Line Plot	_____		

3. **B650125- Definition of Terminal** _____

B. BACKGROUND DATA

4. **Book, A History of Man 1952 L. Ron Hubbard** _____
5. **HCOB 15 May 1963** The Time Track Bulletin 1 _____
6. **HCOB 8 June 1963** The Time Track Bulletin 2 _____
7. **PL691203 - SOLO AUDITING AND PREGNANCY** _____
8. **B650304 - GRADIENT SCALE FOR SOLO** _____

C. GPM DATA

9. **HCOB March 28, 1963** The Nature of Formation of the GPM _____
10. **Tape 6112C31 CHC4, The GPM** _____
11. **HCOB 630402 - DIAGRAMS ILLUSTRATING TAPE OF 28 MARCH 1963** _____
12. Demo the, GPM _____



D. R6EW

13. [PL671127](#) - R6 Materials _____

14. [GRADE VI CONF](#). Inner Structure of the Mind LRH _____

15. [GRADE SIX - R5EW](#) _____

16. [B 641208](#) Solo Auditing _____

17. [B 650104](#) R6EW, EWs, EWp correction _____

18. [B 650712](#) States of Being Attained by Processing _____

19. [B650805](#) Release Stages _____

20. [B650116](#) END WORD FORM _____

21. [B650523](#) - R6 EW CHANGE _____

22. [B650731](#) - R6EW Note _____

23. Demo or draw out the following.

An 18 Item GPM _____

A Reliable Item _____

An End Word _____

A Dramatization _____

A Lock End word _____

24. [STANDARD R6EW C/S](#) _____

25. Star rate check out the R6EW procedure using demos. _____

26. Drill the R6EW procedure using fruit words instead of actual dramatizations and end words. _____

E. R6EW CORRECTION

27. [B650305](#) - A REVIEW OF R6 EW _____

28. [B650315](#) - EW GOOF _____

29. [B650124](#) – Large Reads _____

30. [B650414](#) – Information Bulletin _____

31. [B650414I](#) - Materials Reorganized _____

32. [B650513](#) ARC BREAK ASSESSMENT SESSION LIST L6EW
(Clear any words that are unfamiliar to you.) _____

33. [B651231](#), L 6 S Correction List
(Clear any words that are unfamiliar to you.) _____

34. Final spot check _____

I, _____ attest that I know and can apply the data on this checksheet.

Signature _____ date _____



I, _____ attest that I have trained this student to the best of my ability, and he/she has completed the requirements of the checksheet and knows and can apply the data. **I**

END OF CHECKSHEET



A. NOMENCLATURE

R6 GLOSSARY

ACTUAL, that which is really true; that which exists despite all appearances; 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.

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).

The first engram on the whole time track. (HCOB 15 May 63)

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.

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).

A Clear, in an absolute sense, would be someone who could confront anything and everything in the past, present and future. (Ability Mag. 256).

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).

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).

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)



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)

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).

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

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).

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

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).

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

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

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)

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)

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

CLEARING



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)

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

CLEAR OT, our definition of an operating theta 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

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)

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)

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)

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.)

Unknowing, unaware expression of an identity, valence or idea; a person's mental recordings "playing" him rather than him playing them.

The act, process or product of dramatizing.

DRAMATIZE

To go through the cycle of action demanded by an engram. (SOS, Bk. 2, p. 29)

Unknowingly act out.

Partially or entirely unknowing occupation of past identity and/or identifications; valence.

To knowingly present or represent in a dramatic manner.

END WORD



The common denominator to the whole of a GPM. (SH Spec 50, 6412C22).

The final word of a goal. (HCOB 17 Aug 64)

The end word is a nounal word.

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

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)

A solution to the problems which have been given the person usually by terminals. (SH Spec 5, 6106C01)

The significance that surrounds the terminal. (SH Spec 5, 6106C01)

A whole track long-term matter. (HCO PL 6 Dec 70)

Something set up as an end to be attained.

A structured intention which provides a Thetan with something by which to motivate itself.

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

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)

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).

Constituted of items, beingnesses that the person has been and has fought (SH Spec 137, 6204C24)

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)



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.

A particular type of mental mass that is generally a permanent problem resulting from an unaccomplished, and usually forgotten, unachievable goal.

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

Call them the heaven implants, they are the implants implanted by Helatrobis. (SH Spec 268, 6305C23)

Are actually a long chain of engrams, each of which has basics. (SH Spec 272, 6306C11)

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

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)

An electronic means of overwhelming the thetan with a significance. (HCOB 8 May 63)

An unwilling and unknowing receipt of a thought. An intentional installation of fixed ideas, contra survival to the thetan. (SH Spec 83, 6612C06)

Usually whole track incident in which there is a consideration of externally imposed commands, Examples: Hypnosis, post hypnotic commands, and brainwashing.

To fix or set securely or deeply.

To set as permanent in the consciousness or habit patterns; inculcate.



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 to go now. To create beauty.

ITEM

Any one of a list of things, people, ideas, significances, purposes, etc., given by a preclear to an auditor while listing.

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

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)

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

released OT. (HCOB 30 Jun 65)

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.



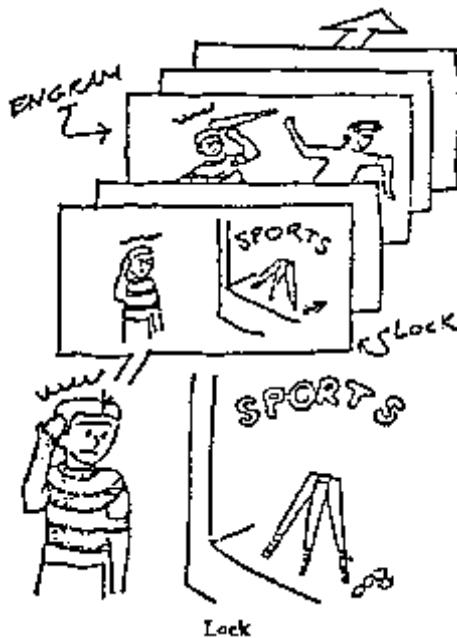
LOCK

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)

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)

those parts of the time track which contain moments the pc associates with key—ins. (HCOB 15 May 63)

conscious level experiences which sort of stick and the individual doesn't quite know why. (SH Spec 72, 6607C28)



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.

a moment in which earlier charged engrams and secondaries are triggered or keyed in.

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

a composition of matter and energy existing in the physical universe. Mental mass is contained in mental image pictures.

now when we say “record” or “mass”, we’re speaking of mental mass. A theta 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)

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)

no more and no less than a confusion of mismanaged communication. (Dn 55!, p. 65)

MEST CLEAR

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)

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)

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)

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)

where-drugs have not been handled or only partially have been handled, the no interference zone rule is waived. (HCOB. 31 May 74)



NOUN

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

NOUNAL

of or having to do with a noun.
like a noun.

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

OPERATING THETAN

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)

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)

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)

a Clear who has been re-familiarized with his capabilities. (HCOB 12 Jul 65)

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 Greek 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).

by operating thetan, we mean theta clear plus ability to operate functionally against or with mest and other life forms. (SCP, p. 3)

this state of being is attained by drills and familiarity after the state of Clear has been obtained. A real OT has no reactive bank. Is cause over matter, energy, space, time and thought and is completely free. (HCOB 12 Jul 65)

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. OT's 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

a designation of a type of GPM item (R6 material). (HCOB 23 Aug 65)

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)



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

opposition terminal. (HCOB 8 Nov 62)

Opposing Terminal. Someone or something which blocks purpose, intention, goal, or. solution.

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

a problem is postulate—counter—Postulate, terminal—counter—terminal, force—counter—force. It's one versus another thing. 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)

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)

a multiple confusion. (SH Spec 26X, 6107C03)

an intention counter-intention that worries the preclear. (HCOB 23 Feb 61)

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)

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

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. Stored in the reactive mind are engrams and here we find the single source of aberrations and psychosomatic ills. (Scn 0-8, p. 11)



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)

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)

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)

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)

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)

also known as the R6 bank. (HCOB 12 Jul 65)

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

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)

temporarily up and feeling high and great but he can fall on his head. (SH Spec 82, 6611C29)

RELIABLE ITEM

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.

Symbol: RI.

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

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 spouting beginning, and then its other characteristic is a curled end. (SH Spec 266, 6305C21)

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)

is the read of the goal or the rock itself. (HCOB 5 Dec 62)

called a rocketed 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

Routine Six. (HCOB 23 Aug 65)

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 - theta) as you call the item. This keeps mental mass from building up or stacking up.

STAGES OF RELEASE,

First Staged Release.

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).

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.

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.

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)

(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 a while. (HCOB 4 Aug 65)

Fifth Stage Release.

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).

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

Terminal - designation of a type of GPM item (R6 materials). (HCOB 23 Aug 65)

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

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)

Something that has mass and meaning which originates, receives, relays and changes particles on a flow line. (HCO PL 25 Jul 72)

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)

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)

A terminal is what you need in order to get a perception. (Spr Lect 3, 5303M24)

One of a pair of reliable items of equal mass and force, the significance of which the theta has aligned with his own intentions. (HCOB 13 Apr 64, Scn VI Part One Glossary of Terms)

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 (theta 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.



HCO BULLETIN OF JANUARY 25, 1965

DEFINITION OF TERMINAL

The word “**Terminal**” in Scientology is a homonym - which is to say it has several definitions each according to how it is used.

The Pre - 1962 definitions of a terminal were (and are) anything used in a communication system: something that has mass in it.

On processes below Level III use a proper nounal form in an auditing command - don’t use ‘sleepy’ or ‘sleepiness’ in the command- use ‘a sleepy person’ or ‘a sleeper’ Use, in other words, a terminal in the sense that it must have mass.

Also a terminal meant (and means) “something with mass, meaning and mobility”

Also a terminal means “anything that can receive, relay or send a communication” To wit, a ‘bullet’ though it has mass, would really be a communication particle and the shooter and target would be the terminals. What is at cause and what at effect are the terminals when you are using a comm. formula of cause - distance - effect. This is the commonest use of the word “terminal” in Scientologese. You hear a Scientology saying - “he gave up because he didn’t have a real terminal” or “he wasn’t a good terminal” meaning in both cases that there wasn’t anybody to talk to or listen to even though there were people about. A person who could give relay or receive comm. was a terminal and a person who couldn’t wasn’t a terminal.

Electrically a terminal is one of the two poles between or through which current flows.

In GPMs, what we now also call Items were first called terminals because they interacted with each other electrically. They were always in pairs.

These are composed of a (1) mass and (2) a significance. They only interact with the pc or the matching terminal. The pc or the matching terminal can act against the remaining terminal.

Also we got the idea of two different types of terminals in GPMs, because that’s the way they are. One, the pc thinks of as his own or himself. The other he thinks of as an opposition. Hence, we use “terminal” to mean what the pc thinks is his idea and mass in the GPM, and we use “opposition terminal” or “oppterm” for short, to mean the mass and significance he thinks of as the enemy to the one he is in.

Both the “terminal” and the “oppterm” in a GPM have mass and significance and have the appearance of receiving and giving communication and so they are called terminals.

When one is speaking of either one “term or oppterm” and isn’t being specific as to which it is “term or oppterm” one says “Item”

An Item can also be anything that reads on an assessed list, particularly if it is an adverbial or adjectival noun or a proper noun. So “Item” is a broader, sloppier term which includes a terminal of any kind.

THE WORD “NOUN”

Noun is most properly and severely used to indicate a specific something rather than a condition. Boy, cat, sparks are nouns. These can be converted to nouns which only identify a condition with the characteristic of the forthright noun, such as boyishness, cattiness or sparkability. Here we see a noun made into a condition which in English is called an “adjectival noun” or an “adverbial noun”.

Reversely, adjectives, adverbs and verbs can be turned into something loosely called a “noun” which is only an adverbial or adjectival noun. Responsible is an adjective; Responsibleness is an adjective turned into an adjectival noun.

You see the end word of the goal as an RI going both ways.



If the proper, forthright noun is really the subject of the GPM (let's say BOY) this occurs as part of one oppterm. But the goal as an RI converts it to let's say Boyness, making the forthright noun become an adjectival noun.

The other way to, if the GPM end word occurring in the goal as an RI is HIGHNESS, then in the one oppterm it becomes HEIGHT.

English suffers a bit from lack of differentiation in its grammar and terminology but we get around with it somehow. If there is an academic terminology for such differences, then it is insufficiently in general use to communicate the way we have to be able to do. I know words to describe these things in another language but not in English.

There are no proper forthright nouns as end words to the goal as an RI in GPMs. There are some in the one oppterm each GPM has that describes the accomplished fact. This becomes a NESS in the goal as an RI, which data is all we're really interested in.



B. BACKGROUND DATA

HUBBARD COMMUNICATIONS OFFICE

Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 15 MAY AD13

Central Orgs

Franchise

THE TIME TRACK AND ENGRAM RUNNING BY CHAINS *BULLETIN 1*

It has been so many years since engram running was a familiar tool of the auditor that it is hard to know where to begin to teach this skill all over again. Actually, millions of words have been written or spoken on the subject of running engrams. However, oddly enough there was not one condensed, summary HCO Bulletin on the subject. Engram running, developed, was never then summated. I will therefore attempt to remedy the matter.

ENGRAM RUNNING SIMPLIFIED

No recapitulation or summation of materials was ever done on engram running. Therefore while all lectures and books on it are true, not one contains a final survey of engram running including everything vital to this skill and the laws which govern it. The material in books and tapes should be reviewed. But the material in these HCO Bulletins should be learned thoroughly as it takes precedence over all earlier material.

WHY PEOPLE HAVE TROUBLE RUNNING ENGRAMS

I have gotten very impatient with the constant plea for a rote set of commands to run engrams. The need for such commands is a *testimony to the Auditor's lack of knowledge* of the mechanics of the Time Track and the pc's behavior during an engram running session.

