

AUDITING SKILLS FOR R3R

A lecture given on
10 July 1963

Thank you. Well, this is what?

Audience: The 10th, the 9th.

The 10th?

This is the 10th of July AD 13, Saint Hill Special Briefing Course. I have a lecture today on R3R and 3N.

But before we get onto these – these technical matters, it's a remarkable world we're living in. Very remarkable world. How can anything be as idiotic at some lines and places as they can be is quite marvelous. I have a banker today who is arguing with me and the only thing I could make out of it – he's just arguing with me vociferously not to reduce any loans I have with the bank or reduce overdrafts and he's trying to make me realize that he's – I don't need any overdraft account, since he's perfectly willing to extend me all the overdrafts that I possibly want anyplace, and not – please not reduce my loan account, you see. It was quite remarkable. This is – Scientology credit-wise apparently has arrived. Marvelous. Never had it happen to me before! “Please owe us money, Dr. Hubbard.”

It's very funny, you know, at the times when you need this money, they're never in that frame of mind. You know, never in that frame of mind. But when you get to a point where you don't need any money, you see, you've got everything taped in all directions and so forth, they couldn't be so liberal. Marvelous, isn't it? It's the law of supply and no demand – demand and no supply.

Anyway, you are confronting some horrible facts today, talking about R3R, you're confronting some horrible facts. I have some very bad news for you. Very difficult for me to impart this to you and so on, but we have the exact number of skills necessary to make an OT. That's – I'm sorry to have to tell you that – this, because they are not simple skills. And that is the bad news. That is the bad news. They are not simple skills and they are numerous.

Now, I brought the bulletin out yesterday which is being run off today in order to talk to you from my notes. But following in my tradition of having no notes and so forth – I brought the bulletins I don't need today, and the ones that I had yesterday which I should have today, you see – that's being run off, so I don't have it today.

The number of skills – the number of skills which you have to master in order to make an OT are numerous. And I'm not going to go into a list of these because you'll shortly have it in HCOB, I think, 8 July or 9 July. But these skills are going to make you gasp a little bit when you first look at them, unless I give you a good piece of news. And that is that they break down to about five skills which you have been taught for a long time and which unfortunately you have to have perfect. And those skills are: the ability to follow an auditing cycle – can you give an auditing cycle? That auditing cycle is quite important.

And the next one is: can you give it repetitively? Can you repeat yourself? That's quite important, too. That's a special skill. You see, you could sit down and give one auditing cycle, but can you give the next auditing cycle and the next auditing cycle and the next auditing cycle. Now, you say that isn't very hard. Years ago we had to master that one, so we've got that one taped. Got that one taped.

And the next one is: to read a meter. And I do mean read a meter. You have to be able to read a meter – and do very well with a meter.

Next one is: you have to be able to read, understand and follow the procedure of a bulletin. That is a training skill all by itself.

The last one is somewhat debatable and I don't know what I said in the bulletin on the last one, but it's something on the order of: Keep a pc in-session. Handle a Model Session.

And those, actually, are the basic skills – those are the basic skills that we go down to. And any time – now hear me, hear me now – any time that you find an auditor unable to handle one of these upper procedures, you look back at those five I just gave you and there is something wrong with those five. This character just can't seem to run something like R3R or 3N – just can't seem to handle it. Can't seem to handle 2H, can't seem to cut it, you know? Just can't seem to do anything with the pc in CCHs, just can't seem to – and you look back at that small list I have just given you and you will find that the fault lies *there*. The fault does not lie in the complexity of the skill.

Now I give you this with great – a great margin of warning on this because this is whether you can train people or not train people. This is whether you personally as an auditing supervisor can get auditing done or not get it done – completely aside from getting result on the case that you are doing.

