R3MX, PART II

A lecture given on
7 February 1963

Okay. Here we go. Second lecture Saint Hill Special Briefing Course, 7 February AD 13. This – a briefer lecture. This has to do exclusively now with the mechanics of 3MX. What is 3MX, and why? It's called 'X' because it's still experimental, and therefore its designation is really Routine 3M.

Who can run it? Well, anybody that's trained and qualified to run it. And that takes up your classification. This is a Routine 3 and a Routine 4, a Routine 3 process is run by a Class III Auditor, who, however, must get his material checked out, such as "did the goal rocket read?" and so forth, by a Class IV Auditor.

Now, the probability is that a great deal of listing under supervision of 3MX will occur, and therefore we have to modify it and say that a Class II Auditor under the supervision of a III Auditor with the essential points checked out by a Class IV can run 3MX.

This is a very precise process. And the main danger of all these processes is the gross auditing goof. That is the main danger of any process. This is quite remarkable the number of goofs that can be pulled in an auditing session, like somebody is marking every time the needle twitches, that's a rock slam, fall, that's a rock slam, so forth. That is just an asinine goof And if you and I were to get together and think of the number of goofs which we could think of, working day and night for about thirty days, we probably would not have begun to cover the goofs which can occur under the gross auditing error. These things have to be seen to be believed, and that is the basic foe of processing at large.

Pc is never required to sit in the auditing chair, you know. Everything is going along fine, and you've got R/Ses marked on the list, and everything seems to be just fine, except we find out that the auditor has never used an E-Meter and doesn't have one in the session. Honest, honest, the – you can't outguess what goofs can occur.

Now, what you have to do is be very sure that your supervision in an area is adequate and knowing, that your technical people are anxious to pass on the information and to get people so that they really can audit. And your next big hump is to make sure that bulletins which come in aren't just read, the last paragraph, and put aside, "Well, I know that."

"Do you have bulletin so-and-so?"

"Oh, yes, I have bulletin so-and-so." They didn't add – "But I've never read it."

You've got to have good bulletin checkout. You've got to have tape listen, and things of this character. Staff training and auditor training, and so forth, has got to be very good and very straight. This is how you get along the – around these goofs.

So in actual fact it isn't the complication of the process, or the difficulties of the process which is our biggest foe, but the relaying of the proper information with regard to the process. That is the stumbling block.

Now, you'll find perhaps there's some chap down in lower north, southeast Bulawayo, or something of the sort, who never, never, never hands out a bulletin. He just wont let anybody see a bulletin, but hands out gratuitous information from the bulletins he has never read. Now, that kind of thing can occur.

Therefore, the liabilities of Scientology are basically those of gross auditing errors which are just unimaginably God-awful and – or ridiculous, and next to that, actually, is just no study of the information. And given those – you've already got good-hearted willingness on the part of auditors. Never doubt that. But given these other two items corrected, why, then you could have as complicated as a process as you wanted to have.

Now, 2-12, 2-10, apparently had a tremendous number of rules. They were just rules, rules, rules, rules, and never, never, never, and all this kind of thing, and so forth. You notice those things are boiled down.

Well, now I haven't sat down and given you a long list of the exact codifications of these things, but they start to become obvious to you as you look them over. And you will shortly have a very precise rundown of this material.

You've got lectures on it. You've got lots of tapes on it. Most of this material is – not all of it is on tapes, or in the last bulletin I handed out on it, and we've got a long way to go with this information because we've been waiting for this – for this breakthrough.

All right, there's a breakthrough Routine 3. Fine. Some people went Clear. Then there's this fact that this case, and that case, and the other case just didn't quite make it, and they hung up in listing, so there must be bugs on listing.

So I started to work on listing, and worked on listing, and I've been *working* on that for some little time. Actually, you don't need too much new technology in order to find a goal. But the technology that was needed had to do with listing. And in 2-12, and 2-10, working with those I found the answer to goals listing. And goals listing becomes more precise and more exact than the goals listing of 2-12 and 2-10, or 2-12A. There is much greater precision connected with listing on a goal.

Now, let's take a look at this 3MX and find out exactly what we've got. I just remarked here "Give me a rocket reading reliable item and I can clear the pc. Just give me one,

off this case that I can make rocket read, and it is a reliable item; give me that, and somehow or another I will steer him right on down through by oppose, oppose, oppose, oppose, oppose, on a "Spiral Staircase." And after he's clear of his first goal we find out what it was." That's remarkable, but there's the look which you're taking right now.

So let's take a look at what we have. Here then, is not a process which actually *completely* depends on finding the pc's goal. More pertinently you've got to find a rocket reading item.

Well, supposing somebody was busily listing 2-12A and found a rocket reading item. The last – there were three rocket reads – reading items occurred on the list, and one of these still fires with a rocket read, the last one, and just one and there's no R/S fires; it's just that rocket read fires.