An auditor *must* know the basic laws and mechanics of the Time Track in order to run engrams. There is *no rote* procedure and never will be that will be successful on all cases in absence of a knowledge of what a Time Track is.

There is no substitute for knowing what engrams are and what they do. Knowing that, you can run engrams. Not knowing that, there is nothing that will take the place of such knowledge. You have to know the behavior of and data about engrams. There is no royal road that avoids such knowledge. If you know all about engrams you can run them. If you don't, you'll make a mess regardless of the commands given for use.



Therefore the essence of engram *running* is a knowledge of the character and behavior of engrams. This is not a vast subject.

However, these three things stand in the way of learning about engrams:

1. Engrams contain pain and unconsciousness; fear of pain or inflicting pain causes the auditor not to confront the pc's engrams and unconsciousness is after all a not knowing condition; and
2. The auditor is so accustomed to projectionists reeling off movies and TV programs for him or her that the auditor tends to just sit while the action rolls forward, acting like a spectator, not the projectionist.
3. Failure to handle Time in Incidents.

On (1) you can remedy this just by knowing about it and realizing it and surmounting it, and on (2) you can remedy the attitude by realizing that the auditor, not the pc (or some installed movie projectionist), is operating the pc's bank. (3) is covered later.

Take a pocket movie projector and any bit of a reel of film and wind it back and forth for a while and you'll see you are moving it. Then give a command and move the film and you'll have what you're doing as an auditor. Many drills can be developed using such equipment and (2) will be overcome. (1) requires just understanding and the will to rise superior to it.

THE TIME TRACK

The endless record, called the TIME TRACK, complete with 52 perceptions, of the pc's entire past, is available to the auditor and his or her auditing commands.

The rules are: THE TIME TRACK OBEYS THE AUDITOR; THE TIME TRACK DOES NOT OBEY A PRECLEAR (early in auditing).

The Time Track is a very accurate record of the pc's past, very accurately timed, very obedient to the auditor. If motion picture film were 3D, had 52 perceptions and could fully react upon the observer, the Time Track could be called a motion picture film. It is at least 350,000,000,000,000 years long, probably much longer, with a scene about every 1/25 of a second.

DEFINITIONS

That part of the Time Track that is free of pain and misadventure is called simply the Free Track, in that the pc doesn't freeze up on it.

Any mental picture that is unknowingly created and part of the Time Track is called a FACSIMILE, whether an engram, secondary, lock or pleasure moment.

Any *knowingly created* mental picture that is not part of a Time Track is called a MOCK-UP.

Any unknowingly created mental picture that appears to have been a record of the physical universe but is in fact only an altered copy of the Time Track is called a DUB-IN.



Those parts of the Time Track that contain moments of pain and unconsciousness are called ENGRAMS.

Those parts of the Time Track which contain misemotion based on earlier engramic experience are called SECONDARIES.

Those parts of the Time Track which contain the first moment an earlier engram is restimulated are called KEY-INS.

Those parts of the Time Track which contain moments the pc associates with Key-ins are called LOCKS.

A series of similar engrams, or of similar locks, are called CHAINS.

A BASIC is the first incident (engram, lock, overt act) on any chain.

BASIC BASIC is the first engram on the whole Time Track.

Incidents are not in piles or files. They are simply a part of the consecutive Time Track.

By INCIDENT is meant the recording of an experience, simple or complex, related by the same subject, location or people, understood to take place in a short and finite time period such as minutes or hours or days.

A CHAIN OF INCIDENTS makes up a whole adventure or activity related by the same subject, general location or people, understood to take place in a long time period, weeks, months, years or even billions or trillions of years.

An incident can be an engram, secondary, key-in or lock. A chain of incidents can therefore be a chain of experiences which are engrams, secondaries, key-ins and locks.

A chain of incidents has only one BASIC. Its BASIC is the earliest engram received from or overt act committed against the subject, location or beings which make it a chain.

THE INFLUENCE OF THE TIME TRACK

Shakespeare said all life was a play. He was right in so far as the Time Track is a 3D, 52 perception movie which is a whole series of plays concerning the preclear. But the influence of it upon the preclear removes it from the class of pretense and play. It is not only very real, it is what contains whatever it is that depresses the pc to what he is today. Its savageness relieved, the preclear can recover, and only then. There is no other valid workable road.

There are valences, circuits and machinery in the reactive mind, as well as Reliable Items and Goals. But these all have their place on the Time Track and are part of the Time Track.

The preclear, as a thetan, is the effect of all this recorded experience. Almost all of it is unknown to him.

There are no other influencing agencies for the preclear than the Time Track and Present Time. And Present Time, a moment later, is part of the Time Track.

THE CREATION OF THE TIME TRACK

The preclear makes the Time Track as time rolls forward. He does this as an obsessive create on a sub-awareness level. It is done by an INVOLUNTARY INTENTION, not under the pc's awareness or control.



The road to clear by making the preclear take over the creating of the Time Track was long explored and proved completely valueless and chancy.

The road to clear by making the preclear leave the Time Track (exteriorization) lasts only for minutes, hours or days and has proven valueless.

The road to clear, proven over 13 years of intense research and vast numbers of auditing hours and cases, lies only in an auditor handling the Time Track and removing from it, by means governed by the Auditor's Code, the material, both motivators and overts, which, recorded on it, is out of the control of the pc and holds the pc at effect. Listing for goals and reliable items, engram running, Prepchecking, Sec Checking, recall processes and assists all handle the Time Track successfully and are therefore the basis of all modern processing.

APPARENT FAULTS IN THE TIME TRACK

There are no faults in the recording of the Time Track. There are only snarls caused by groupers, and unavailability and lack of perception of the Time Track.

A Grouper is anything which pulls the Time Track into a bunch at one or more points. When the grouper is gone the Time Track is perceived to be straight.

Unavailability is caused by the pc's inability to confront or BOUNCERS and DENYERS. A BOUNCER throws the pc backward, forward, up or down from the track and so makes it apparently unavailable. A DENYER obscures a part of track by implying it is not there or elsewhere (a mis-director) or should not be viewed.

Groupers, bouncers and deniers are material (matter, energy, space and time in the form of effort, force, mass, delusion, etc.) or command phrases (statements that group, bounce or deny). When a grouper, bouncer or denier are enforced by both material and command phrases they become most effective, making the Time Track unavailable to the pc.

Unless the Time Track is made available it cannot be as-ised by the pc and so remains aberrative.

The Time Track is actual in that it is made of matter, energy, space and time as well as thought. Those who cannot confront MEST think it is composed only of thought. A grouper can make a pc fat and a bouncer thin if the pc is chronically stuck in them or if the track is grouped or made unavailable through bad auditing.

THE ORIGIN OF THE TIME TRACK

Through a great deal of study, not entirely complete, the following surmises can be made about the Time Track, the physical universe and the pc.

The tendency of the physical universe is condensation and solidification. At least this is the effect produced on the thetan. Continued dwelling in it without rehabilitation causes the thetan to become less reaching ("smaller") and more solid. A thetan, being a static, may become convinced he cannot duplicate matter, energy, space, or time or certain intentions and so succumbs to the influence of this universe. This influence in itself would be negligible unless recorded by the thetan, stored and made reactive upon the thetan as a Time Track, and then maliciously used to trap the thetan.

Recent researches I have done in the field of aesthetics tend to indicate that rhythm is the source of present time. The thetan is carried along both by his own desire to have, do or be and by having been overwhelmed in the distant past by a continuous minute rhythm. This is a possible explanation of a



thetan's continuous presence in Present Time. Present Time, then, can be defined as a response to the continuous rhythm of the physical universe, resulting in a hereness in nowness.

In response to this rhythm, undoubtedly assisted by overts and implants and convictions of the need of recording, the thetan began to respond to the physical universe in his creations and eventually obsessively created (by means of restimulatable involuntary intentions) the passing moments of the physical universe. But only when he began to consider these pictures important could they be used to aberrate him.

These are only partly permanently created. Other moments of the past become re-created only when the thetan's intention is directed to them, on which these parts spontaneously appear, the thetan not voluntarily creating them.

This forms the Time Track. Some parts of it, then, are "permanently" in a state of creation and the majority of it becoming created when the thetan's attention is directed to them.

The "permanently created" portions are those times of overwhelm and indecision which almost entirely submerged the thetan's own will and awareness.

Such parts are found in implants and great stresses. These parts are in permanent restimulation.

The mechanism of permanent restimulation consists of opposing forces of comparable magnitude which cause a balance which does not respond to current time and remains "timeless".

Such phenomena as the overt act-motivator sequence, the problem (postulate counter-postulate), tend to hold certain portions of the Time Track in "permanent creation" and cause them to continue to exist in present time as unresolved masses, energies, spaces, times and significances.

The intention of the physical universe (and those who have become degraded enough to further only its ends) is to make a thetan solid, immobile and decisionless.

The fight of the thetan is to remain unsolid, mobile or immobile at will, and capable of decision.

This in itself is the principal unresolved problem and it itself creates timeless mass which accomplishes the basic purpose of a trap.

The mechanism of the Time Track can then be said to be the primary action in making a thetan solid, immobile and decisionless. For without a record of the past accumulating and forming a gradient of solidification of the thetan, the entrapment potential of the physical universe would be negligible and the havingness which it offers might be quite therapeutic. It probably requires more than just living in the physical universe to become aberrated. The main method of causing aberration and entrapment is therefore found in actions which create or confuse the Time Track.

A thetan has things beyond Matter, Energy, Space and Time which can deteriorate. His power of choice, his ability to keep two locations separate, his belief in self and his ethical standards are independent of material things. But these can be recorded in the Time Track as well and one sees them recover when no longer influenced by the Time Track.

As the thetan himself makes his own Time Track, even if under compulsion, and commits his own overts, even on provocation, it can be said, then, that the thetan aberrates himself. But he is assisted by mammoth betrayals and his necessity to combat them. And he is guilty of aberrating his fellows.

It is doubtful if another type of being built the physical universe and still lurks within it to trap further. But older beings, already degraded, have continuously been about to help newer beings to go downhill.

Each Thetan had his own "Home Universe" and these colliding or made to collide, probably are the physical universe. But of this origin and these intentions we are not at this time certain.



It is enough for us to resolve the problem of the aberrative nature of this universe and provide a technology which assuages that aberration and keeps one abreast of it. This is practical and we can already do it. Further insight into the problem will be a further bonus. And further data is already in view.

(Bulletin 2 on The Time Track and Engram Running will follow.)

L. RON HUBBARD

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THE TIME TRACK AND ENGRAM RUNNING BY CHAINS *BULLETIN 2*

HANDLING THE TIME TRACK

Although finding and curtailing the development of the time track at genus is not improbable, the *ability* of the preclear to attain it early on is questionable without reducing the charge on the existing track. Therefore, any system which reduces the charged condition of the time track without reducing but increasing the awareness and decision ability of the preclear is valid processing. Any system which seeks to handle the charge but reduces the preclear's awareness and decision ability is not valid processing but is degrading.

According to early axioms, the single source of aberration is time. Therefore any system which further confuses or overwhelms the preclear's sense of time will not be beneficial.

Thus the first task of the student of engram running is to master the handling of time on the preclear's time track. It must be handled without question, uncertainty or confusion.

Failing to handle the time in the pc's time track with confidence, certainty and without error will result in grouping or denying the time track to the pc.

The prime source of ARC break in engram running sessions is bypassing charge by time mishandling by the auditor. As a subhead under this, taking and trying to run incidents which are not basic on a chain constitute an error in time and react on the pc like bypassed RIs or GPMs.

An ARC break-less session requires gentle accurate time scouting, the selection of the earliest timed incident available and the accurate time handling of the incident as it is run.

There are only a few reasons why some cannot run engrams on pcs. These are:

1. Q and A with the pain and unconsciousness of incidents;
2. Failing to handle the time track of the pc for the pc;
3. Failure to understand and handle time.



2 and 3 are much the same. However, there are three ways to move a time track about:

- (a) By Significance (the moment something was considered);
- (b) By Location (the moment the pc was located somewhere);
- (c) By Time alone (the date or years before an event or years ago).

You will see all three have time in common. “The moment when you thought _____” “The moment you were on the cliff _____” “Two years before you put your foot on the bottom step of the scaffold” are all dependent on time. Each designates an instant on the time track of which there can be no mistake by either auditor or pc.

The whole handling of the time track can be done by any one of these three methods, Significance, Location, Time.

Therefore all projectionist work is done by the Time of Significance, the Time of Location or Time alone.

The track responds. Those auditors who have trouble cannot grasp the totality and accuracy and speed of that response. The idiotic and wonderful precision of the time track defeats the sloppy and careless. They wonder if it went. They question the pc’s being there. They fumble about until they destroy their command over the time track.

“Go to 47,983,678,283,736 years 2 months, 4 days 1 hour and six minutes ago.” Well, a clear statement of it, unfumbled, will cause just that to happen. The tiniest quiver of doubt, a fumble over the millions and nothing happens.

Fumbled dating gets no dates. One must date boldly with no throat catches or hesitations. “More than 40,000? Less than 40,000?” Get it the first read. Don’t go on peering myopically at the meter asking the same question the rest of the session. Accurate, bold, rapid. Those are the watchwords of dating and time track handling.

In moving a time track about, move only the track. Don’t mix it and also move the pc. You can say “Move to”. You don’t have to say (but you can) “The somatic strip will move to”. But never say “You will move to”. And this also applies to present time. The pc won’t come to present time. He’s here. But the time track will move to the date of present time unless the pc is really stuck. In getting a pc to present time (unimportant in modern engram running) say “Move to (date month and year of PT).”

In *scouting you* always use *To*. “Move To”. In *running* an engram or whatever, you always use *THROUGH*. “Move through the incident.”