When you see an auditor who is getting no results and you've told him to run technique Z and he just can't seem to cut it, you're just going to break your heart if you then get ahold of technique Z and wrap it around his head and expostulate and scream and pound the desk and shove technique Z at him and technique Z at him and technique Z at him and then send him back into an auditing room to audit technique Z and you're going to get hash. And then you're going to conclude that technique Z doesn't work. But you have followed the wrong procedure.

I don't say don't teach him technique Z – but if you have to get very extreme in teaching him technique Z or if there's anything hard about teaching him technique Z, it isn't technique Z that you are up against. You are up against the five I just gave you. One or more of those is as wrong as Khrushchev. That's awry! It is awry, man.

Now, do you understand what I mean when I tell you that no amount of persuasion is going to take an auditor who can't do these basic skills and make him do a complicated skill?

Now, no amount of persuasion on an upper level or complex technology – no amount of persuasion, is going to overcome these basic technologies. The difficulties which you're up against are the difficulties of basic skills.

Now, you like to think sometime that you're up against case level. To some degree that is true. But all case level does is make it harder for you to teach the basic skills. It does not make it impossible for you to teach the basic skills. And if you ever proceed on the basis that case level makes it impossible for you to teach the basic skills, then you are going to lose. You're not going to lose on just one person, you're going to start losing on pc after pc after pc after pc.

I've had the most remarkable people audit. My belief in their ability to audit amounted to more than their case level. I've had a girl who was mostly throbbing away at the lower lip as she gazed out the windowpane fixedly most of her life, headed at a pc, and, "Now, you can do this," see, and so on.

"Oh, can I? Maybe I can."

And they go ahead, and I've had her go ahead and turn in a job. Oh, yeah, you had to keep your eye on it. That gives you a slightly different look at training.

You see, you get so involved with a Q and A on training that you can't train. And the Q and A is this: The guy is saying, "I can't," and so you Q-and-A and say, "Okay, you can't." That's Q and A on the part of an Instructor.

Look, if he can't, he's awful wrong. If you make him do it, you make him right. And this is one of the few instances where that is the case. He becomes right if he can do this. And it's only his aberration that you're Qing-and-Aing with, if you say he can't.

I know this is a very extreme view. But I have recently begun to look on it, not as an extreme view of "just because we couldn't do otherwise," which is what I've said before – I've become to look at it as fact. It's a fact. I don't care what the case level is. Discount it as far as the auditor is concerned. The lower the case level, the more horrible time he'll have. All right. But he can get auditing done. The more brutal it'll be to face up to a session, the more horrible it is to face up to the ARC breaks, the more worry there is between session – "Oh, my God, what am I doing? I've already ruined him. Look at there, he's got a cold, and – and he's all caved – oh, oh ho! *And – oh oh!*"

All right, that's – aspect of auditing multiplies – but it doesn't forbid it. Now, the moment you let the door open on “aberration forbids it,” you've let the door open on “no auditing must occur.” Oh, yes, because look at the *reductio ad absurdum* of all this. “Only OTs can audit.” Where does that leave you? It leaves you with no OTs to audit. Every once in a while you get it going in an Academy. Do you know that you daren't – you daren't let a D of P or a D of T, either one – D of P of course can say, “We can't audit this person because the person has an insane history, or is illegal” or something like that. But we can't let them get too extreme on who they accept for processing or training. But particularly the D of T. The D of T, honest, must never be permitted to refuse a student.

Aw, that lets some awful things occur in Academies. It makes the job an awful headache. But immediately that you say, “This student can't be admitted to the Academy,” then we upgrade our classification of who can study Scientology and then we upgrade our classification – casewise, see – and only this case level, and then only this case level can study, and *wuuuhh!* And there's all of a sudden nobody in the Academy and nobody learning how to do anything. And look, I've seen it happen. I've sat right there and watched it happen.