Now, if the auditor knew that rocket read, and it was checked out as a rocket read, the thing to do is to determine whether or not it is a terminal or oppterm, unload immediately from whatever other process one is doing and immediately go into 3MX just like that, bang. Just shift gears right there at that point because you've got *pearls* on your hands, man. Why bother with anything else because you can enter the "Spiral Staircase" of 3MX with any reliable item which rocket reads.

Well, that's good news. What's the "Spiral Staircase"? That's just oppose, oppose, oppose, oppose, oppose, oppose, oppose, oppose, oppose. And when you go off the rails go back and find an item the pc didn't really like, extend the list, find another rocket reading item, put it on the line plot as the consecutive one to the one you want, and just go on oppose, oppose, oppose, oppose, oppose, oppose, oppose, and you're just going right straight through the GPM. You'll get *terrific* relief, and *terrific* knockout of masses and pressures, and all this sort of thing. When you're dealing with rocket reading items you're not dealing with the liabilities – and if you're dealing with rocket reading items perfectly according to the rules of Listing and Nulling now – you're not dealing with the liabilities that you are with rock slamming items. A rock slamming item is quite a liability. You can only go around it four times. It leaves mass hanging, it does this, it does that. Oh, yes, it's good processing, but it is susceptible to error, and it is susceptible to going off the rails.

Not so – not so with a rocket reading. You take an R/Sing item that goes off the rails. A rocket reading, reliable item, give me that and I can keep it from going off the rails because it will go much more precisely.

The GPM is made up of a greater level of precision, of course, than its locks. Its locks can be far more random.

Therefore – therefore when you get right down to it here, and look over the situation, 3MX is actually easier to run than Routine 2-12A. You say, "Well, why not run it exclusively?" Well, you sometimes can't find the pc's goal or even really get him to take much

of a goals list, and their goals list go into the *thousands* on some particular cases unless you take some relief off the bank. So there is your purpose and function of 2-12A: it's just trying to unburden and relieve the bank.

Now, given the pc's goal which rocket reads, or a pc's goal which at sometime in the past was reliably observed to have rocket read – I mean *reliably* observed to have rocket read, Class IV Auditor saw it – given that goal, what do you do? Well, that goal is a terminal. Therefore, you list it as a terminal only on an oppose. You must never represent a rock slamming item, you know that ' Well, that also applies to rocket reading items. Don't represent a rocket reading item. That tells you at once what was wrong with four-line listing that we were doing with goals earlier. It is not as serious, but it is the same order of magnitude to represent a rocket reading item. And on some of these cases they didn't – their goals listing didn't survive the represent of the rocket – the representing the rocket reading item. "Who or what would have your goal?" All right, that's a representation of a rocket reading item; and so the individual didn't get down to cases on the thing and there it is.

Now, frankly it didn't mess up the case. That's one thing you can be very happy about. It might have eclipsed the goal so that you couldn't see it anymore and it didn't fire anymore, but you take that goal, and wording it in some way that the pc can answer, "Who or what would the goal to catch catfish oppose?" and just list that one line, *pow-pow-pow-pow-pow;* if that was the pc's goal you're going to get rocket reads and you're going to go right on down the line.

Sometimes you won't get rocket reads, but you're certainly going to get an R/S, and you follow right on through. It's the last rocket reading or the last R/Sing item that you get on that list. That's the last rocket read or the last R/S that you get on that list. And that's all you do with a goal. You complete that list, and that completes, by the way, under the same old rules that you've been doing with 2-12A. You'd better go beyond it about fifty just to make awful sure, because it's not going to mess up the pc to the degree that the items themselves will mess up the pc.

All right, though you're sure you've got this now, and this is a good R/S. Determine whether it's a terminal or an oppterm by – ask the pc, "Which one of these lines – which one of these questions turns on the most mass or feeling on you?" Well, we don't care what it is. And the one that doesn't seem to produce any action on the pc, and produces the most action on the E-Meter is the right way to. So you know now whether it's a terminal or a – an oppterm.

Now, when it comes to opposing this thing, just make sure it's right. Now, you can test anything, you can test anything with a few items, and if it tightens up the needle and doesn't give you much TA that's wrong way to. That's the same way, isn't it? Well, you try not to test these things. Just make sure that when you start to list, the needle gets looser, not

tighter, and you've got it right way to for the oppose. And you run right straight on down, you get your last rocket reading or rock slamming item, go twenty-five beyond it. When you've got twenty-five beyond it, take your rocket reading – take your last rock slamming item on the list, read it to the pc, it won't fire. Take the next to the last rocket reading item, read it to the pc, it won't fire, and (if your list is complete, if your list isn't complete they'll fire), and then we take the last rocket reading item on the list, we read it to the pc and it goes *phew,* nice rocket read – all right, every time we read it.

No, there's no Tiger Drill, there's no monkey business, there's no rudiments, there's nothing, you don't do anything, you just do this, you understand. I'm getting impatient about that. I swear to Pete, you know. The most auditing that you can do on anybody, the most auditing that you can do is just the auditing I'm talking about.

If a pc ARC breaks, your list isn't complete. I don't care what the pc thinks, or anybody else, the list isn't complete, period.