If an auditor hasn’t a ruddy clue about the time track and its composition, he or she won’t ever be able to run engrams. So, obviously, the first thing to teach and have passed in engram running is time track composition. When the auditor learns that, he or she will be able to run engrams. If the auditor does not know the subject of the time track well, then he or she can’t be taught to run engrams, for no rote commands that cover all cases can exist. You couldn’t teach the handling of a motion picture projector by rote commands if the operator had never imagined the existence of film. An auditor sitting there thinking the pc is doing this or that and being in a general fuddle about it will soon have film all over the floor and wrapped about his ears. His plea for a rote command will just tangle up more film so long as he doesn’t know it is film and that *he*, not the preclear, is handling it.

If an auditor can learn this, he will *then* be able to learn to run those small parts of the time track called engrams. If an auditor can’t run a pc through some pleasant time track flawlessly, he or she sure can’t run a pc through the living lightning parts of that track called engrams.



An auditor who cannot handle the time track smoothly can scarcely call himself an auditor as that's all there is to audit besides postulates, no matter what process you are using, no matter what process you invent and even if you tried what is laughingly called a "biochemical approach" to the mind. There's only a time track for the bios to affect.

There's a theta, there's a time track. The theta gets caught in the time track. The job of the auditor is to free the theta n by digging him out of his time track. So if you can't handle what you're digging a theta out of, you're going to have an awful lot of landslides and a lot of auditing loses for both you and preclears.

Invent games, devices, charts and training aids galore and teach with them and you'll have auditors who can handle the time track and run engrams.

CHARGE AND THE TIME TRACK

Charge, the stored quantities of energy in the time track, is the sole thing that is being relieved or removed by the auditor from the time track.

When this charge is present in huge amounts the time track overwhelms the pc and the pc is thrust below observation of the actual track.

This is the State of Case Scale. (All levels given are major levels. Minor levels exist between them.)

Level (1)	NO TRACK	—	No charge
Level (2)	FULL VISIBLE TIME TRACK	—	Some charge
Level (3)	SPORADIC VISIBILITY OF TRACK	—	Some heavily charged areas.
Level (4)	INVISIBLE TRACK (Black or Invisible Field.)	—	Very heavily charged areas exist.
Level (5)	DUB-IN	—	Some areas of track so heavily charged pc is below consciousness in them.
Level (6)	DUB-IN OF DUB-IN	—	Many areas of track so heavily charged, the dub-in is submerged.
Level (7)	ONLY AWARE OF OWN EVALUATIONS	—	Track too heavily charged to be viewed at all.
Level (8)	UNAWARE	—	Pc dull, often in a coma.

On this new scale the very good, easy to run cases are at Level (3). Skilled engram running can handle down to Level (4). Engram running is useless from Level (4) down. Level (4) is questionable.



Level (1) is of course an OT. Level (2) is the clearest Clear anybody ever heard of. Level (3) can run engrams. Level (4) can run early track engrams if the running is skilled. (Level (4) includes the Black V case.) Level (5) has to be run on general ARC processes. Level (6) has to be run carefully on special ARC processes with lots of havingness. Level (7) responds to the CCHs. Level (8) responds only to reach and withdraw CCHs.

Pre-Dianetic and Pre-Scientology mental studies were observations from Level (7) which considered Levels (5) and (6) and (8) the only states of case and oddly enough overlooked Level (7) entirely, all states of case were considered either neurotic or insane, with sanity either slightly glimpsed or decried.

In actuality on some portion of every time track in every case you will find each of the levels except (1) momentarily expressed. The above scale is devoted to *chronic* case level and is useful in programming a case. But any case for brief moments or longer will hit these levels in being processed. This is the temporary case level found only in sessions on chronically higher level cases when they go through a tough bit.

Thus engram running can be seen to be limited to higher level cases. Other processing, notably modern ARC processes, moves the case up to engram running.

Now what makes these levels of case?

It is entirely *charge*. The more heavily charged the case, the lower it falls on the above scale. It is charge that prevents the pc from confronting the time track and submerges the time track from view.

Charge is stored energy or stored or recreatable potentials of energy.

The E-Meter registers charge. A very high or low tone arm, a sticky or dirty needle, all are registrations of this charge. The “chronic meter of a case” is an index of chronic charge. The fluctuations of a meter during a session are registering relative charge in different portions of the pc’s time track.

More valuably the meter registers *released* charge. You can see it blowing on the meter. The disintegrating RR, the blowing down of the TA, the heavy falls, the loosening needle all show charge being released.

The meter registers charge found and then charge released. It registers charge found but not yet released by the needle getting tight, by DN, by a climbing TA or a TA going far below the clear read. Then as this cleans up, the charge is seen to “blow.”

Charge that is restimulated but not released causes the case to “charge up,” in that charge already on the time track is triggered but is not yet viewed by the pc. The whole cycle of restimulated charge that is then blown gives us the action of auditing. When *PRIOR* charge is restimulated but not located so that it can be blown, we get “ARC breaks.”

The State of Case, the chronic level, as given on the above scale, is the totality of charge on the case. Level (1) has no charge on it. Level (8) is total charge. The day to day condition of a case, its temper, reaction to things, brightness, depends upon two factors, (a) the totality of charge on the case and (b) the amount of charge in restimulation. Thus a case being processed varies in tone by (a) the totality of charge remaining on the case (b) the amount of charge in restimulation and © the amount of charge blown by processing.

Charge is held in place by the basic on a chain. When only later than basic incidents are run charge can be restimulated and then bottled up again with a very small amount blown. This is known as “grinding out” an incident. An engram is getting run, but as it is not basic on a chain, no adequate amount of charge is being released.

Later than basic incidents are run either (a) to uncover more basic (earlier) incidents or (b) to clean up the chain after basic has been found and erased.



No full erasure of incidents later than basic is possible, but charge can be removed from them *providing they are not ground out* but only run lightly a time or two and then an earlier incident on the chain found and similarly run. When *the* basic is found *it is* erased by *many* passes over it. Basic is the only one which can be run many times. The later the incident is (the further from basic) the more lightly it is run.

There is no difference in the technology required to run a basic or a later incident. It is only the number of times THROUGH that differs. Basic is run through many times. A somewhat later engram is run through a couple of times. An engram very late on the chain is gone through once. Otherwise all engrams whether basic or not are run exactly the same.

Engrams are run to release charge from a case. Charge is not released to cure the body or to cure anything physical and the meter cures nothing. Charge is released entirely to return to a thetan his causation over the time track, to restore his power of choice, and to free him of his most intimate trap, his own time track. You cannot have decent, honest or capable beings as long as they are trapped and overwhelmed. While this philosophy may be contrary to the intentions of a slave master or a degrader it is nevertheless demonstrably true. The universe is not itself a trap capable only of degradation. But beings exist who, beaten and overwhelmed themselves, can utilize this universe to degrade others.

The mission of engram running is to free the charge which has accumulated in a being and so restore that being to appreciated life.

All cases, sooner or later, have to be run on engrams, no matter what else has to be done. For it is in engrams that the bulk of the charge on the time track lies. And it is therefore those parts of the time track called engrams which overwhelm the thetan. These contain pain and unconsciousness and are therefore the record of moments when a thetan was most at effect and least at cause. In these moments then the thetan is least able to confront or to be causative.

The engram also contains moments when it was necessary to have moved and most degrading to have held a position in space.

And the engram contains the heaviest ARC break with a thetan's environment and other beings.

And all these things add up to charge, an impulse to withdraw from that which can't be withdrawn from or to approach that which can't be approached, and this, like a two-pole battery, generates current. This constantly generated current is chronic charge. The principal actions are:

- (a) When the attention of the thetan is directed broadly in the direction of such a track record the current increases.
- (b) When the attention is more closely (but not forcefully) and accurately directed, the current is discharged.
- (c) When the basic on the chain is found and erased, that which composes the poles themselves is erased and later incidents eased, for no further generation is possible by that chain and it becomes incapable of producing further charge to be restimulated. The above are the actions which occur during auditing. If these actions do not occur despite auditing, then there is no case betterment, so it is the auditor's responsibility to make sure they do occur.

As the time track is created by an involuntary response of the thetan, it *is* and exists as a real thing, composed of space, matter, energy, time and significance. On a Level (8) Case the time track is completely submerged by charge even down to a total unawareness of thought itself. At Level (7) awareness of the track is confined by extant charge to opinions about it. At Level (6) charge on the track is such that pictures of pictures of the track are gratuitously furnished, causing delusive copies of inaccurate copies of the track. At Level (5) charge is sufficient to cause only inaccurate copies of the track to be viewable.



At Level (4) charge is sufficient to obscure the track. At Level (3) charge is sufficient to wipe out portions of the track. At Level (2) there is only enough charge to maintain the existence of the track. At Level (1) there is no charge and no track to create it. All charge from Level (1) and up into higher states that is generated is knowingly generated by the thetan, whose ability to hold locations in space and poles apart results in charge as needful.

This would degenerate again as he put such matters on automatic or began once more to make a time track, but these actions alone are not capable of aberrating a thetan until he encounters further violent degradation and entrapment in the form of implants. Aberration itself must be calculated to occur. The existence of a time track only makes it possible for it to occur and be retained.

Thus a thetan's first real mistake is to consider his own pictures and their recorded events important, and his second mistake is in not obliterating entrapment activities in such a way as not to become entrapped or aberrated in doing so, all of which can be done and should be.

Engram running is a step necessary to get at the more fundamental causes of a time track and handle them.

So it is a skill which must be done and done *well*.

L. RON HUBBARD

Revision assisted by
Jill Steinberg
Editor "Dianetics Today"

LRH:JS:pat.dr



HCO POLICY LETTER
OF 3 DECEMBER 1969

SOLO AUDITING AND PREGNANCY

Solo Auditing from the Clearing Course upwards is not permissible for pregnant women.
One may proceed with solo auditing after the baby is born.

by Quentin Hubbard,
Class VIII



HUBBARD COMMUNICATIONS OFFICE

Saint Hill Manor, East Grinstead, Sussex

Sthil Students

HCO BULLETIN OF MARCH 4, 1965

Level VI Staff

R6 Graduates

GRADIENT SCALE FOR SOLO

Starting Solo auditing is different than trying to erase the bank the first session.

The idea is to get in some practice and get some skill and reality on Solo before you tackle R6. Only then start on R6.

SOLO ASSISTS

Do assists:

1. Clean the needle clean and get TA down.
2. Scout down a PTP and clean the needle.
3. Scout down some incomplete comm cycles and clean the needle.
4. Scout down some Invalidations and clean the needle.
5. Scout down some suppressions and clean the needle.
6. Find some BPC and clean the needle and get TA down.

These are half-hour assists or so. Do at least one for each of the six types above. Do the one, however, several assists if you fail at it the first assist.

Get a lot of wins this way.

Then go on to R6 EW. Any time it makes you feel bad work only on BPC until you feel well.

Only when TA is consistently around clear do you go to R6 EWS. Any time it makes you feel bad, do only BPC assists until you feel well.

Only when the TA consistently low and no somatics occur while doing R6 EWS and you routinely feel well,

Go to R6 EWP. Any time you feel bad do BPC assists until you are well and TA low.

Only when you have the GPMs very well in hand and plotted do you run them. But if things go awry, do assists only for BPC.

When run, go to R7. Data on this not released.

If approached in this fashion you will go clear and OT. Only spotty auditing, trying to go on when nothing reads, lots of goofs and no BPC assists can hold you back.

LRH:jw

L. RON HUBBARD

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C. GPM DATA

HUBBARD COMMUNICATIONS OFFICE

Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 8 MAY 1963

Central Orgs

Missions

ROUTINE 3

THE NATURE OF FORMATION OF THE GPM

All goals contacted on the preclear early in his processing and made to rocket read are implants.

An *implant* is an electronic means of overwhelming the thetan with a significance.

In the case of implanted Goals Problem Masses, use was made of the mechanics of the actual pattern of living to impress and entrap a thetan and force obedience to behavior patterns. The goal selected was not based on any goal of the thetan but was an entirely arbitrary selection, both as to goal and pattern, by those conducting the implanting.

Implanting was an activity carried out to prevent retribution from executed persons, to dispose of captured armies and block their return home as theta, to dispose of "excess population," to "fit" a thetan for a colonization project, to dissuade revolutionaries, simply to implant, and many other reasons.

Lacking actual technology, time, real purpose and common decency, the electronic implant was the standard short-term means of handling the problems of life.

To us this activity is highly discreditable, even criminal. That implanting was undertaken and done is witnessed by the weird uses of electricity by the psychiatrist who has no therapeutic excuse for doing so and does not even know that he undertakes a very low-order dramatization of whole track actions.

That whole populations have been disposed of by beings needs no further evidence than Hitler's pogroms against the Jews wherein he involved huge vitally needed war resources and elaborate scientific skills to exterminate 6,000,000 human beings who had committed no real crimes against him.

Implants are not necessarily the work of pranksters or madmen but the solemn scientific combined effort of careful, dedicated politicians, learned men and psychologists and technicians, who work under the orders of short sighted states. How they excuse this activity would probably make an interesting study in itself.

That the intention is not for the good of anyone is witnessed by the fact that many of the goals so implanted dictate criminal activities.

Implants result in all varieties of illness, apathy, degradation, neurosis and insanity and are the principal cause of these in man.

IMPLANTED GOALS

The pattern and similarity of goals and GPMs should make one aware of their actual nature as implants.



That implanted goals and GPMs exist does not mean that the pc's own goals and GPMs do not exist.

However, to get to the pc's own goals and GPMs one must run the implanted ones.

Indeed, so long as implants do exist and have to be run, it is almost fortunate for they give the pc the increase in confronting and case gain confidence needed to handle the whole track and the auditor the experience in listing necessary to handle the whole track.

There is no real difference between the technology needed to handle an implant GPM and the whole track. Finding purposes and listing are common to both. Both have a basic pattern, though the implant pattern does not vary pc to pc, goal to goal.

You won't find a real whole track goal on a pc until the implanted goals are handled, and even if you did it would snap into an implanted goal.