And I've taken the very people that they said couldn't audit – sometimes with malice aforethought – and made them turn in an auditing session. Oh, brother, it takes some doing! As your Instructors can sometimes tell you here; they probably could expound on this at some rate. But the truth of the matter is it's a Q and A. This guy's aberrations are saying, “You can't.” So the moment that the Instructor says, “All right, you can't,” the Instructor is then Qing-and-Aing with the reactive bank of the student. And the student's ability deteriorates at a square the like of which I'd hate to see.

It's quite remarkable how fast this will occur. Now, one time I remember, one memorable ACC – in the last week and a half I decided that no results had taken place in this ACC to amount to anything, so I just went around and all the auditors sitting there and auditing pcs and so forth – each unit as they flip-flopped and so on – and I said do so-and-so and so-and-so and I said, “You can do it all right,” and gave them a very complex technology to go ahead and do, but I told them they could do it. I didn't tell them they couldn't do it. And they brought off some remarkable results and all the auditing results that occurred in that ACC occurred in the last week and a half. It was on the basis of “You can do it.” And the guy said, “Oh, I can't do it, it worries me so much,” and so forth.

“But you're standing here, you're not auditing. Now go on back and audit.” It's quite remarkable.

You see, I myself know all about your qualms and horrors and jitters on the subject of taking apart somebody's head. I know all about these things. I've held my breath more often than you ever will. And I can sympathize with you. But it's something you can get over. And I have seen auditors who couldn't audit at all, couldn't follow an auditing cycle, just had to Q-and-A and so forth – took a while, but they eventually got to a point, said, you know,

“Hey! I mustn’t Q-and-A this way. Nearly all of my trouble is in this auditing cycle. Nearly all of my trouble is right here in this auditing cycle. Every time the pc opens his face, why, I do what he says in some particular fashion or I question his answer or something like this. And I’m just going from bad to worse. I never stick to procedure.” You know, crash! A great big exclamation point occurs in the sky like they do over comic strip characters, you know? You know, “Hey!” you know. “No, I shouldn’t do that.” And he wakes up to it and he starts right on the situation.

Therefore, it takes some a little longer to get these basics down than others. Now, all the training that has been given in recent years is pointed toward those basics. So no training is lost. And it takes you a while to learn to shift gears with shifting technology and that sort of thing, but you will find good news in this. Nearly all of the things which you have learned how to do now have their place in Scientology. And if you’ve learned how to do these things – if under some different procedure name and so forth – well, you ‘re that much further ahead.

When we get down to a complex technology such as Routine 3R, it’s a complex technology. Now you join 3R up to 3N and run them all on the same team all with the same reins... And my God, a one-armed paperhanger with the hives – isn’t going to – couldn’t be in any worse shape than this.

No, you’ll only get into bad shape if while you’re trying to do this complex technology you haven’t learned which side of you the E-Meter goes on. Don’t you see? While you’re doing this complex technology, all of your weaknesses in the other five show up. If you’re still busy Qing-and-Aing, 3R3 can get you into – I mean, R3R can get you into more difficulty in less time. A Q and A isn’t just an innocent accident that can be passed over and cleaned up in 3R; it can be a catastrophe! It won’t kill the pc, you can recover the session, but boy, it’s that whole session is gone.

Now, why? Because he’s particularly vulnerable? No, it’s what you Q-and-A on. You say, “All right...” Let me give you an actual instance – actual instance. You say, “All right. Now we’re going to date this implant.”

Pc says, “Well, I’ve got the picture right here, why don’t you take the date of the picture.”

“All right, what is the date of the picture? Is it less than, greater than _____?”

An hour later the whole bank goes into a grouper, reality goes by the boards, the pc explodes and his skull flies in pieces through the ceiling. Well, that was an innocent Q and A, wasn’t it? The pc just offered up the engram in a muddy sort of a way and thought it was the implant. But the auditor said that he’d been looking for an implant there and he never dated the implant. And some four-thousand trillion-trillion years intervened between the picture the pc had and the implant the auditor wanted to date. So he was running the implant with a date

error of four-thousand trillion-trillion years. Quite an interesting date error, isn't it? Don't you suppose that wouldn't tend to group up some bank? Well, I think that's very interesting.