Now, you can get an ARC break out of a pc by not finding any item on the list. The probability is his item wasn't on the list. You have to go back to the earlier trick I talked about where "Find something he wasn't quite satisfied with," and continue that list to get the item if you can't complete the list you're working on. But the point I'm making here is that ARC breaks come from the item not being there.

Now, I suppose you could goof it up this way. The auditor – this requires a considerable amount of watch – I better not go into that at the moment. You've got to watch your E-Meter carefully, I'll just say that at that point.

What you do is just keep carrying this on, this same rule, same rule, same rule, same rule. You find out if it's term or oppterm. You consider your first listing of it a test listing. If that tightens the needle, get off of it and get the other way around, and oppose it the other way to, in other words. And all right, that loosens the needle so you keep on then and you keep a record of your tone arm, and your tone arm, and your tone arm, and your tone arm. And you keep and record rocket reads, and R/S and whatever it is, and you get down and finally you get your last RR or R/S, we don't care which it is. You've got to go twenty-five items beyond that, not twenty-one, or twenty, nineteen or something like this, you've got to 90 twenty-five beyond that.

You don't get in any rudiments, you don't do anything, just go twenty-five beyond that. When you've actually gone twenty-five beyond that, providing the tone arm motion is out, you see, why you read your last R/S, if there is one, and if there isn't one you read – or if there is one, you read your next to the last rocket reading item, and then you read your last rocket reading item. The last rocket reading item on the list is it, that is it, bang. "Catfish," bang, "catfish," bang, "catfish," bang, rocket read every time. You say, "Dandy, fine, three cheers."

Now, supposing it didn't? Well, that's no time to go into fits. That's no time to say, "On this item has anything been suppressed? On this item has anything been careful of? On this item is there anything you have failed to reveal? On this item is there anything been suggested?" Eighteen hours later, "On this item has anything been blah, anything *blah, blah, blah." No, you goofed,* man.

Now, how did you goof? Well, actually the pc could have been thinking of one item while he said another item. So you read the one above and the one just below it, and see if they rocket read. Neither one of them rocket read. All right, that's your first prevention.

Your next prevention on the thing is that you didn't *see* the rocket read. Read that last one again. The last rocket reading item, read it again. No, still doesn't fire. Take your pencil in hand, take your ballpoint between the thumb and forefinger and say to the pc, "Who or what would catfish oppose?"

And the pc says, "Oh my God, no more of those."

And you say, "Well, all right, what's the matter?"

And he's pulling in mass, "It's killing me," and so forth.

"Well, just give me a – just give me a few."

All right, so he gives you a few, and you watch that needle, and that needle is going tight, tight. Well, don't list the poor guy into the ground. It ain't there.

Well, if the auditor's very green I think I would then start nulling from the last rocket reading item on down to the end of the list. I think I'd actually do that. That's only thirty or forty or fifty items at the absolute outside, don't you see.

There's no reason to go earlier than that because if you saw a rocket read on the list, there is no rocket read earlier. You saw a rocket read on the list and it doesn't fire, there's no rocket read earlier on the list that's going to fire.

Now, how about this: it might be earlier on the list? Well, let me tell you if it's earlier on the list you've goofed somewhere. It almost isn't worth finding. It's got to be the last rocket read on the list, you understand. That means an earlier list was incomplete.

Now, I'd say if the auditor was awful green I'd ask him to null on down from that last rocket read. Just read each one off once and see if those rocket read. He might not have been watching.

Now, the point is, as you write, a rocket read is much more rapid and much less persistent than a rock slam, and you are liable to miss it. And a green, green, green auditor certainly will miss some of these rocket reads. In other words he was watching the chandelier when he should have been watching his E-Meter.

Now, you can't get around that, but I hope that someday we will have an E-Meter improvement that will actually throw a reflection of the E-Meter needle on (as a shadow or something) onto the paper the auditor is writing on. And maybe by a prism, or something of the sort, that could be effected.

That would be very desirable.

But nevertheless you can do it this other way. A lot of your writing ought to be done without looking at the paper. And that needle should never be out of the corner of your eye. In other words, as you look at the paper, even if you look up at the pc, that meter dial must be in your field of vision. So you see that thing flick, you can see it flick if it flicks. That's the main prevention for this other thing happening.

When an auditor has a little experience on this line he'd never null on down from the last rocket reading item if he didn't find one. He'd always pull this trick: He'd say to the pc, he'd say, "Now, pc, I've got several items here, and, take a break – take a break here. I want to talk this over with you. I've got several items here, and which one of these things didn't you think fitted very well?"

"Oh," the pc says, "Eggs, God, I-I-I-I'm thinking now I don't know how you got eggs on the list, you know, because it – it just doesn't oppose the Empire State Building."

And you don't remind him, because an auditor's always tactful. That should be part of the Auditor's Code. He doesn't say, "But at the time you said you knew exactly how it opposed the Empire State Building." You don't do that. That's – we leave that for the psychiatrist.