The difference between a whole track RI and an implant RI consists of somatic and visio. Implant somatics are pressure, heat, electrical and generalized pain. There is no changing visio, usually just the implant station and its false pictures intended to confuse. A whole track RI has visio, motion and sharp identifiable somatics, as from spear wounds, crashes, etc.

For twelve years I have looked for technology to "get around" implants and not run them. Instead I found one could not get around them and found the technology to get through them.

Everyone has these implants that is here on this planet.

Do we know as much as the implanters? Yes. We know more about life and its laws and this universe than those who implanted.

Does this debar clearing? No, it makes clearing easier as it gives a pattern of goals and RIs that can be followed.

Is the gain as great in running out implants? The only immediate gain you will get on *Homo sapiens* is running out implants. These implants are the immediate source of those troubles he is most concerned about. The gains in running them are impressive.

When can one run the whole track and the pc's own GPMs? When the implants are run.

Does running an implant assist whole track running? The implants have grouped the whole track in a pc. Random listing during the running of implants straightens out a lot of whole track.

Does running an implant harm the body? No, not if expertly done. There is a lot of physical discomfort in running an implant GPM and mass may pile up on the pc but the completion of the job sees this "damage" also swept away.

Does running an implant change the pc's patterns of behavior? The only trouble-some patterns of behavior the pc has reactively are from these implants. The resurgence and relief are enormous.

Does this change the definition of Clear? No. It clarifies it. Clear could mean "a thetan cleared of enforced and unwanted behavior patterns and discomforts."

THE MOOD OF THE PC

The finding that the GPMs you are contacting are implants accounts for (a) the violence of R3 ARC breaks and (b) the suspicion with which Scientology is. sometimes regarded.

Down deep a thetan on this planet knows he or she was given false purposes and sent here under a cloud. This is attested by the enthusiasm with which a pc will erase "his goal."



Let an auditor err *and force* or confuse the pc and the pc instantly reverts to the moods experienced during the actual implant, which are, amongst others, anger, fear, apathy, compounded by feelings of degradation and betrayal. The pc instantly feels he is again being implanted. The R3 methods of handling an ARC break keep this to a minimum.

Whole groups of people suddenly become convinced that a Central Org or Scientologists are up to some evil. They have confused a Scientologist who is *undoing* an implant with the crews who implanted. A = A = A. This paranoid reaction to Scientology stems from this one mechanism, the implanted character of people.

HEARTBREAK

One's first reaction to this news may be one of heartbreak, feeling betrayed, etc. I felt the same way when I found it out. Then I realized the emotion came out of the implants themselves. One is supposed to feel disheartened and betrayed when he or she realizes it. That keeps it from being undone and leaves the being trapped. The reaction is just part of the trap.

But before I realized this, I only waited a day or two to be sure. I have always persevered in my honesty with you and have given you a vital research datum as fast as I knew it, regardless of its palatability. This is one of those times.

At first I thought this puts clearing too far up in hours. And I didn't know how you'd take it.

Then, I rapidly summed up the pluses and minuses of the situation and came up with this datum:

Implant or no implant, WE NOW KNOW THE FIRST GOAL TO BE RUN ON EVERY CASE and we know its pattern.

Some fifty hours after starting, a Class III or IV Auditor, knowing the goal and its pattern, can make a first goal Clear. In other words anyone signing up, for instance in an HGC, can be a first goal Clear in two intensives. The randomness of looking for the first goal and its RIs has vanished. The pc's confront comes up, up, up.

What, at the worst, has happened is that it will take longer to run a pc to OT as one has to handle these implanted banks before handling the actual whole track. BUT, the door is open to steady unquestionable gain in that direction without maybes. And the state of OT attainable by auditing is probably much more powerful than we have imagined.

BANK CONFUSIONS

An implant is meant to be tricky and confusing. We have outsmarted it by finding the patterns of these. But do not expect to find the banks not confusing to the pc even still. Let the pc grasp any confusing situation before forcing the pc into going on.

The "bank closest to PT" is actually the furthest from PT. The bank was implanted from top oppterm down. Basic, then, is the "PT goal." A pc can't run from "bottom" to "top" as that's backwards.

If you get the basic (closest to "PT") goal very well erased, the others tend to soften up. This is our old "get the basic on the chain." Basic is the top oppterm of the closest to PT goal.

The O/W sequence is present. The one who has the hardest run of it in a bank has done the most implanting. But, motivators or not, these implants must be run. The overts can be handled later.



Well that's the announcement. When you come out of any decline it puts you into, get busy and get through. You were supposed to feel disheartened.

L. RON HUBBARD

Founder



049 HCOB 2 APR 63 DIAGRAMS ILLUSTRATING TAPE OF 28 MARCH 1963
(NTV VII p. 90-2, previously considered confidential)

HUBBARD COMMUNICATIONS OFFICE

Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 2 APRIL AD13

Central Orgs

DIAGRAMS ILLUSTRATING TAPE OF 28 MARCH 1963

The diagrams attached were drawn to illustrate the tape lecture of 28 March 1963, entitled, "The GPM."

L. RON HUBBARD

Founder

[Ed. There are two pages, each with two diagrams, giving a total of 4. They are simple but not easy to reproduce, therefore we will describe them instead.]

The diagrams mainly consist of jagged circles or clouds which might represent mass.

[Diagram 1]

On the left a happy face with a halo above it and surrounded by a jagged circle. On the right is another jagged circle with its contents scratched out, although the contents are unreadable, according to the tape the thetan with a halo is confronting a critic. Below this is:

- (a) * Purpose
- (b) Purpose [Xed out]
- (c) Purpose [surrounded by a jagged circle and crossed out]

[Diagram 2]

5 pairs of jagged circles with an arrow pointed upwards running along side of them.

At the bottom on the right is "To Be Holy".

[Diagram 3]

4 more pairs of jagged circles. The top left one contains the words "Holy People". The top right one contains "Cr" and the symbol for a thetan which probably, according to what is on the tape, means "A Critical Thetan".

[Diagram 4]

5 more pairs of jagged circles. At the bottom is "To Be a Devil" with an arrow pointed to the bottom left jagged circle.



D. R6EW

HCO POLICY LETTER 27 NOVEMBER 1967

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R6 MATERIALS

THE MATERIALS OF R 6 ARE TOTALLY CONFIDENTIAL. THEY ARE TO BE KEPT SECURE AT ALL TIMES.

This means that the only people who may talk about or be talked to about, or may see these materials are those people who are on the Solo Course or Level VI and those people who are already Grade VI or Class VI or above. No one else may see these materials. If left at home, they are to be kept under lock and key.

Responsibility for these materials lies completely with the students they belong to. Violation of this policy in any way, such as losing any of these materials or leaving them lying around, will incur severe Ethics action.

L. RON HUBBARD
FOUNDER



GRADE VI
CONFIDENTIAL

THE INNER STRUCTURE OF THE MIND

We are going to delineate for you the inner structure of the reactive mind. The core of the reactive mind is the R6 bank. It is surrounded by engrams and secondaries which must be wiped out to get at the core itself.

And what does the R6 bank consist of?

You may be surprised to learn it is groups of words called GPMs—Goals-Problems-Mass which serve to confuse a Being. They are the cause of aberration. The contents of the R6 bank are aberrated stable data.

In the demo each container-like object is a GPM, and the balls of clay on top represent its verbal contents. (Note: The author refers here to a demo set up by LRH in a film to demonstrate the reactive mind. The demo model was of a “what looked like a string of barges, each loaded with about a dozen clay balls packed tightly against each other forming two rows.”) These phrases are based on the electro-magnetic principle of plus and minus charge. On one side of a GPM are the positive phrases, on the other the negative, and these go together to form pairs. More on that later. Here you see an amazing phenomenon. The reactive mind is not a chaotic patchwork jumble of words and emotions, but rather an exact order of verbal phrases, the same in every person. Like the Time Track, the precision with which the reactive mind was put together is staggering.

Don’t think it was easy to find all this out. We had to get the precise numbers of GPMs, and—oh yes—the number of RIs, or Reliable Items, the various phrases of a GPM. The RIs long remained a secret. Likewise the fact that the GPMs contain Mass and Significance, and that the bank has Mass and Weight.

The end of the series of GPMs runs into the beginning at a place called present time. Incidentally, there are only two verbs running throughout the series: TO CREATE and TO DESTROY.

R6EW is the process which makes you a Grade VI Release. It prepares you to face the highly charged core of the bank without endangering yourself.

R6EW gets most of the charge off the EWs (end words). Now, 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. The EW is the less highly-charged part of the RI since there is only one GPM per EW. The verb, though, might occur in several or all of the GPMs, thus having the much greater charge, and will bunch up entire sections of the time track if restimulated. Ergo, we have made an effort on the Solo Course materials to avoid any restim of highly charged words in the R6 bank which would spin you in on your GPMs. When giving examples or making demos, obviously unrestimulative words must be used.

To Catch Catfish would illustrate an RI perfectly, with infinitive to catch, and EW catfish, harmless words not occurring in the bank.

Having set up your E-Meter and arranged your reports, take up the solo can in one hand, a ball-point pen in the other, and ask yourself the question: What am I dramatizing? The answer must be in the form of a noun, an EW. If the word is not a noun, add NESS to it. For instance, if it occurs to you that you are dramatizing being a boy, construct the word Boyness, Boyiousness, Boyingness, or some such. If this is one of your EWs, it will read when you say it aloud.

When you find an EW, register it on a small filing-card, with the date and the read. Then you must arrive at the opposite of that word. All EWs come in pairs, plus and minus, dichotomies like Tallness and



Shortness. To find the opposite, the prefix UN may be attached to the first EW: Unboyongness. When the opposite is found (it must also read), thus completing a pair, it is noted to the left of its mate on the first card, and is in turn registered on a second card with date, read, and first EW jotted down next to it. The second card is then placed on top of the first and the two held together by a paperclip.

There is no trick to any of this. Simply find one EW and its opposite after another, using a dictionary or book of synonyms when necessary, register them on cards and throw each clipped-together pair on top of the growing pile. Complete reports must be kept. That is the whole process: finding pairs of EWs. There may be hundreds.

Do not mull over R6EW in your mind before getting to do it. If you catch yourself thinking of dramatizations, say, "THAT'S IT!" and go back to whatever you were doing. R6EW will put an end to any lingering somatics you may be undergoing. It's an easy process. Done correctly, it's just a walk in the park.

L. Ron Hubbard



GRADE SIX - R6EW

The R6 bank is composed of two basic postulates: 1, To Create Bad and 2, To Destroy Good. These are linked to end words. End words are in pairs of plus and minus. Each end word constitutes a GPM in which there are 18 items, nine positive and nine negative. An example would be now and then or Holy and evil. In grade six it is only necessary to spot the end word that is in restimulation and not each particular item of the GPM it represents. There are as many end words as there are GPMs. The top of the bank, nearest to you is hot and the bottom is cold.

When one GPM is pulled out of place, its counterpart (dichotomy) acts like a dramatization and continues to do so until both end words which represent the two GPMs are brought to conscious awareness.

This is done by the process of the pc solo-auditing with one command “What am I dramatizing”, or “What noun is in restimulation”. The end word is written down on a platen or card. The opposite end word must always be gotten. If you get the positive, be sure and find the negative. Chains of words will blow by getting the two basic words. Example; What am I dramatizing? Time. Its opposite Timelessness, etc. until there are no more dramatizations. When the being knows he is no longer dramatizing and has a F/N between 2.0 and 3.0 on a meter, he is a Grade 6 release.

L. Ron Hubbard



HUBBARD COMMUNICATIONS OFFICE

Saint Hill Manor, East Grinstead, Sussex

Sthil Students

Level VI Staff HCO BULLETIN OF DECEMBER 8, 1964

R6 Graduates

SCIENTOLOGY VI

SOLO AUDITING AND R6 EW

SOLO AUDITING

The action of "solo auditing" is not self-auditing.

Solo auditing is done in a regular session in Model Session form.

One of the few ways to get messed up in solo auditing is to not use regular session form, to not keep a regular auditors report and to coffee shop oneself.

When the session begins, run it, when it ends, end it. If after a session you find yourself maundering around and self-auditing, you just have something wrong in what you did or found in the last session.

Inabilities to continue a solo audit series of sessions stem wholly from end words getting into restimulation that dictate one way or another not going on - how hopeless or impossible it is, etc.

By-passed charge is not enough to stop a series of solo-audit sessions. Only end words can do it.

Getting ARC Broken in solo audit is not unusual. It is handled just as you would handle an ARC Broken pc - by-passed charge assessment from a list.

PRE-REQUISITES

It is presupposed that a Scientologist engaged in Solo Audit is at least Provisional Class VI.

Lower levels simply can't solo audit.

What makes solo auditing possible is the fact that on processes below R6 one has communication as a necessity for auditing success. But as this necessity is part of the GPMs, when one is into R6 he or she is above this necessity. Only R6 can work without comm. Therefore Solo Auditing is exclusively an R6 activity.

One supposes the auditor solo auditing has already become:

- Level 0. Willing to talk freely to people.
- Leve1 l. Able to answer an auditing question.
- Level l. Able to duplicate.
- level II. Free of hidden standards, overts and PTPs.



Level III. Physically competent.

Level IV. Has been clear.

If an auditor has not passed those six vital stages of a case, solo auditing, to be blunt, is quite impossible. The self-discipline won't be there; the needful insight into one's own motives will be lacking. Any advanced Scientologist always knows when he is dramatizing even when he is. The being that can't solo audit never believes he or she is dramatizing no matter what they are doing or saying.

Self-control is a must in solo audit. The pc who still needs an auditor to progress should never be permitted to solo audit.

Any pc, to go on R6 must go up through the six stages listed above under levels. If you don't take a pc through those first, that pc will eventually fall on his or her head on R6.

This is all the more true on solo auditing.

If an auditor or pc is started on R6 prematurely there is the remedy of doing the Life and Livingness version or the L6 list. Each question is cleaned of needle reads by auditing by list. Also the pc can be run on any remedy or routine that does not assess for and use words as the key reason for recovery. This only outlaws Level IV and processes depending on assessment by meter for a word to run. Even Service Facs can be run on an R6 "failed case" and certainly O/W can be run. Clay Table Healing is very good on such a case.

