

J

for

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Source Basics

"Programming"

1) Use a Computer analogy.

Apply it to the "Analytic"
or Training Side of the
Bridge.

2) Program it by C/S to
remove the "False Implanter
Program" at all levels.

3) Devise a test or "OEA"
to spot the sequence
and where a person is
in relation to the program
and how much he is

affected by the False Implants Program.

- 4) Remove the False Program by placing a datum of comparable magnitude there alongside it at the level being handled which allows the person to evaluate it — so he can "let go" of the false and "grab on" to the true.

Examples: Dynamics,
Social, Mental Data;
Purposes, Doings, etc.,
in Life.

5) Discover Xenu's Program
and handle each point
by C/S as above - on
all levels of play.

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BR
Jr C/S Ron's,