When we get him into that position, he says he doesn't think that does, so therefore you take whatever eggs came off of, which was, "Who or what would oppose the Empire State Building?" And the item you got was eggs.

Well, he doesn't like eggs, so you add to that.

Now, don't be so alarmed as you might be if you didn't know this fact: There's going to be tone arm action. Now, you tell me why there's going to be tone arm action. We've loosened up the bank of course, and you're going to get tone arm action. And by extending that list twenty-five or thirty, you're going to get another rocket read. Take that as your item. Don't keep badgering the pc. Bring that item down to the list, and now terminal, oppterm, whatever it is, and just carry on with your oppose, oppose, oppose.

In other words, you can get back on this "Spiral Staircase" even when you're hanging over the well in the middle of the stairs. You don't want to get off of that "Spiral Staircase' " so don't goof under these rules. If – only by goofing on these rules can you get in trouble. It's a matter of you find out for sure if it's a terminal or oppterm. If you're not absolutely sure, you determine it by what you're listing is not tightening the needle in the first few items, then

you keep on going. You list all the tone arm action out of it. When the tone arm action no longer is showing on the thing, from that point on you are counting items.

And then if an RR or an R/S shows up after that tone arm action has ceased, (and that tone arm action does not include surges, cognition surges, in other words, "thinks" that are registered on the thing. You couldn't follow them with a tone arm anyhow. I don't know how this theory got in that there's no such thing as a motionless tone arm because there is) and you get this down the line, 4.0, 4.0, 4.0, 4.0, 4.0, it's 4.0, all of a sudden, pow you've got a rocket reading item. Bang, that thing goes, just like that, *pow!* You write it down, RR, and YOU keep going for a little while and the pc says, "How's it going?"

And you say, "It's going all right. I need twenty more items."

"Well, all right."

And you notice now, and you'll see – if you watch that needle – you'll see your needle start to tighten. Well, that means you're not going to get any more on the list, but you go ahead and put those twenty items down. And then you take the last R/S if there is one, and whether there is or not, the next to the last RR and you read those to the pc. You tell him what they are, not that they're his item, and then you take the last rocket reading item, you read it to the pc, it's going to fire. And you say, "That's your item," promptly and immediately, "Yes, that rocket reads, that's beautiful."

All right, and don't do something else. Keep your eye on the pc. Don't go off and do something else. Keep your eye on the pc. When you say that last item to the pc, don't shift the pc's attention.

Now, why don't you read the pc's item first, and then read the one above it? Well, because when you read that item that is the pc's item to the pc – see, you can determine now which one is the pc's item – and when you read that to the pc, his attention *fixes* on it and it is very confusing and upsetting to him to have his attention now fixed on some corny item that isn't his. You understand that. So you don't shift the pc's attention after you have read to him and found the rocket reading item. You don't do it. That's a misdemeanor of the first water. So therefore, any tests you're going to make are made *before* you do anything with that. Anything you are going to do here, do it *before,* that is the thing, do it *before.*

Now, when you read the item, keep your eye on the pc. Don't talk, don't write up auditor's reports, and don't expect him to tell you the story of his life, particularly. He'll give you a cognition, he'll say, "That's it," and so forth. In rocket reading items – he's liable to cognite for a half an hour on an R2-12A item, but not on a – not necessarily on a rocket reading item at all. He'll give you *pow,* "That's it."

We've had – been watching this out in the Z Unit now, and *pow,* pc says, "That's it."

And the auditor says, "But he never cognited. He just said it was his item and that was fine." Well, the idiot. What more do you want? The pc says it's his item, and of course he knows what it is. Well, but the auditor was expecting a cognition.

Now, today the pcs – wastes a half an hour of session cogniting. Well, the auditor I suppose, is very happy about that because it's always better – easier to listen to the pc than audit. But you – it's the uncertainty factor you're looking for, and the darkening of the pc's eye pouches, and so forth, that you're looking for.

You say this item, "catfish."

And the pc says, "Let's see, catfish, catfish. Uhhhhh. What-what-what's it supposed to oppose?"

"Well, it's supposed to oppose eggs."

"Eggs, catfish, hm, well, I guess I, yeah I-I-you could say – you could say that. . ."

"Well, we're going to list a little bit further , the auditor says, right about that point. I mean that's all it takes.

All right. Did his eye pouches darken? And, E-Meter again, did the tone arm fall down? When you said that item "catfish" to him, the moment before it was at 4.0, you say "catfish" and it goes *phew,* 3.25. If that doesn't happen you haven't got the pc's item. You've goofed. That's just the open and shut of it. I haven't seen it yet where you had on any of these items – where you didn't get a blowdown when you said them to the pc. That's enough cognition for you. That's mass blowing off like mad.

You say to him, "catfish." And it was 4.0, and it remains 4.0. The pc will also say, "Well I, catfish, put that on the list, catfish, that's a funny thing, I don't quite know whether that will oppose. No, let's see, catfish, two catfishes, say. I guess so. Well, if you say it's the item I guess it is." See, that will accompany a stuck up TA, your TA won't blow down. You goofed. List probably incomplete. Now, what – or gross auditing error, the auditor didn't know you were supposed to look at the E-Meter, get the read off of it. The – there'll be something wrong if you – if you keep getting things wrong with 3MX there's something awful wrong.