So if a Scientologist hasn't gone over the various hurdles as above listed he or she should neither solo-audit at all or be run on R6.

REASONS FOR SOLO AUDIT

The basic reasons for solo auditing are:

1. No auditor can possibly run R6 successfully on another without personally experiencing the simultaneous reads and case reactions. It's all just unreal to a person who hasn't seen the needle move and felt the bank shift at the same instant. An auditor without this reality just messes up pcs. There's no qualifying or modify-ing that fact. It's just true. So an auditor who hasn't solo audited on R6 just can't run it well or at all on a pc. Such an auditor goofs. And a goof on R6 is horrible to a pc and has dreadful reactions.
2. Auditing a pc when one's own bank is in full cry on the very same material is not conducive to good auditing. This is overcame somewhat by using a "paten" (a card with holes in it that is put on another paper and has in it the line plot mostly written out) but not entirely. When one begins R6 he or she can be too restimulated. All banks are the same.

The combined factor of no-reality on the bank and restimulation as an auditor combine with the third.

3. An auditor just starting to use All-Style Auditing is using a new tool and must have it perfect before he uses it. This is like not swimming until one knows how. The best place to learn all-style is in solo-audit.

You see, in solo auditing one can stop before he plows in. If one were auditing a pc, and erred, one would go on just that extra second that means disaster.

From which we get:

4. In solo auditing one is not assisted by the comm cycle to go deeper than one can cope with. R6 goes straight past the usual protective mechanisms of the mind mentioned in Dianetics. Therefore when one is auditing a pc on R6 one can violate those mechanisms and get the pc in



too deep. While solo-auditing one is still self-protected to a large degree. One blunders, becomes relatively incapable of going on, therefore doesn't keep plowing in. The exception is the foolish one who sees no read and goes on down several non-reading items. Suddenly down comes the roof, even so. Thus solo auditing restores the self-protective nature of the mind which R6 done by an auditor on a pc could violate by going beyond where one should stop and investigate what's wrong.

Thus solo auditing is:

1. Possible only on R6.
2. Possible only when a person has come up through the levels.
3. Possible only when one is well trained.

When one tries solo on lower levels, it doesn't work for long - but we can't deny it does work somewhat even at lower levels sometimes.

When one gets onto R6 solo before coming up through the levels it's a jolly mess because one is having to do lower level auditing a lot of the time (PTPs and overts for instance) that only an auditor could handle on a pc.

When one isn't trained, up to R6, one can't handle it at all.

So it's a specialized activity, solo auditing, and only for the provisional Class VI.

THE EARLIEST PROCESSES

A student, just given his provisional classification, should not be given any plots of any kind.

His or her first 20 hours of solo audit should consist only of locating dichotomies of end words.

Dichotomy in the dictionary means "Division into two parts." It's a word we borrowed and gave a new meaning to. And after all these years it is very apt as you will discover.

DICHOTOMIES

The dichotomy in Scientologese means plus and minus. A plus word and a minus word. They are of the same order of things always. A crude example would be "An Apple" and "Applelessness." That's a pair, a dichotomy.

The alchemist was on the fringe of this with his active-passive farms and words.

But he, looking for the gold of truth (only the latter ones looked for real gold, having missed too many definitions, no doubt), didn't really look for PLUS and MINUS.

He looked for the active, such as Man, and the passive, such as Woman by his definitions.

We, in a scientific age, look for the two sides of a thing, taking our cue from electricity. Plus and minus interchange a current as you will find on any bat.wry. So we don't want active-passive. We want the bold PLUS and MINUS, the Opposites.

Janus, the Roman God of gates and doors, had two faces. So does each major idea have two faces. The nature of things is a major idea. It has two faces.

PLUS and a MINUS. These are opposed to each other. They interchange current. They conflict. Bad and good. Things have a nature. The nature can be bad or it can be good. Poison Ivy has a bad nature viewed from a body viewpoint. Cool water is good. Thus the nature of things has two faces, two parts.

There could be, let us say the major thought, "how one feels." This has two parts: Elation and depression. Elation is plus, depression is minus.



What is generally agreed to be the unwanted or the poor side is minus. What is generally conceived to be all right is plus.

In a modern society we would have the major idea that an individual has an economic status. Wealth is the PLUS and Poverty is the MINUS.

Now you don't have to have the major thought to get its two parts to find a dichotomy. But the two parts must add up to being comparable. You don't have Tall and Small as a dichotomy. The major thought of which "tall" is a part is "height."

Therefore you would have Tall and Short as the dichotomy. Small would be half of another major idea of "size." Therefore you would have its "other face" as Big or Large.

You would not have Nagging and Violent as two parts. They're both on the same side - both minus. For nagging you might have praising. And for violent you might have benign.

So a dichotomy means the two parts of a major idea.

THE CHARACTER OF THE REACTIVE MIND

Knowing the above you must also be informed of this:

In the reactive mind the end words alternate between a plus and a minus. In the top half of the bank (reactive mind) the minus turns up and has as the next one down its plus. In the bottom half of the bank the Plus turns up and just below it is the minus.

Each is the end word of a series of GPMs. Each GPM has a line plot.

The most charge (force, strength, electric energy) you can find easily with the least disturbance if you err is a dichotomy of end words, a pair.

They are called end words because they come on the end of each of a series of goals.

Each end word has many root words. These root words are the regard or action one is supposed to have for the end word. Grab _____ would be a root. It's the verb.

Just ahead of the verb is the participle To which gives us the implied purpose.

To Grab _____ as a form would be, then, the complete "Root." ("Root" is just our word for this To Verb _____.)

Add the End Word and you have a purpose, a goal. End words are always nouns or a condition made into a noun. Avarice might be an end word - Book or Books might be one.

Thus we have To Grab Books as a full goal. Or To Shun Avarice would be one.

But Books would have a lot more roots before we had done with them. So would Avarice.

Each full goal, like To Grab Books, would have a Line Plot with items like "Grabbing Books," or just "Grabbed Books."

Now you see then that Root words are heavily repeated. But if you try to find them you may jam up many end words, for the same roots apply to each pair of end words.

The same applies to items in the Line plot.

Therefore the one thing that can be plucked out of the reactive mind without messing things up is a pair of end words. They discharge to some degree and as they're not repeated except in their own series, they don't restimulate too much.

Obviously then, in theory, End words would be the least restimulative thing to find.



In actual practice, they indeed are. And not only that, once found they cool off one's dramatization of them quite wonderfully. It's like recalling a lost experience - just knowing it happened brings a big lift. One doesn't have to erase it all to have a lot less effect from it.

So, in actual practice, then, the finding of end words brings the most R6 early case gain.

Further, finding these pairs cool off the bank without messing it up. Badly found end words do very little to one. Running a GPM badly can be quite deadly.

STARTING R6

Therefore in starting R6, the solo auditor, regardless of the availability or the Line Plot, Root Plot and End Word (or Series) Plot, should find his or her own pairs of end words.

This will tend to straighten out the Reactive Mind, unburden it and cool off the whole case. Same fantastic changes can result from this action, if it is done right.

When a lot of end words have been cooled off (had some charge removed just by proving them out on a meter) one is enormously more capable.

Two pairs of end words properly found is equal to about one clear in terms of case gain.

But the end words to be found must be the ones in restimulation on the particular case. Just getting a standard list of end words to read does very little except maybe upset one.

PROCESS R6 EW

The first process of solo auditing then is named R6 EW. This of course is both a co-audit and solo audit process, not only a solo process.

This is very tricky as a process and the following rigid rules must be closely followed.

RULES OF R6 EW

1. No Listing with paper and pencil is permitted. This means no written lists of "possible end words." Why not? Because if you go by one in listing, it suppresses and raises the mischief. Also past auditors have loved 87 page lists. You should be able to get the right end word in about four or five words and you sure don't need to write them as a list. Write down the first idea of it only.
2. Write down every end word found and proven on a separate card with its opposite also noted. Each end word has a card with the end word at the top boldly written with all its check out data. Over on the left in small letters is written the other one. These two cards make one pair which thereby refer to each other.
3. Never go on to a new pair before finding both end words in the old pair.
Don't find a plus, skip finding its minus and go on with another plus. Always find both before going on.
4. Don't try to plot them on the track or bank. Just find the pairs.
5. If anything goes wrong (meter hangs up, TA goes high, you feel bad, you dramatize, you want to cease auditing forever, etc.) realize you've got a wrong pair or a wrong mate somewhere behind



you and find the right pair or the right mate (the other end word or the pair). Hence, keep your cards consecutive and in one packet, the last end word found on top and its “other word” the next one down.

6. Don’t wander off onto some other action. Such as prepchecking an end word (my God!). Getting curious about its roots or some GPM “To Shun Cats.” Just keep after things like cats. Realize if you stray, you’ve found a wrong pair or mis- matched an end word behind you. Look for it.
7. Realize that the read of the needle transfers easily to locks if you suppress or challenge an end word too hard. But, saving grace, the one that reads heavily on “suppress” or “challenge” (Have I challenged Cats?) is it. A suppress or challenge read on a particular end word serves to prove it.
8. Note all meter and TA actions on the card.
9. Don’t write a list between sessions. You may jot one down if it leaps up but in the next session you must take it up at once. Jotting down fifty between sessions you haven’t proved up will literally slaughter you. If you do jot down fifty, take up the first one and go down the whole list, proving out the opposite of each you prove.
10. Find only pairs. If you prove out a PLUS then find its Minus. If you prove out a MINUS find its Plus.

Those are the rules of R6 EW. They are far more important than how you do the process.

THE PROCESS

This is a game like charades. (Charades: a party game of guessing a word or phrase from someone acting out its parts.) Only it’s played with this question:

“What am I dramatizing?” (Or “What word might you be dramatizing?” for a pc.)

That’s the question.

Not, as in charades, what is he or she trying to get across? But what noun is being dramatized? Not what goal (Janus forbid!) but what single, nounal word. Not what pair; that would really chew one up. Just, what noun?

You write down this first idea rather lengthily on your auditor’s report. Then you use that to find a single noun, singular or plural, that sums it up. You work with that written sentence until you’ve got it. Then you find its opposite.

Remember, there’s a lot of “ties” and “ice” like “Servilities” and “Avarice” whereby what we consider as adjectives usually get made into nouns. But also nouns as nouns.

Not automobiles, of course. Thetans at the start of the universe didn’t have them. But Machinery might do. Not clowns. Too specific. But “Assininities” might work.

The whole question is just “What did I, a thetan, early track cook up that I am now getting my head kicked in with?” “Tallness,” “Stealth,” “Hugeness,” “Vastnesses,” that sort of thing.

One checks out the correct word to express it with usual patter. “Is this an end word?” “Does it have GPMs?” “Is it a lock?” “is it an implant?” “Is it an actual end word?” “Is it a phrase out of an engram?” “Is it a lock on a root?” “Is it an Item?” There’s no staccato patter that fits except “Is it an end word?” which is asked every time along with other questions.



You worry at it until you know by needle action and TA blowdown it is an end word or you know it isn't. When it definitely isn't it's very wise to find the right wording that is the end word. Don't just give up the notion.

When you've got a real end word and hauled it in and written it down and why you know it is by meter behaviour, you then must find its mate.

Snakes travel in pairs. So do end words. Both sides of the same sort of thing. If you just found "Rotten" you must now find "Fresh" or "Preserved" and prove that out on its card.

Here's an example: You ask "What am I dramatizing?" You think, then "Eating."

Ok, what is its reaction? Well ing isn't any end word so maybe its "Food." That doesn't read. Maybe it's "Inflow." And so on and suddenly bang, full dial, there It is, gills flippers and all, the right one that expresses that idea you had.

Good. Now let's get the opposite. "Hunger," "Deprivation," etc., etc. And bang, you have its partner, the second fish.

And so you go.

Pretty soon they start popping up. Check them out, get the pair, pair after pair. When it all slows down again, once more "What am I dramatizing?" And you're on your way once more.

It's quite a process.

Be thorough, be accurate, and you'll make some long, long strides toward O.T.

And in solo audit, learn how to handle All Style to the degree of checking out.

And learn bank reactions subjectively and as an auditor.

Only when you've a nice big pile of cards should you be thinking of running

GPMs Item by Item off a Line Plot.

Remember, even if you had the full end word plot, you'd make faster personal gains at first and faster gains as an auditor using R6 EW.

It is my convinced opinion that if an auditor can't solo audit with high gainwhat is now called R6 EW he or she should not be let near running GPMs, much less audit another preclear.

R6 EW has been actually a research tool. When I found how to convert it to a process it already had its rules laid out and proven in research.

It has not been used at this writing for case gain only by others. I can, therefore, predict several HCO Bulletins giving must-nots and all that.

However, the facts remain:

1. It takes an ability to detect one's own actions before one can detect those of others;
2. It takes unburdening to make a case run smoothly;
3. The least dangerous early approach to O.T. with the greatest case gains lies in the discovery of pairs of end words that are in restimulation on one's own case;
4. The best way to start a new pc (who must have been through the six phases listed above before R6 plus pc training) is to use R6 EW on him. Not run GPMs.

The question, "What am I dramatizing?" may be unflattering and you may prefer "What noun has been in restimulation." If so, fine. All the same.



LRH:j

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R6 EW, R6 EWS, R6 EWP

R6 EW

CORRECTION

By listing a very few end words beyond the one the pc thinks it was, the actual one is unburdened enough so that it will now read if you go back to it.

Sometimes the first one or the second one was the end word but is too over-burdened to read.

If one goes on without going back to check it then if it was the one it will suppress and things will get uncomfortable.

The specific correction to R6 EW is that one does record carefully each one thought of and checked over. If none have read in a list of a dozen or so end words at the very most (usually 6 or 8), go back and check the list again for suppressions and challenges. Often no suppress or challenge need be mentioned. The correct word, unburdened by the additional listing, will just read when mentioned.