And yet that isn't much of a Q and A, don't you see? See, I'm not even berating that particular accident. You have to be very slippery about this sort of thing, you see. Well, the auditor just doesn't make his own intention stick in the session, which is the basic reason... how things happen in Q and A. He's trying to locate the date of an implant and the pc gives him an engram which is on an entirely different chain, but which he thinks, muddily, is the implant and then the auditor says, "Well, to make the pc happy, why, we'll just say, 'Well, that's the engram.'" "Pc says he has it, so we just Q-and-A about the whole thing.

In other words, the auditor doesn't carry out his intention originally of dating the implant he was looking for in the first place. All he had to do was simply carry out the intention he started with in the first place and he would have been all right. Don't you see? But his tendency to become the effect of the pc slips his gears, see, and he just gets into a cross-eyed situation where he has no business being.

Now, carry out an auditing cycle – carry out a repetitive auditing cycle let's look at how this influences it. The auditor says, "I'm going to date this implant." You see? This is carrying out an auditing cycle. You might not look at this as being an auditing cycle, but it is. "I'm going to date this implant now." And the pc says, "I have an engram here which I have been looking at which is the implant." And the auditor never gets his question answered, which understood, the question is, "When is this implant?" No, no, he gets, "When is this engram?" Do you see how that is?

In other words, he intends something and he never gets it answered. He wants to know when is the implant, see. No matter if he has to go over the meter and do a lot of things in order to determine this thing, this is still his auditing question. And the pc says, "It's a picture," so he dates the picture and he never finishes off his auditing cycle. And then a couple of hours later you're still picking up the pieces scattered around the room and you wonder "What the hell happened?" Well, frankly, nothing happened to R3R at all. The error was not R3R error. The error is that the auditor wanted, and knew he had to get, the date of a certain implant. And he didn't get it. Ha! Elementary, my dear Watson, isn't it? You want to know what happened to the auditing session.

Well, whatever else might have occurred as an error in the auditing session – you could be very technical about all this – the auditor's question, "When is this implant?" is answered by "Here is an engram, get its date." And these things can slide by so innocently that you can't even recognize them as a Q and A. Too delicate. You say, "Well, I've got to take the pc's data," you can say, muttonheadedly. Well, you've got to take the pc's data.

All right, the pc says, "This was the engram in which the implant occurred." Well, he didn't actually, in this case, say that. But even if the pc said that, the auditor has to choose

between invalidating the pc and getting his data straight and all this sort of thing, you get into judgment, you get into an involvement of one kind or another. You say, “Well, all that’s very complicated.” No, it is not very complicated because never at any time did the auditor ask if it was the date of the implant.

In other words, you just derail the whole procedure. He started running Routine 3R.

Now, here’s what’s amusing about this anecdote: is the auditor wasn’t running R3R, but 3N. And mysteriously found himself running – or found it in progress – R3R. And did the ARC break assessment on 3N. But was in actual fact doing R3R. Now, look at that as a further complication.

Now, you wonder where we are here. I notice you all looking very puzzled. Well, an implant is an engram. And the auditor in this case went to the lengths of getting the date and duration of an engram, which had nothing whatsoever to do with the implant. You don’t get durations of implants. Ninety percent of the time you don’t even have to bother getting their dates. And if the auditor had just omitted dating this implant, everything would have run off like a well-oiled dream. Because they knew what chain of implants they were looking for and the session – to be very factual with you – was actually a 3N session. And they found themselves doing R3R. Now, how involved do you think that can get?

Well, how do you possibly differentiate between these two things? It’s horrible. Well, I might have added to the five, “To run the process they’re running.” But I consider that inherent in the auditing cycle.