And it's not good enough for you to be sitting around at a desk looking at folders. You go out and take a look at the pc and the auditor in action, and you'll find the pc hangs by his heels from the ledge of the building blowing smoke rings so the auditor can be sure that he is now able to confront space. And that's the direction they are auditing. Or you will find out some other damn thing, that the E-Meter hasn't had its battery working in it for the last month.

You'll find something *goofy* that you just never think of, and it's – I've seen a – I've seen a student here now go weeks and weeks and weeks, that nobody could get anything on,

and they had to do new lists, and nobody could get anything on and they had to do new lists, nobody could get anything on, they had to do new lists; and we find out that the auditor didn't know the difference between a dirty needle, a fall and an R/S. And so everything was an R/S, and so the guy's lists all looked like the R/S was increasing throughout. You see how that would be.

So, where you're – with this gross auditing error don't take – don't take no for an answer, because, listen to me now, depend on me in this instance, you'll find 3MX and 2-12A work by the rules of listing. And if they don't work by the rules of listing there's something wrong, and if there's something *wrong* you've got to straighten it out. You've got to go maybe earlier to a better source item. You've got to do something earlier.

Now here's another rule. If the pc ARC breaks, *go earlier.* Don't *ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever, ever* start a new action. You hear that? *Never, never.* That is the most *serious* error you can do. Don't ever start a new action on a pc that is ARC broke. Don't ever start a new one.

We had somebody around here that was starting a new one every time the pc sneezed. "Oh well, the pc didn't have any action here, didn't have any action. He wasn't getting anyplace with this list, so we started to list 'Who or what does existence consist of?' Well, he didn't get anyplace with 'Who or what does existence consist of?' so we started to list 'Who or what are you in contact with in church?' But that didn't work out very well, so then we thought of a new list, and so..." Oh, bunk, man.

ARC break – earlier. Always go back from an ARC break. You understand, that's one of the basic, fundamental stable data you have. Pc ARC breaks, pc nattery, pc feeling sad, pc misemotional, not about his items. He'll say, "Oh, a poor little boy. Yes, that's a very sad item, isn't it, Joe?" That isn't what we're talking about.

We're talking about, "Oh, I feel so sad sitting here being audited. I wish you'd never started to audit me in the first place." We're talking about misemotion about the auditing session. We're talking about the pc going *splat* on the subject of auditing. We're talking about this. In other words, a misemotional ARC break, *go earlier.* The error is always *earlier.* You understand?

Now, when we say earlier, how – what earlier do we want? Five minutes, ten minutes, an hour, two hours, sometimes the last session, more rarely; actually never a session a long time ago. Pcs don't ARC break on last month's session; they forget those. But if you keep going, and inventing new things, the pc *never* has a chance to recover from the ARC break because it's all ARC break now, because nobody went that few minutes earlier to find out that a "hatrack" wasn't her item.

The auditor said, "hatrack." There was no R/S, gross auditing error. Pc was so pleased with the item at the time that the auditor said, "Well, all right, I'm sorry but I let her have it." Oh yes, that happened. It happened right here. *Unbelievable!*

If an item doesn't fire it isn't the pc's item. That's all. I don't care if the pc cognites. Pcs are liable to cognite on anything. Did you ever realize that they're all the pc's items? I know, look over one of your own lists someday and realize that you've had a leaning toward every one of those terminals. They're all the pc's items, so sure the pc will cognite on these.

You didn't see an R/S, it isn't the pc's item. That's all, period. And yet you can goof with magnitude by, "Yeah, well, it didn't R/S, but, I didn't really have a rocket read on it, you know. The pc would have been so *upset* if I'd said it wasn't his item."

 Funny part of it is if you'd been watching the pc very carefully, and he had dark shadows under his eyes, if you'd been watching him very, very carefully, this would have taken place: He says, "A billing Joe, that's my item, oh yes, yes, oh man, that's my item, that's a beautiful item, oh *I love that item, I just love that* item, that's just marvelous. You know, I've always been – I've always been "Joey Billings' ever since I can remember, you know."

You watch him. Note carefully the pouches under his eyes and the color of his complexion. Note it carefully and then say to him, "I'm sorry but that is not your item," and watch his face go lighter.

In other words, when he tries to sell you an item and you buy it, you make him worse every time.

So you go by the rules, and you go by nothing but the rules. And if the rules don't fit in 3MX – there is more flexibility in 2-12A – but when they don't fit in 3MX, boy, you're not there.

You can't even say what's wrong because we haven't now defined a list as complete or incomplete. We've defined a list as something which twenty-five – the last twenty-five items had a motionless tone arm, and there were twenty-five items after the last R/S or RR, and that is a complete list.