Major discomfort can be encountered by checking a real end word out, then deciding it wasn't it and going on without going back to it. Thus one does need a record.

R6 EWS

When R6 EW seems a bit flat, R6 EWS can be entered into. This is done like R6 EW but six are found, not a pair.

It will be found that the major dichotomy is the middle pair with a similar pair of end words on either side.

No effort is made to arrange them in relation to each other, or the other GPMs.

One just finds the six. Hence R6 EWS (Routine 6 End Word Sixes).

To do this, take the first pair found in R6 EW and locate the additional two pairs. Then take the next R6 EW pair and locate the two additional pair.

All the rules of R6 EW apply.

R6 FWP

When R6 EWS is reasonably flat, begin R6 EWP.

This means "Routine 6: End Word Plot."



To do this, first get the six you first found in R6 EWS and get them into proper relation to each other. Then take this first six found as now lined up and relate it to the second six. Then correctly line up the second six within itself.

Sixes are related to each other by the auditor by numbering, by finding if there "are a lot of GPMs between," "which six is prior to the other," etc.

In short, one does whatever is necessary to arrange all sizes in relation to one another.

Of course, new sixes show up. Do R6 EWS on this and relate them to the remaining sixes.

This is best done with a card file.

4 Jan. '65

Steam F
End word LF
Correct F
Suppress LFBD

Of course all GPM end words are written on a separate card like this:

4 Jan. '65
Ice F
End word LFBD
Correct LF
Challenged LF

Steam

Then one has one for the opposite:

10 Jan. '65

Races F
End word LFBD
Correct F

This way, when correcting any six in sequence you have a card for each and only change the opposite words about like this:

R6 EWP has two plotting steps.

1. Plot the six in relation to each other, most prior to, nearest top.
2. Plot the six in relation to the other sixes.



GPMs will respond to numbering from the top as #1 right on back. "Is this GPM greater than 50? Less than 50 from the top? Greater than 40, less than 40? Is it 41, 42, 43 -- Is it 43? Plots as 43rd GPM from the top."

Sixes respond to "prior" and "nearer the top." "Is this six prior to the cough six? Is it closer to the top? The cough six is prior."

SUMMARY

This is all rather easy to do.

The main point is that R6 EW, R6 EWS and R6 EWP must all be pretty flat and the end word plot correct before you even try to run Items and GPMs.

Don't do R6 EW, then get eager and start to run GPMs Item by Item. Flatten R6 EW, then go on to R6 EWS. Then go to R6 EWP. Then start on items.

You'll have it much easier. The only real way to get slowed down is to try to run items before the bank is thoroughly unburdened with R6EW, R6 EWS and R6 EWP.

Three months of heavy auditing would run out the whole bank anyway. Why rush? If you try to rush it, it'll take a year or two. You've been aberrated this long, a few months can be tolerated - and for that matter, a year or two on the lower levels also. The only way to not make it is not to do all of Level 0, Level 1, Level II, Level III, Level IV and all of R6 as above.

LRH:jw

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Sthil Students

HCO BULLETIN OF 12 JULY, 1965

Level VI Staff

R6 Graduates

STATES OF BEING ATTAINED BY PROCESSING

TYPES OF RELEASES

The states of Release differ in that one is more stable than another.

The Reactive Mind (known also as the R6 Bank) can only be audited out by someone who is trained up to Class VI. When the Reactive Mind is fully audited out (erased completely) one has a Clear.

When a Clear has been refamiliarized with his capabilities you have an Operating Thetan (na OT).

A Release then is pulled OUT of his Reactive Mind.

A Clear has fully erased his Reactive Mind.

An Operating Thetan is one who is Cause over Matter Energy Space and Time and is not in a body.

The degree and relative permanence of being pulled out of the Reactive Mind determines the state of Release.

There are numerous things that can pull one back into the Reactive Mind.

These are (1) Locks (2) Secondaries (3) Engrams (4) The Whole Time Track.

LOCKS

By reducing locks as in Levels 0 to IV we then remove the ability of locks to pull the being back into his R6 Bank.

Locks are mental image pictures of non-painful but disturbing experiences the person has experienced. They depend for their force on secondaries and engrams.

Thus one who has had his locks reduced is a FIRST STAGE RELEASE.

SECONDARIES AND ENGRAMS

When a being has had the secondaries and engrams reduced he is far less likely to be pulled into the Reactive Mind than if he has just had their locks reduced.

Secondaries are mental image pictures containing misemotion (grief, anger, apathy, etc.). They contain no pain. They are moments of shock and stress and depend for their force on underlying engrams.

Engrams are mental image pictures of pain and unconsciousness the person has experienced.

When these are reduced one has a SECOND STAGE RELEASE.



THE WHOLE TRACK

Bits and pieces of the whole track remain after the locks, secondaries and engrams are reduced.

These bits inhibit the being from recovering knowledge.

The Whole Track is the moment to moment record of a person's existence in this universe in picture and impression form.

When these bits are cleaned up, a being is a **THIRD STAGE RELEASE**.

EXTERIOR

If a being is a 1st, 2nd or 3rd 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 importance 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.

This is all that is meant when a person is called a First Stage Released OT. The person has not only come out of his bank but also out of his body.

PROCESSES

Many processes, all below Class V, make 1st Stage Releases. We have been making them for 15 years. When audited on low level grades after being released by them, the person goes into his secondaries and engrams. He can be fished back out again by modem technology and can easily regain the state of First Stage Release.

Power Processes alone can be run on a First Stage Release. These vanquish the secondaries and engrams. This requires very expert Class VII auditors as it is touchy work. These make a Second Stage Release.

In doing the earlier Power Processes the preclear often attains First Stage Release or First Stage Released OT. Only doing all the basic Power Processes (including one called Pr Pr 6) makes a Second Stage Release.

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.

CLEAR

The R6 Bank

When a being has been trained up to Class VI and has been given the materials of the basic Reactive Mind to audit out (they took years to find and are too complex to be tackled without training and the actual patterns), he can then attain the state of Clear.

The Reactive Mind is composed of significance and masses as old as the Universe itself and is the basic cause of the decline of the individual. Each person has his own basic bank but they are all exactly alike. The materials are quite useless and inhibiting.

A Clear is not under the great stress of this bank and so can be free. He uses his own basic purposes and is for the first time wholly himself.

OPERATING THETAN

This state of being is attained by drills and familiarity after the state of Clear has been obtained.



A real OT has no Reactive Bank, is cause over Matter, Energy, Space, Time and Thought and is completely free.

SUMMARY

This HCOB contains a brief description of each of the States of Being one can recover by processing.

This is the first time they have ever been isolated and crisply defined.

These are all the states there are except for homo sapiens and animal and we know too much about those already.

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HCO BULLETIN OF 5 AUGUST, 1965

Level VI Staff

R6 Graduates

RELEASE STAGES

Once a pc has begun to come out of his bank, he either continues to come out or goes back in a bit.

He (or she) does not remain in status quo (unchanging state) while a Release.

A First Stage Release often pulls further out to First Stage Released OT after processing.

Similarly a Second Stage Release may become a Second Stage Released OT.

In their understandable enthusiasm—they feel so *much* better and bigger and stronger—a release sometimes seeks additional acknowledgment by requesting a further release check.

A pc who has attained a *First* Stage can go First Stage Released OT but cannot possibly go Second Stage without Power Processing. In short, one can't upgrade *Stages* 1 to 2, etc, without the actual processing.

Why? Because a key out is just that, a key out. Just because one no longer has a tiger in his lap does not mean the tiger has vanished. He's merely stepped out into the hall. In the course of life somebody is going to leave the door open. The tiger won't come back into one's lap but he'll sure sit on the rug and sneer. Key out means there's still a tiger. Release means he's *away*. One First Stage can be more released than another First Stage. The tiger is further off.

But when you start upgrading numbers (1st, 2nd, 3rd, etc) you are talking about *less* tiger.

There's *less* *bank*.

First Stage removes a few tiger whiskers and the sneer. That's the locks going.

The tiger is near or far—that means more or less 1st Stage, it doesn't mean there's less tiger.

Second Stage *removes* the tiger's misemotion and his *front* claws. The tiger can now be near or far but he is that much tiger. He can be so far away one is *sure* he has vanished. But he's just far. He remains that much tiger (minus whiskers, sneer, temper and front claws), he just isn't evident.

Third Stage pulls the tiger's ability to paralyze one's wits. In effect Third Stage removes impediments to one's ability to know. The tiger, though now minus whiskers, sneer, temper, front claws, and the ability to paralyze, is still about. He may at this stage walk off so far that one is positive there is no more tiger. But it's early to break out the champagne. Maybe he won't be back for years, even centuries, but he still exists.

Fourth Stage Release removes the tiger's claws all about and blunts his teeth. And causes him to hide in closets. But though he hasn't whiskers, sneer, claws, or his frightening effect, or the old sharpness, he is still a tiger. One can gambol about in the

sun cheerily, feeling quite sure there is no tiger at all. Only the *locks* on the R6 bank are gone. That R6 bank is still there.

At this stage the pc feels he can move mountains single-handed and is given to chest thumping. That he still depends upon a body gets overlooked.



But ahead of him is the BIG job. There is still a tiger. This tiger if not vanished utterly will sooner or later creep up and eat up the goodies.

So one has to handle Mr. Tiger once and for all, run the total R6 bank and become a 5th Stage Release.

Now, and only now, with a bit of reorientation can one be CLEAR. No more tiger. He is not near or far. He doesn't exist. And one can go on for the trillions.

Early on my pcs went keyed out clear and went away. They stayed that way a long time.

They were sure they had attained the zenith.

Today we are going to have the *same* problem.

A Release is going to feel *sure* he has gone up in number of Release when it's only the tiger out for lunch.

I am the last one to throw cool water over anyone's head about Release. But I have a passion for stating truth as I know it when I know it. You can always depend on that. It's not always popular but it's honest.

Therefore these are the only ways to go up in number as a Release.

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.

To obtain SECOND STAGE RELEASE one must have been run on the highest of the Power Processes. This gets rid of the secondaries (misemotions and upsets) and the engrams (moments of pain and unconsciousness). And as these pinned one to the Reactive Mind one can now move out of it and isn't so likely to go back into it as he has no secondaries and engrams to call him back.

To obtain THIRD STAGE RELEASE one has to tackle the beings, places and subjects one has long detested. And when these are gone one isn't likely to be called back into the Reactive Mind very soon as bits of his daily life don't remind him of beings, places and subjects he once detested.

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 a while.

But now we are down to the concrete and bedrock.

To obtain a FIFTH STAGE RELEASE, one has to have run out the whole remaining Reactive Mind. We are awfully lucky to have the combination to the vault as it's been shut thoroughly for the trillions. That's done by a process known as R6- GPMI-or GPMs by Items. And I assure you

1. It can be done and
2. It was pure hell going it blind when I was trying to find it. It took several years and thousands of hours of research auditing to just find the *pattern* of it. This is the longest job (R6-GPMI) and requires now at least 14 months of daily solo auditing.

And then one is 5th Stage and ready for a polish and Clear.

Now understand, at each of these stages one has to go unrelease to make it to the next stage of release. This requires guts—and faith. One is feeling GRAND. The world is beautiful. The unbrave get nervous at the thought of diving back into the asphalt or, to keep our metaphor, about deliberately whistling up the Tiger—"Here Tiger! Here Tiger! Come out wherever you are!" So a way that is cooked up to avoid this further combat is to pretend an upgrade in *number* of release without the hard work and scratches necessary to honestly achieve it.

Add to all this that one has a present time, and a body to receive the slings and arrows and one sees that it is a complex picture.



But we have the way. It is the way.

Many will come along selling the frightened the idea one can leap up through the numbers without pain or toil or auditing by flexing one's chest or eating Wheaties or praying. But that isn't the WAY. There's no bridge there.

The main point that will be stumbled on is this: Nobody has any real reality on how high up these states are or how utterly tall Clear really is.

Well, that's the score. Does it help?

L. RON HUBBARD



HUBBARD COMMUNICATIONS OFFICE

Saint Hill Manor, East Grinstead, Sussex

Sthil Students

HCO BULLETIN OF JANUARY 16, 1965

Level VI Staff

R6 Graduates

SCIENTOLOGY VI

END WORD FORM

As I have said before, there are no nouns as end words.

I have now confirmed this.

End words are _____ness, _____ment, _____ity, _____ability, etc.

There may be a few exceptions to these endings but there are no nouns.

A primary reason a student does not get large reads on the meter is that he or she is not looking for the right group for his or her case.

Large reads are a must. Only large reads count.

Tone Arm action is an unreliable indicator as solo audit tends to neglect TA adjustment.

Consistent and continual large reads (1 / 3 dial or more at sensitivity 5) is the expected meter behaviour, with occasional .2 blowdowns. If this is not happening, then the student is looking for a wrong group for his case, or has suppressed and invalidated end words, or has wrongly matched some up, or has found some wrong ones.

If one isn't getting large reads, one must not go on to new fields. One must overhaul what one has already done.

Mismatch of pairs, wrong form of end words, are the most serious errors and will lock up the meter.

Tendency to quit or blow doing the R6 always stems from (a) past R6 errors, (b) dramatization of a missed end word, or (c) failure to locate an end word one is dramatizing.

A common error is to get "Potatoes" when it is "Potatoeness". The nouns you find are lock on their own modifiers.

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R6 EW CHANGE

In looking for the opposite word, you need only add “UN” before the end word you just found. This makes the pair.

Do not find a word of opposite meaning as these lie distant from the word you find.

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HCO BULLETIN OF 31 JULY, 1965

Level VI Staff

R6 Graduates

R6 EW NOTE

R6 EW produces a 4th Stage Release when run to a floating needle.

IT IS VITAL NOT TO RUN ANY PROCESS PAST A FLOATING NEEDLE. That's what made all the trouble for 15 years. One extra command is too many.