You get the level of error? This is the only thing I’m trying to get across to you – the level of error is all very, very stupidly elementary. Always! You’re really not getting into errors which have anything whatsoever to do with R3R or 3N. This auditor apparently has difficulty running the process which is started on and has a tendency to weasel off into other processes. That tendency existing, then doesn’t hold the line on a very precise process. This is not meant in a spirit of criticism; I’m just showing you something, see. Start in running CCHs, see, and then just kind of weasel off into Reach and Withdraw. Be the same thing, wouldn’t it? All right, well, that’s a gross tendency that any of you could notice. But how about the tendency of – carried out – no matter how faint this tendency is – it still expresses itself in not adhering to a procedure. Not starting and finishing an auditing cycle. Because an auditing cycle also includes completing the process you are running. Part of the auditing cycle; that’s the major auditing cycle. You flatten the process you’re running.

I want to make these points with you, not in a spirit of criticism or any derogation. And I want to make these points with you for just this reason: You’re colliding with something which on the surface looks very complicated. 3N and R3R look very complicated. Got all kinds of steps and has all about time track and... Have to list, assess, find right levels, watch the TA like a hawk. And you’re not going to have any trouble with those at all if you

can do the basics of auditing. Actually, it really isn't complicated. If anything is wrong with R3R, it's too idiotically simple.

We have here a process which after all these years runs engrams by rote. Well, that's fantastic! But you can't run an engram by rote if you can't read and execute a bulletin. You say, "Well, oh, yeah, yeah, well, that's Book One and so forth, and I think there was something about implants in Book One. Aw, yeah, well, I understand implants all right, I – di – implants... And so forth. We had a technique one time, we had a pc sit down and he flowed the energy from the top of his head down around his shoulders and that must have been 3... Oh, yeah, I guess that's 3N. Yeah. Very easy. All right. All right, sit there and have the energy flow from both of your temples down over your shoulders. Yes, well, all right. What's the matter? You say there's kind of – something going on? Well, it's all right, just" – and so on.

Pc says, "Well, it's – this is absolutely terrible."

"Dear Ron, I was running 3N the other day, and it doesn't work."

Aw, your level of error – your level of error is fantastic. It's never slight. I never find these gross audit – that's why you call them "gross auditing errors," because they're never slight – never slight.

All right, so somebody comes along and he does 3R3 and he dates these engrams and he gets these engrams all dated and so forth and the pc keeps getting groups of engrams and thinks he's running dub-in, and you say, "Well, study your 3R3 and do those steps better and learn how to move the pc on the time track better and don't get things confused the way you're confusing and moving the pc on the time track."

And the pc gets his engrams further grouped and he's ARC breaking more often and you say, "Now, confound it, study that bulletin! Study that bulletin! Learn to say 'move to the beginning of the incident,' and 'move through the incident to a point so forth years later.' Learn how to do that!" Pc is getting worse and worse. Eyes getting black, you see, getting to look haggard, crunched over, you know, starts withdrawing from life. And you say, "Well, this 3R3 is a pretty dangerous process. Look what it can do to somebody."

Ah, but if – now here's what I'm telling – telling you to do. This you might not do – is look into these basics with regard to this auditor. Look into the basics. You may find something like can't read a meter; never has been able to read a meter. Well, let me tell you, the greatest crimes that you can pull and the only thing that'll give you any *real* trouble in R3R, the only *real* trouble you will have, will come from wrong date and wrong duration. And that trouble is so far in advance and so high above any other trouble that you can have in doing R3R, that it looks like the sun looking down upon some space fragments. I mean, the order of magnitude is absolutely fantastic.

Meter reading. The guy wasn't having any trouble with R3R, he was having trouble with his meter. He had some misconception with regard to a meter; his practice with regard to meters was bad. Or, better than that, he just didn't understand dating. He couldn't ever use a meter, really, on dating, and he couldn't get his durations and so forth.