Now, that doesn't tell you that anything else is a complete list does it? That the RR, that on that list – that is the last RR on the list, is the pc's item, that's that. If that isn't it then it's not the pc's goal. The auditor has goofed. God knows what has happened, but it is wrong. And the *error is* earlier. The error is never later. That's something that you really must learn. It's just earlier, the error always is.

The pc just had been given an item, "dog's breakfast." And he had this item, "dog's breakfast," and the pc sat there and he said, "Dog's breakfast, yeah, that's my item, (he was

propitiative that day.) Yeah, I see, 'dog's breakfast,' that's a good item. Fine, fine, 'dog's breakfast.' "

And you list "dog's breakfast," it fired. You list the thing, and it didn't go anyplace. And it's just solid RR the whole way. Everything is an RR, and then all of a sudden there aren't any RRs. You say, "What on earth is this all about? This looks different than all the rest of the lists." Yeah of course it's different than all the rest of the lists; there's something wrong with "dog's breakfast."

Well, you've got to go back and correct "dog's breakfast" if you really want this straightened out. You now got to go back and correct "dog's breakfast," there's something wrong with the item. And you will find out that you've hit once in the blue moon situation that item twenty-six rocket read. The twenty-sixth, you just stopped one short. Once in a blue moon it'll vary to that degree. But the error is always earlier.

This is quite interesting, pcs go on a hard sell. But the auditor who thinks the pc knows, is goofy. And the auditor who thinks the pc has nothing to tell him is also goofy. It's "What has the pc got to tell the auditor?"

Well, the pc can tell the auditor how he feels about things, and he can tell the auditor this, and he can tell the auditor that, and these are all quite valid. But the pc says, "Well, actually the whole trouble with this package, the whole trouble with this package, the real trouble with the package is your earliest list there, on the package, 'Who or what would oppose Wheaties?' That earliest list, I – that's wrong, that's wrong, and all the items since are all wrong."

And then you put down five more items on the list you're completing. The pc's R/S goes on that list, that's it. It's very funny, five minutes later, why, he's forgotten that he told you that he was going to scrap all of his items. It's very funny.

You don't take the pc's advice on what to do, in other words. You take the pc's advice on how he feels about things, but you don't take the pc's advice on a remedy because he's more likely to be dramatizing his remedy than otherwise. He can't think clearly on the subject of his own case. You can usually think far more clearly than the pc on the subject of his own case.

That also occasionally has modifications. There's – that isn't *always* completely true, as witness many instances. Sometimes the pc knows very well what's wrong. Pc has been sitting there saying, "Well, I was – we can't list it this way, that's all." And the auditor keeps on listing it that way and the pc says it can't be listed that way.

All of a sudden the auditor says, "Well, all right, I'll try it the other way," and he tries it the other way and it's right. This does happen.

Now, 3MX goes on, and on, and on, and on, and on, on the "Spiral Staircase," oppose, oppose, oppose, oppose, oppose, as long as you can stay on it. You'll probably find out that you'll run out the whole central core of the goal, and that a simple Prepcheck on the goal puts you in a position now to find the next goal. And that's all there is to 3MX. You don't have to do any more than that. You always prepcheck a goal before you leave it, and make sure that it isn't reading. And make sure that it isn't reading because it's been squashed. You don't want a goal not reading because it's squashed.

So anyway, make a long story short, the guts of 3MX is listing, because you can do it without a goal, see. The guts is listing. Do without a goal, you can go all the way without a goal. I think that's quite fascinating.

But that's only in theory. In actual fact, although there are Prehav methods, particularly with roll your own Prehav where he could probably turn up a rocket reading item without the pc's goal, you will find that the easy way to do it is to find the pc's goal.

Now, how do you find the pc's goal? Well, just the way we've always been finding the way – the pc's goal. You could take – do you realize you can take any firm oppterm which is still reading on Routine 2-12, and get out of that by listing List 1 and List 6 of old 3GA Criss Cross on that oppterm – you can usually turn up with the pc's goal. It'll usually be goal number 1 of List 6. I mean it's easy as that – finding a pc's goal.

There – the best method of finding a pc's goal is the *first* method, which is you list goals. That's the best method. Why? Well, we've got several cases around here that had an awful time with goals, and they've had a terrible time with goals, and we've turned them loose on listing goals and we are absolutely fascinated. We are getting tone arm action on the goals list the like of which you never heard of The rule is *list* the tone arm action out of the goals list. I don't care how long that goals list has to be to get the tone arm action out of it.

Somebody said here today, "Oh, well, I have twenty pages. You mean I have to go on?" Look, twenty pages is no goals list. I've seen a goals list of a hundred pages. How do you like that? So you just list all the TA action out of the goals list.

Oh, I remember there was another question on TA motion. If you had some two-way comm with the pc, and the tone arm went down, and then you returned him to the list and the tone arm went back up again to where it had been before, was that tone arm action? Well, tone arm action is caused by a fixation of attention to the pc, and if you change his – change his attention and you put his attention on something else, you're going to have that. You're going to have tone arm action aren't you? Well, you put it back on the list; it's the same thing isn't it? I mean you've got to go – you've got to ask better questions than this if you expect some idiotic answers.