R6 EW comes under this rule. If the needle floats in doing it, come off it at once. Don't even recopy the words.

If R6 EW is continued past a floating needle with the TA between 2 and 3 on a calibrated meter, the TA will go up and the needle will get sticky.

The only processes that can be done after this occurs are:

- (1) Auditing by List, List 6.
- (2) Goals listing (but not goals or terminal finding) (process experimental).
- (3) R6 GPMI (GPMs by Items)

The last must NOT be done until the whole list and patterns are made available to the Prov Cl VI or above preclear. The sequences, etc, are too intricate. Only illness and exhaustion will result from trying to do R6 GPMI without the data. It can only be solo audited as no auditor is quick enough to do it properly on another.

The materials of R6 GPMI are not being given to persons away from Saint Hill and are only being to 4th Stage releases, these being the only ones ready for it.

The usual course would now be:

- (1) 1st Stage Release.
- (2) Training as an auditor through the classes.
- (3) Power Processing to 2nd Stage Release.
- (4) Power Processing to 3rd Stage Release.
- (5) Training up to Provisional Class VI.
- (6) R6 EW to 4th Stage Release.
- (7) R6 GPMI to 5th Stage Release.
- (8) Completion of case and Clear.

As the route becomes more apparent and more heavily traveled, the above order of events is optimum.



Some persons have attained 4th Stage Release by R6 EW without the lower stages being declared. Nevertheless, it will be found on careful examination when R6 EW produces a floating needle and proper TA that all the lower Release stages usually have been attained by earlier auditing over the years by the pcs and that R6 EW will not function to free needle on many cases unless those cases are Power Processed.

L. RON HUBBARD



STANDARD R6EW C/S

Solo Auditor _____ Date _____

1. Do solo TR's 1-4
2. Read over "Things to Remember in Solo Processing".
3. Fly a rud or all ruds.
4. Ask the question "What am I dramatizing?"
5. Write down the dramatization. This will either be a noun or a sentence. If it is a sentence, find a noun or nounal word which represents or describes the dramatization. If it is an adjective, verb or other part of speech, convert the word to a noun or nounal word (for example, by adding "ness" to the word). The noun or nounal word you arrive at should read well (F, Lf, LfBD, RR, or F/n). This is the first end-word.
6. Using a standard antonym dictionary, find the opposite or antonym to the first word. This should read well also, make sense to you, and feel complete. This is the second or opposite end word and must also be a noun or converted to a nounal word.
7. Now locate another end word (noun) which describes the dramatization and then find its opposite end word (noun). Both should read well (F, LF, LFBD, RR or F/N), make sense, and feel complete.
8. Repeat the procedure finding pairs of end words until you run out of end words for that first dramatization.
9. Repeat the question "What am I dramatizing?" Again find all the pairs of end words for this dramatization.
10. Repeat the above procedure above until you get all dramatizations. This may take one or many sessions.
11. End the session on a win and run some havingness before ending off.

Note—The above is for flow 1. The flow 2 and 3 questions are: flow 2 "What is another dramatizing?" Flow 3 "What are others dramatizing?" The rest of the procedure is exactly the same as flow 1.



E. R6EW CORRECTION

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R6 EW GOOF A REVIEW OF R6 EW

During my absence in early 1965 somebody varied the R6 EW rundown on students and it suddenly "ceased to work", of course.

When looking for why a process isn't working the general human impulse is first to blame the pc and say the pc is different, then try to vary the process. Almost never is there an impulse to see if one was running the process right in the first place. Yet, on these mainline processes that are part of levels particularly, the fault is never the pc and varying the process is fatal. So I am furnishing the impulse that's missing. Look for the variation first. One always looks for how the process was alter-ised in the first place and one is nearly always right.

So it was in the case of R6 EW.

Knowing all this from long experience, when I found R6 EW had “ceased to work”, I directed that several students be asked, with no HCO Bulletin before them, how they were running R6 EW. And sure enough, they were running a variation. That was the source of the slow terminations and stalled cases.

The variation wasn't much, but it was enough to raise Tone Arms and freeze needles solid and make people very unhappy physically.

The twist was as follows: the students were being permitted to list for dramatizations.

This of course merely stirred up end words as By Passed Charge.

There is no such step in R6 EW. By listing for dramatizations, an assessment step was introduced, the purpose of R6 EW is to find end words, not to get all steamed up about dramatizing as in Service Facs. So in effect R6 EW was reduced down to Level IV, but being improperly addressed to the bank (the dramatization, not the end word), restimulated GPMs by being nearly on.

Listing of end words is forbidden in the original HCO Bulletin of R6 EW. Noting down what one has checking was provided for in the second HCO Bulletin on R6 EW. No HCO Bulletin mentioned listing for dramatizations, heaven forbid!

I never dreamed anybody would enter in the Level IV Service Fac step into Level VI. That was really reaching.

Maybe the word “dramatizing” was not grasped. What one wants to know is “What end word explains my condition?” So if you have any trouble grasping “dramatizing” as a concept, just fall back or



“What end word explains my condition?” and the purpose of R6 EW will be fully understood. To Dramatize Something means to be the effect of the bank.

But to vary a process rather than try to find what’s misunderstood about it is very, very humanoid.

If one had a complete command of all the parts and relationships of the mind and a background of uniform success as an auditor since 1950 (and many have, including me) and had been a D of T and a D of P and had run the Saint Hill Course and had studied thousands of cases and case histories and graphs, then one might possibly vary a process. But then such a person would also see how the recommended process worked and that it didn’t need varying and so would be the last person to change it. In my experience, only the poor student with bad graphs on pcs ever varies processes.

An organizational parallel is the fellow who, knowing nothing whatever about an org, its purpose and patterns (and successes) comes in, sits down at his new desk and promptly starts telling everyone how the org should be run. He may find some listeners right up to some idiotic point like “All pigeons should be sold.” “But we don’t keep pigeons,” says an old staff member, starting to see the light about this fellow. To which the newcomer snarls “Then buy some so they can be gotten rid of!”

So I always assume two things on reports of trouble with a mainline process (a standard one that has a working history):

1. The original process has been varied;
2. Whoever brought about the change has had a bad record on courses and on pcs.

That way I can easily trace back failed training and the source of variations.

And I have yet to find this formula for unearthing trouble with processes wrong.

Today as a result of hard experience, I regard any listing process with great reserve. Not because they don’t work. (In the hands of expert experts they do.) But because there is something about listing that doesn’t lend itself to training.

I knew there was an impulse to overlist. I have seen some poor preclear made (by a student auditor) to list 89 pages of items, going black in the face, TA soaring, needle frozen, and yet the auditing student just going on and on and on, demanding more and more items.

I have seen underlisting as a chronic impulse, Three items and the auditor called it a list, although the needle hadn’t even stirred yet.

Now I have seen an impulse to inject listing into a process where it was forbidden.

So we can say that some tend to be odd on the subject of listing. It’s probably itself a dramatization of implants - they are in long sequences.

So we lay the rule down that in Level VI you don’t list.

In R6 EW on dramatizations, you write down the first dramatization thought of. That’s it! It didn’t have to read or check or be assessed. Now find an end word to fit it that reads well by thinking of it, writing it down or seeing if it reads. While thinking of it, writing it down or repeating it. If it reads at any one of those times, well, that’s it. If it doesn’t read a nice long read, you think of another, write it down and see if it reads. Again it can read while (a) thinking of it, (b) while writing it down, or (c) repeating it once or twice. If you have about six and none have read with a long fall, go back to the first one and check it again and either it or the second or third one you wrote down now reads like a bomb, having been unburdened.

That’s all there is to finding an end word.

No additives. There is no “check out”. Blow the idea of “ness” or any other idea. Don’t bob around mauling it.



Now find its opposite same way. Think of the probable opposite, of the one you've got; write it down and see if it reads. If it does that's it.

Start worrying when you start creaking and the TA starts rising. When that happens, do a BPC assessment,

Beware of missing a read while you're writing something down. Use one of those glass paneled E-meters if you wish (and bend its brass stand leg so you can get paper and pen behind it easily, don't paste paper on its back so you can't see the needle. It's made to look through at your paper and hand, putting the needle between the writing hand and eye so you can see the needle move if it does)

Honest, it's too easy. There are two versions of an end word - the more specific noun goes with the third oppterm from the top. The "ness" goes with the goal as an RI and others.

Endless correcting of what you find will get you in more trouble than not checking what you find. The suppress and challenge you put into the bank by constant checking are worse than a few wrong ones.

You don't have to work at it. Just keep a good auditors report and write what you find.

Sometimes when you've found an end word, a string of other end words go off like fire crackers or you keep thinking of them one after another. Well, write them down noting their reads. Find their opposites when they slow down in coming and you've got a bonus lot of pairs. (But always find their opposites. And always write them down as they occur.)

Indeed, after you've been on R6 EW for a few weeks the question about dramatizing becomes useless and you just find end words. When this happens, you're due for R6 EWS as there is now enough charge off the bank and enough kinks out of it to go back and use your pairs to make sixes.

When R6 EWS no longer limits itself to sixes but keeps going off into 12s and 18s, you're due for R6 EWP. For now enough charge is off that you're placing by number is accurate. (They number from the top as # 1 of course)

Use cards for each one you find. Keep a regular auditors report but audit mainly on 3" x 5", or some other measurement cards instead of "work sheets" so you can move the cards about in sequence. Date every card with the session date and fill in the opposite word on each card.

You can of course check out an end word to see if it's an actual or what. But don't make it a habit for every word. Some you know are it. Be happy. When more charge is off the case, they'll then be seen as right or wrong when doing R6 EWS. Why worry during R6 EW? Did the end word take charge off your case - big needle falls 2" to 3"? Okay that's your purpose. You don't have to plot the bank in R6 EW. That's later in R6 EWP. You'll catch all serious R6 EW errors you make in BPC assessments or R6 EWS anyway.

Wrong end words hang up and plague you. You keep thinking of them. They don't blow. So a check can be relegated to checking those that hang up in your attention during or after a session, or those that turn everything black or white.

Don't be so careful.

During the day or night, if you don't really begin and end your sessions like an auditor, more end words will pop up. Write them down. Don't be running back to a meter. Next session, start with those. And get pairs to complete your notes.

"End Words" that mess you up with pressures or heavy somatics are incorrect or incorrectly paired. Straighten them up.

Honest, it's easy to do.

The only side effect if you do as above comes from leaving the two roots unexpressed. One tends then to dramatize them. Or from by-passing so many items.



Really, it's an easy activity. It's lots of fun.

It's mainly quantity you're after, not quality.

So you drive at 100 mph until you have a wreck. Then you patch it up and again drive at 100 mph. Sometimes you get pretty nervous and reluctant to drive at all, too many wrecks. If so, you missed by-passed charge, so go back on an assist basis and build up your nerve again and shortly you'll be "doing a ton" (driving 100 mph) again.

You can't kill yourself on R6 EW. You can by running wrong goals item by item. So that's why you're doing R6 EW rather than GPMs item by item. It's safer. If you had the exact list of GPMs when you started R6 EW you would still get further I think on R6 EW. Although GPMs are the same, pc to pc, they are not keyed-in the same way on each pc.

R6 EW gives you a chance to key them out the way they're keyed in on you.

So please, do it. And let's not vary it, eh?

LRH:jw

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Saint Hill Manor, East Grinstead, Sussex

Sthil Students HCO BULLETIN OF M

Level VI Staff

HCO BULLETIN OF MARCH 15, 1965

R6 Graduates

SCIENTOLOGY VI

R6 EW GOOF

The primary errors that produce upsets in any process are of three kinds:

1. Not doing it at all (including no auditing);
2. Altering the procedure, (by which is meant doing something that is close but has a twist in it, including using it for the wrong purpose); and
3. Adding to it.

ADDITIVES

Almost all procedures have suffered from additives - which is to say, having things added to them. (Complexity-Simplicity covered as a subject in an ACC, probably the 15th).

Man is far less likely to do something simply than he is “complexly” due to the reactive bank which dictates it “should be that way”.

In R6 EW, a very important reason for small or insufficient Tone Arm action is the tendency to add steps or actions to the procedure unwittingly.

Given a simple session form which starts and ends it, goals for the session and toward the end a summary of the session goals made or not; an R6 EW session doesn't have anything else.

PTPs, overts, almost any part of levels O to IV are now hard to get reads on and if looked for or fooled with may freeze the T.A, if introduced into an R6 EW session.

Only By Passed Charge searches can be done in an R6 EW session (and have to be done by oneself or another when things are grim). If you try to audit yourself after you have ARC broken yourself without locating and indicating the BPC you get pretty apathetic.

Otherwise there isn't anything you can profitably add to an R6 EW session "to improve it".

To add other auditing actions to an R6 EW session can be quite upsetting. The PTP, overt or motivator turn out to be the effect of dramatizing end words that you would have found anyway almost at once had you just continued R6 EW.

Trying to scan off locks after finding an end word, listing dramatizations, adding any action to the very elementary actions of R6 EW all just slow the TA action and get the needle dirty or sticky.

Look over your procedure if you're in trouble, using the following steps:

1. Do you really not audit at all?
2. Are you doing a twist on R6?
3. Have you added some steps that you figured should go in but I never mentioned?



If you are having a rough time look over these HCO Bulletins on R6 Goofs and check your procedure out. Maybe you haven't spotted all the additives.

Also, have you departed R6 EW for R6 EWS before the time was ripe? That's an additive for sure.

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StHill Students

HCO BULLETIN OF JANUARY 24, 1965

R6 Coaudit

SCIENTOLOGY VI

R6 - EW

(Replaces HCO Bulletin of January 16, 1965)

LARGE READS

A primary reason a student does not get large reads on the meter is that he or she is not looking for the right group for his or her case.

Large reads are a must. Only large reads count.

Tone Arm action is an unreliable indicator, as solo audit tends to neglect TA adjustment.