Now look, it's very difficult for an expert meter reader to get the dates and durations of engrams or incidents or anything else. You understand? That's tough; that's hard to do. Let's now add to that difficulty an inability to read a meter! Now you see what I mean. Pc will never chop at you for moving him all over the time track unless you've already laid in the bypassed charge of a wrong date or a wrong duration, because time is the single source of aberration. Wrong date, wrong duration.

Now, when I say a wrong date, you've got this incident at 9.5 trillion years ago. And it's actually 9.49 trillion years ago. That's not a wrong date. Look for your gross errors – gross errors! Well, this incident is 900 years ago. And it's really 9.45 trillion. Ah, boy! You start running errors in dates like that into R3R and boy, that time track looks like an accordion after a hot night in the – in the polka parlor. Zzzzzzzzzzz. You say, "What's this?" Used to be a time track. The bypassed charge is fantastic! You've missed the whole incident, put it in the wrong place; and then you'll say, "Well, this pc is actually a dub-in pc because they – here he's got this picture of going down to the growler – or rushing down to the – to the local corner saloon and getting a growler for his old man, see – this is – this is the – the whole incident. Next thing you know, halfway down to the saloon he meets this dragon and finds himself mounted on a horse and the pc will say, "Well, the old man must have had DTs, and I must have gotten some of his engrams and so forth." And you run a little bit further and you say, "Well – well, let's see, what's the scenery look like around there?"

"Well, I don't know, like the 1890s or something like that."

And you say, "Well, 1890s. Let's redate this thing. Oh, 1890, all right." Pc just said it so it ticks, see.

You ever notice that you can pick a date off the coach that the coach is thinking of? Well, a dating always will. It'll always – all the guy has got to do is said the date and you'll get some tick on it. He'll say a date and it – for an instant it flicks. Or you can't get a date. You don't have to do anything about it, but he says, "1890" and so on.

Now, this actually is true that a pc does have the date, and the right date does read. But then he told you the date of the incident, don't you see? I'm saying, well, he just said the figure's 1890. 1890 will get a faint, vesperish tick. It'll only do one tick. It won't do two ticks, three ticks.

Say, "All right, it's in 1890." Well, he gets – he doesn't get the dragon anymore, but he gets going up in this airplane, you see, to deliver the beer in an airplane and so forth, but he says there's something wrong about this because there were no airplanes in 1890. Orville and

Wilbur didn't commit their crime until a few years later, so therefore there's something wrong with this – and the auditor's in perfect agreement; he says, "Well, this pc's running dub."

No, he's not running dub. The auditor is running "can't read a meter." That's what's the matter. Now, you eventually get this all tangled – untangled and you do an assessment and you find out you have a wrong date or something and you find that this is 9.45 trillion years, and he did go down to the saloon to get his old man some beer, but halfway there the atom bomb hit. And you get a complete incident and it all unrolls and it's all fine, pc's happy with it and it reduces and so forth.

You might say that a dub-in case is only somebody that's got his dates mixed up. You could probably cure a case of dub-in just by accurately dating. Start into this lifetime and keep going back and just date, date, date and you probably could close up a case that was doing dub, because the only time you get time track closure and other things happening and so forth is when you have wrong dates.

Now, that's very important, then, isn't it? Let's take a look at this wrong duration. Nothing drives a pc battier than to have a wrong duration. You say, "All right, this incident is two days long." It's actually a trillion years long. He tries in vain to find the beginning of the incident. He can't. Because he's looking at something that happens two days before. So it stays all black and gruesome and he can't make sense out of it and he's all anaten and that sort of thing.

Well, after a while – because whenever you get this phenomenon you re-duration – that is the rule – if you have any trouble and you can't find the beginning of an incident – this is what made R3R. I haven't released this, by the way, before this moment. But what made R3R workable is this datum: That a pc has perception on any incident that is properly dated and durationed. That's the most important factor we've learned in many a year. There's where perceptics lie.