Now, the best way to get a goal in actuality – because you're going to have too much trouble as long as the goals list is charged – is just to sit there and list goals.

Now, in 3MX it is preferred, and you'll find out it's much better indeed, to list goals on a meter. And you sit there and list goals on the E-Meter looking for the RRs. And you mark them down, RR. You don't drill the goal. Pc says, "That's my goal," and he screams and beats the floor with his fist, and so forth. You go on listing goals because the TA action isn't out yet. You say, "I've taken good note of that. I've marked down the fact that it rocket read. We'll come back to that as soon as we have finished your goals list. Okay.?"

And the pc says, "Okay." It's not his goal anyway.

Here we go on down to the end. All the TA action is out of the goals list. We now go back and take those we have noted rocket read, and we test those things out to see if they still rocket read. Actually the last – if it followed the rules of 2-12A – which it probably will not because it's too general a question. You see it's a source list, and therefore the thing can appear on it anyplace – if it followed the exact rules it would be the last rocket reading goal on the list would be the pc's goal. I think that will have some priority. It will be more often that goal than other times, but it could also be any of the other rocket reading goals.

Now, you don't go into five or six weeks of prepchecking and that sort of thing to make goals read or not read. Just go over those goals and read them to see if they rocket read. The main goal may be rocket reading like mad. There'll be one of those goals you can't really get rid of the rocket read. This is finding a goal without a Prepcheck. You just read it once, rocket read, you read it again, didn't rocket read, you read it again, didn't rocket read, you read it again, did rocket read. Hey, get alert. All right, read it again, didn't rocket read, read it again, didn't rocket read. Now, you've got a lot of suppresses off of the thing, and anxiety, fails to reveal – in other words you tiger drill it a little bit – by golly, you read it, *pow* it rocket read, then it didn't rocket read.

You know, that's really enough to run 3MX with. You can't get rid of the rocket read. Now, any goal that isn't the pc's goal, the rocket reads aren't that solid or aren't that good. And that's worth knowing.

Now, if anybody has ever seen somebody's goal rocket read, rocket read, rocket read, and now it doesn't rocket read and you *can't* get a peep out of it, if you can get reliable evidence that it did rocket read, or if you can get a sixty-fourth of an inch rocket read out of a goal that was found a year and a half ago; my God that goal will survive almost anything, wont it? Well, list it.

That isn't an invitation to list a wrong goal. I'm telling you that a right goal has a tremendous reluctance to give up its rocket read. In fact, you can always uncover a bit of a rocket read on the thing again if you plug at it. Of course, it may even only rocket read once.

What do you think of the strength of a goal that you rocket – it rocket read twice when it was found, was prepchecked and was found to rocket read again, and you, a year later take this goal, prepcheck it and get one rocket read out of it. What do you think about that? Well

look, if it wasn't his goal it won't. That's only true of the pc's goal that the rocket reads can be recovered, and that are persistent and will continue to rocket read. On *locks* on that, they go off, pow! Gone.

So it rocket read. You read it again, half rocket read, you read it again, doesn't rocket read. You prepcheck it, you never get a rocket read out of it again. It just never yeeps. You can take it a year later and it still doesn't rocket read anymore.

But a real goal, it's very spotty. It rocket reads, and then it doesn't rocket read, and it does, and six months later you take the same goal and you drill it for a little while and you can get a rocket read out of it. Must be the pc's goal.

Then you just list that down the line according to the rules of 2-12A, and take the last R/S, or the last RR on that goal oppose, what is the goal oppose list, and you're going to have your entrance into the GPM. And after that the pc is going to go giddily right on down the "Spiral Staircase," providing you follow these rules of listing just as I've been giving them to you in this lecture.

The variability of 3MX is much less than that of 2-12A. How do you repair 3MX? Well, it's too soon to tell. It's too soon to tell. I don't know what errors are going to be goofed on 3MX. But remember this, if you will simply audit, and not make a whole bunch of goofs, you don't have anything to patch up, and therefore you don't have to patch up anything.

Now, there's the secret of auditing. Audit well enough and accurately enough so that you don't make a goof you have to patch up, because the case Condition deteriorates from the first goof that you have to patch up. That's where the case Condition starts going down.

Now, you get this goof, and then you get another goof, and then you get another goof, and then you patch up those goofs, and then you goof again, and you patch up that goof, and then you patch up the goofs; and then you patch up patching-up the goofs, and by that time there's no room for auditing. The way to do auditing is just sail in and do it right.

Now, there's a few changes on 3MX in Model Session which are as follows. You put in the life and livingness goals before you put in the session goals. Reverse that around, and you ask the pc at the end of session for his goals and gains before Havingness. And you also, after you've got his – if he made any of his goals and gains, you ask him if there's anything he'd care to say before you end off the body of the session. In other words, push the goals and gains over into the body of the session. End off the body of the session.