Consistent and continual large reads (1/3 of a dial or more at sensitivity 5) is the expected meter behavior, with occasional .2 Blowdowns. If this is not happening, then the student is looking for a wrong group for his case, or has suppressed and invalidated end words, or has wrongly matched some up, or has found some wrong ones.

If one isn't getting large reads, one must not go on to new fields. One must overhaul what one has already done.

QUITTING ON R6

Tendency to quit or blow doing the R6s always stems from

- (a) past R6 errors;
- (b) dramatization of a missed end word;
- (c) failure to locate an end word one is dramatizing; or
- (d) failure to get large reads.

Mismatch of pairs, wrong Form of end words are the most serious errors and will lock up the meter.

One must also remember that the bank itself dictates a cessation of action.

A case in point is an end word "Impossibleness," resulting when not found but restimulated, in a cessation of solo audit.

The point is that one doesn't quit for P.T. reasons, no matter how good they sound. One quits or slows down or blows solely because of end words or GPMs.

"It's always an end word" is an excellent maxim for patching up any upset.



By the way, this is true also at lower levels but in this case one hasn't a prayer of getting at the end word and if one did try then the resulting mess would be too hard to repair 80% of the time. One lucky break in locating the end word on a lower level pc can ruin an auditor. Afterwards, he keeps trying and flunking.

For you have to have a pc in comm and a bank unburdened to run R6 successfully.

If older schools of practitioners ever contact this portion of our data, I can predict with confidence that they will fail miserably in all efforts to apply it - for they have not begun to walk the bridge in the right place. To succeed with R6 data they would have to embrace the whole of Scientology and its ethics as well and they wouldn't be older practitioners then, would they. Scientology is all of a piece. An auditor has to know his lower levels. And a preclear must walk the bridge from where he can have a reality on it.

END WORD FORMS

There are two sources for end words in each GPM:

1. The end word of the one oppterm; and
2. The end word of the goal and other items.

The one oppterm, as per the line plot, has the end word as a forthright noun.

In that oppterm, "boy" (if it were an end word, which it isn't) would be BOY.

In the goal as an RI and the goal as an oppterm, it would be BOYNESS or BOYIOUSNESS or BOYINGNESS.

The suffix NESS is the clue here. It seems to occur uniformly in the goal as an RI and the goal as an oppterm.

Therefore you can get two apparent forms of end word. One is the forthright noun occurring in the normal oppterm. The other is a modification, adding -NESS and sometimes -- FULLNESS or perhaps --INGNESS, --LINESS, or -- IOUSNESS.

The idea is very plain.

Just knocking out a boy would be a small action. But knocking out things which knock out boys would be a much broader action,

Therefore GPMs in their goal items have an end word ending in the NESS form of the noun.

PURPOSE OF THE BANK

The probable purpose of the bank is to suppress all creating and destroying by aiming creation at evil and destruction at good. This apparently was to restrain all creation and destruction and so gives us the Mest Universe.

LRH:jw

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Saint Hill Manor, East Grinstead, Sussex

Gen Non Remimeo

HCO BULLETIN OF 14 APRIL 1965

Saint Hill Studs

R6 Grads

INFORMATION BULLETIN

All former students of the Saint Hill Special Briefing Course who obtained Class VI were sent materials concerning R6EW and R6EWS.

Yet it has come to my attention that many are still running GPMs according to the line plot as released, or if not doing this are running actual GPMs using end words which they have located.

The plots they are finding are incorrect. The full plot is not yet released.

Therefore, all Class VI students, should only be running R6EW at this time and nothing else.

To do this they should take care to answer the question "What am I dramatizing?" The answer to that question should be noted down on the auditors report form. It does not matter how this is phrased. It could be, for example, "the feeling of having butterflies flapping around inside my stomach" or "cold feet" or whatever.

You find the end word just like in the bulletins. Check it out and find its opposite.

Then you look to see whether or not you still have "the feeling of having butterflies flapping around inside my stomach" or "cold feet". If you still have the manifestations of such a dramatization, you continue to find end words and their opposites until you have completed a cycle on that particular dramatization. When this cycle is complete, and you will know when it is complete, then you would again ask the question "What am I dramatizing?" and proceed as above.

All this requires is some ability to recognize what it is you are dramatizing. No figure-figure is required - just an ability to perceive an existing state, condition, emotion, feeling, sensation, inability or lack of emotion, feeling or sensation.

Make good use of a dictionary and a book of synonyms and antonyms.

This will keep an auditor busy for quite some long time as there are many more end words than last released.

When it appears that there really are no further dramatizations, the auditor can then proceed to R6EWS as given.

It will be unlikely that any auditor will have to do R6EWP, as all the end words have been found and are currently being plotted by me right now.

R6EW and R6EWS will remain as a procedure even when the end words have been completely plotted as it is the very best way to get off vast quantities of charge and to ease the actual running of GPMs.

All Class VI auditors should immediately upon receipt of this bulletin, study all the previous bulletins on R6EW and R6EWS and proceed right away to run R6EW as given and when that is handled, run R6EWS.

You have been given the form of end words. Be sure to only find end words in this form.



There you are. Get busy and try to get in at least five hours of solo auditing done on yourself each week. By the time you have found hundreds of end words and by the time you have found hundreds more with R6EWS, R6GPMI (item running) will be complete for you here at Saint Hill.

The whole message here is to continue to find end words until the dramatization is flat. Otherwise you're leaving unflat processes behind you.

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HCO BULLETIN OF 14 APRIL AD15

Saint Hill Studs

SCIENTOLOGY (GPMs)

R6 Grads

MATERIALS OF THE GPM UNIT REORGANIZED

The new GPM Unit student's first Theory Checkout is on HCO Policy Letter of 14 April AD15.

Thereafter the usual Theory checkouts are followed for GPM materials, Theory and Practical. All are taught before 7, below, but the auditing Checksheet only goes to 6 below.

The Auditing Checkouts (which must be preceded by a Star Rated Checkout on the process before it can be run) are as follows:-All

GPM Unit actions, like other units, are by Twin Checking. The twins straighten each other out on solo.

1. Auditing by List on the Assessment sheets of the Unit.
2. Conditions process checked to be sure it has been run flat, or is run on unit to its proper flat point.
3. Solo Audit exercises.
4. R6 EW.
5. R6 EWS.
6. Auditing by List on the assessment sheets of the Unit.

At this point, if the student has completed his or her remaining Theory and Practical course materials, the student will be examined for a Provisional Classification Certificate and if passed and if the students case is running well the student may be terminated but after August 1, 1965, this further auditing checksheet will be added.

7. R6 - GPMI (for GPMs by Items).

After 1 January, 1966, this further process will be added:

8. R6 - O (for Original Bank).
9. R6 -R (for Review of all Bank run).

After R6-R the student is checked out for Clear.

Any Provisionally Classification is to be granted when the auditor is checked out Clear.

Further assistance after first termination and 9 above may be had only by re-enrolling on the course. A Checkout as Clear may be had at Saint Hill without charge.

The reason for such a schedule is the number of solo auditing hours required and that R6-GPMI is easy if steps up to it are well done and training has been good.

There will be additional Saint Hill Courses between Clear and O.T. not covered by an Enrollment in the GPM Unit or below.



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Gen Non Remimeo HCO BULLETIN OF 13 MAY 1965
Saint Hill Studs
R6 Grads

LIST 6 EW

(Reworked by Roger Biddell)

The following is a By-Passed Charge Assessment list For R6EW for use in locating by-passed charge when auditing R6EW and R6EWS.

ARC BREAK ASSESSMENT - LIST L6EW

Prefix each question on this list with"IN LIFE....", or "IN THIS SESSION....", or, "IN THAT SESSION....", or, "SINCE (date or other indication of period being covered)....", as appropriate.

1. Has an End Word been dramatized?
2. Has an unfound End Word been dramatized?
3. Has a missed End Word been dramatized?
4. Has a wrong End Word been dramatized?
5. Has the wrong dramatization been selected?
6. Has a dramatization been by-passed?
7. Has a dramatization been misassigned?
8. Has a dramatization been not-ised?
9. Has a dramatization been left undischarged?
10. Has a dramatization been left unflat?
11. Has a dramatization been over-run?
12. Has a Root Word been dramatized?
13. Has a Root Word been restimulated?
14. Has an End Word been restimulated?
15. Has more than one End Word been restimulated?
16. Has an End Word been missed?
17. Has an End Word been not-ised?
18. Has an End Word been suppressed?
19. Has an End Word been challenged?



20. Has an End Word been refused?
21. Has an End Word been abandoned?
22. Has an End Word been flinched from?
23. Has an End Word been by-passed?
24. Has a wrong End Word been chosen?
25. Has a wrong End Word been accepted?
26. Has the wrong Form of an End Word been accepted?
27. Has an End Word been wrongly worded?
28. Has the meter challenged an End Word?
29. Has the meter not-ised an End Word?
30. Has the Dictionary challenged an End Word?
31. Has the Dictionary not-ised an End Word?
32. Has an End Word been previously Found?
33. Has an End Word been left unpaired?
34. Has an End Word been previously paired?
35. Has an End Word been mismatched?
36. Has a correct pair been made incorrect?
37. Has an incorrect pair been insisted upon?
38. Have similar End Words been put opposite one another?
39. Have opposite End Words been considered to be similar to one another?
40. Has a GPM been restimulated?
41. Has a lock been restimulated?
42. Has an implant been restimulated?
43. Has an engram been restimulated?
44. Have previous errors in auditing End Words been restimulated?
45. Has a mass been left unnamed?
46. Has a word been misunderstood?
47. Has a word been misdefined?
48. Has a pattern been rejected?
49. Has a cognition been rejected?
50. Has a cognition been overlooked?
51. Has what was okay, been not-ised?
52. Has a miss of any kind occurred?
53. Has a process been interfered with?
54. Has some by-passed charge been incompletely located?
55. Has some other kind of charge been by-passed?



56. Has an ARC break been audited over?
57. Has no auditing occurred?
58. Has a flinch of any kind occurred?
59. Have gains been challenged?
60. Has R6 been challenged?

Final questions asked without a prefix....

61. Has the charge been missed on this list?
62. Is it not by-passed charge?
63. Is it a session ARC break?

LRH:mh

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R6 Graduates

HCO BULLETIN OF DECEMBER 31, AD14

SCIENTOLOGY VI

ARC BREAK ASSESSMENT SESSION LIST L6S

Note; Keywords in questions can cause those questions to react by their presence in the question. A question may then react because of its major thought, or because a keyword is present. To obviate keyword reactions as much as possible, the following Assessment List has been made.

Prefix each question on this list with - “IN THIS SESSION

1. Has an additional GPM been restimulated?
2. Has a GPM been skipped?
3. Has a GPM been put where it doesn't belong?
4. Has a GPM been selected, out of sequence?
5. Have GPMs that aren't adjacent, been put adjacent?
6. Has a prior GPM error been restimulated?
7. Has a GPM been selected that is an item only?
8. Have more GPMs been audited than evidently occur?
9. Has a GPM been stated too lengthily?
10. Has a GPM not been fully stated?
11. Has a GPM been improperly designated?.
12. Has a GPM been selected, of which only the Root is accurate?
13. Has a GPM been selected, of which only the EW is accurate?
14. Has an erroneous GPM been selected?
15. Has a GPM been cast aside?
16. Has an unrequired GPM been restimulated?
17. Has a GPM, that was knocked about previously, been restimulated?
18. Has a GPM not been granted you?



19. Has an additional item been restimulated?
20. Has an item been skipped?
21. Has an item not been fully discharged?
22. Has an item not been fully stated?
23. Has an item been stated too lengthily?
24. Has an erroneous item been selected?
25. Has an item been improperly designated?
26. Has an item been misread?
27. Has an item been cast aside?
28. Has an item been listed on an improperly?
29. Have two items been reversed?
30. Has a blown item been subsequently audited?
31. Have too many items been audited?
32. Have items been discharged out of variant GPMs?
33. Has an item not been offered you?
34. Has a previously knocked about item been restimulated?
35. Has an item been dramatized?
36. Has a variant pair of items been slipped into?
37. Have two or more pairs been reversed?
38. Has an improper bottom Oppterm been added onto a GPM?
39. Has an improper top Terminal been added onto a GPM?
40. Has an additional series been restimulated?
41. Has a series not been completed?
42. Has an unrequired series been restimulated?
43. Have GPMs from more than one series been audited?
44. Has a variant series been slipped into?
45. Has an additional EW been restimulated?
46. Has an additional Root been restimulated?
47. Has an erroneous EW been selected?
48. Has an erroneous Root been selected?
49. Has a lock on an EW been restimulated?
50. Has a lock on a Root been restimulated?
51. Has a lock on an item been restimulated?
52. Has a lock on a GPM been restimulated?
53. Has an implant been restimulated?
54. Has a lock on an implant been restimulated?



55. Has an EW been improperly designated?
56. Has an EW been in contention with an EW?
57. Has a Root word been in contention with an EW?
58. Has an implant been in contention with an EW?
59. Has an implant been in contention with a Root?
60. Has an engram been restimulated?
61. Has a whole track engram been restimulated?
62. Has a past death been restimulated?
63. Has track been slipped?
64. Has a motivation been misassigned?
65. Has what was okay been not-ised?
66. Has a Service Fac been restimulated?
67. Has a cognition not been mentioned?
68. Has a design been thwarted?
69. Have improper statements been assigned?
70. Have previous errors in auditing GPMs been restimulated?
71. Has an improper plot been used?
72. Has any kind of mis-situation occurred?
73. Has improper sequencing occurred?
74. Have auditing steps been disregarded?
75. Has a process been shifted?
76. Have more BA steps been used than were necessary?
77. Have BA steps been missed?
78. Was all okay all along?
79. Has no auditing occurred?
80. Has a miss, of any kind, occurred?

Final questions asked without the prefix

81. Has the charge been missed on this list?
82. Is it a By-passed charge that is not on this list?
83. Is it not By-passed charge?
84. Is it a session ARC break?

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