When you do, then check the pc's havingness. Run a few little taps of Havingness just to exteriorize him into the room, and simply say, "All right. Here it is, end of session." And if you carry on a session like that you'll find you exteriorize the pc out of the session very easily.

As far as pcs carrying around items between sessions, and pcs missing items, and pcs suppressing items, I don't interfere with the pc unless he stops listing. I only straighten out those things which get in the road of the pc's progress. That's the only thing I'll ever straighten out in a session anymore. It's actually he can't list, so I will straighten it out. I'll get off the suppresses and the invalidates, and halfway through my doing so he starts listing again, and so he sails.

I can't get the pc to hear the auditing question at the beginning of session. I just *can't* get him to hear it, so I run some general O/W because he seems terribly agitated. Don't you see? And at the moment he can hear the auditing question, and can answer it, I'm auditing right straight on down the line, *bangety-bang.*

Now, what you want to do is become a very accomplished auditor, not a sloppy auditor. The better the auditor the less he has to patch up. The perfect auditor never has to use any of the tools of auditing. Somebody sits down he knows – the pc knows he's in-session. This is very interesting, the upshot of auditing is getting something done.

If you get the things done which you should in an auditing session, the pc will just walk forward with seven-league boot strides all the way. The less you interfere with the pc thinkingness and the less you distract him from the job of listing and the job of cogniting and so on, why the less tools you have to use. And it's the mark of a very bad auditor that he has to use the auditing tools all the time. That is the mark of a poor auditor.

Now, it goes worse than this. If an auditor is obsessively, continuously, and insistently, forever and aye butting into the session to straighten it out, he hasn't got any session to straighten it out. Why is he trying? The whole secret of auditing is getting auditing done.

Now, when you see a green auditor start doing 3MX, or 2-12A, you'll find out that they have to patch everything together and they have to do everything, and do everything, and do everything in order to get around to doing some 2-12A. They may do that the first session, the second session, the third session, the fourth session. If they are capable of observation, if they are capable of being a good auditor, you're going to find something new is going to occur – that session by session they start dropping the tools of auditing. They start dropping these things, and they're doing less and less monkey business and more and more auditing. And finally when they are very confident of their Routine 2 or Routine 3, and they're very confident of these things, why, they have dropped the use of auditing tools to practically a minimum. They see that the pc is a bit fogged in, and the second that pc looks a – looks a little bit dopey they know that's going to stop their tone arm action and it'll give them a false, flat list. Well, it isn't that the pc *can't* list, it's the fact that the tone arm won't register on a doped-off pc. So right away pull the missed withholds, pull the missed withholds, pull the missed withholds. Soon as they are pulled, the pc is bright, alert and wide-awake. The auditor

is off of that. He isn't pulling missed withholds as a profession, he's pulling missed withholds just to brighten that pc up and get that pc up there so he can get any residual tone arm action going.

These are the tools of auditing and how they are used. When an auditor is auditing like that he's getting something done, and he doesn't have trouble with the pc. He doesn't have ARC breaks.

The first thing to know how to do, however, is the Routine 3 and the Routine 2. You – to make these conditions obtain in a session you have to know your Routine 2 and Routine 3 perfectly, and have good confidence in it. And actually, to get to a point where you could have good confidence in it and perfectly, your auditing has to be very nearly perfect.

So there – there's where the thing adds up. You've got a situation here where you have terrifically workable processes if they are done. And that's the one thing you must keep in mind. Any of you who are ever supervising auditors, and so forth, that they are not going to be done in the presence of gross auditing errors such as, "You can't audit a pc who stays home." Gross auditing error.

"Well, we didn't make much gains in that twenty-five-hour intensive. Guess 2-12 doesn't work."

Say, "You didn't make much gains. What did you do?"

"Well, I don't know, just 2-12, 2-12, that's what I did."

Well, if you just let it pass at that, you'd say, "Well, 2-12 doesn't work," or something like that. Make a little bit of further inquiry and you find out the pc was only there for two hours of the first session of the first day, and was home the rest of the week.

Doesn't sound like 2-12 doesn't work. It sounds like the auditor never got the pc into the auditing chair. Never got him into the session. Never had him at the session. It wasn't a case of being in-session, the pc *never arrived* in the same *building* as the session. You get the idea.

You say, "Well, they're . . ." You will encounter auditors like this. They'll make a gross auditing error. They're very green, and so forth, but they don't recognize these things are that gross. And the other thing is, is you cannot expect somebody to follow a technique or follow a procedure who doesn't know what the procedure is. Therefore you have systems of checkout, you have systems of training, you have systems of observation, and you keep somebody under supervision until they get a good win.

All training of auditors has certain liabilities. You get people in the road, and things in the road, and cases in the road and all that sort of thing. But it can be done, and I think you'll find out that 3MX done as it can be done with a maximum of purity and snap and polish, and right on the groove as I've been telling you in this lecture tonight, I think it's going to produce

you some Clears. And I think it's going to produce Clears with far greater rapidity than you ever thought was possible.

So there's what we've been aiming for, and there it is.

So okay, and thank you very much.

Good night.