Now, there's only three reasons why he doesn't have perception on the incident that you're trying to run. There are only three reasons. You have the wrong date or the wrong duration or it's got a GPM in it. And those are the only three things that can close an engram out so the pc can't run it.

Now, you can add another thing to it – and actually that doesn't close out his perceptions and it becomes very junior. But you can add this other thing to it, just for fun, and you could say it's a wrong assessment, but all that does is give you TA action. Or the chain you're running has vanished; you've flattened the chain you are running. Once more, you won't be able to assess – pardon me, you've got a wrong assessment. And you're now running him on the wrong chain. The chain he was running is flat.

But that all represents itself in tone arm action and actually doesn't really always express itself in nonperception. The whole secret of perception – the secret of perception in an engram is: *right chain, right date, right duration equals perception. Period.* Every time, man!

And the only thing that can get in the road of that thing is a GPM, and you pass the pc through it once – and because he resisted all the way through it – he had a lot of black energy in there, you see. The black energy goes up, *bzzzz!* – and of course obscures the incident.

I found the other day an engram that had a GPM in it. I didn't know it had a GPM in it before I ran the pc through it a couple of times. It registered and then didn't register that it had a GPM in it – so I said, “Well, we'll just run the pc through it.” And I didn't really know that the thing had a GPM into it until the lights in a tunnel went out. A moment before there had been lights in this tunnel. But now this time through there's no lights in the tunnel. So the old maestro knew at once that we had rekindled those items and made the black energy off of the items go *bzzzzt* and of course it put out the lights. So I got the incidents – I got the – took the pc to the first pair of items, and it was a wildcat GPM and you've got to learn how to run those. That's another skill you have to learn – ha-ha – sorry! But the basic ones and the real tough ones, we've got them clear back to the beginning of time. We know their patterns all the way back. I haven't released them completely, but actually the April 17th bulletin covers some vast period of time. That's the Gorilla Implants and the Bear Implants, and they cover a vast, vast period of time – trillions of trillions of years. And that only changed just once. They dropped a couple of items out of it in the middle of all of this.

Otherwise we've got all that. We got the – an earlier implant, the Glade Implants, we've got those; we've got the earlier Fairgrounds or Circus Implants before that; we – we've got the lot, see. And that's all very helpful. And you'll say, “Thank God, Ron got these things.” But every now and then you'll be running an engram in R3R and one of the things which you have to watch out for is, does it have an implant in it? Before you scoot the pc through it, be a good thing to find this out about it. So, did it have an implant in it, see, while you're durationing it.

And heh-heh! It has an implant in it. *Augghh.* Well, the proper procedure is not to throw the pc through the incident, but to take him through the first pair of items in the implant, if there are any. And finally fool with it until you finally find out what it's all about, discharge the items out of it. Sometimes there are only a half a dozen items. And get those, you'll see them fire, rocket read, you clean it up and then just handle it as an engram and you'll get the rest of it. You get motion and that sort of thing out of it, get some of the emotion out of it and so on. Pick up two more items that you missed and clean it up. It's a wildcat implant, see, and they're never very long – they are never very, very difficult. The pc, if it's on his chain, can reach them for sure.

But there's a point in running where 3N and R3R cross. And frankly, as far as programming is concerned, I would always start a case on R3R and pick up those implants which

turned up in the normal progress of running R3R. I found myself going heigh-ho down the Helatrobis Implants, get the lot! Don't just pick his chain up, you know, just get everything you can lay your paws on in that series of implants. Heigh-ho. Clean them up, man. Got your paws on them. Then go on and handle it as an engram. You've got it clean now.

Now – then you'd always find the engrams that are on the pc's chain that are obscuring the implants. Of course, we're asking you to drive the 20-mule team Borax mules, you know, out there, with reins wrapped around both hands and you know, and around your shoulders and driving with your toes – because at any minute, you check up this thing, got an implant in it. Well yeah, it's an implant, and what... You'll have a table of dates eventually to tell you when all these implants occur. And you say, "What's..." And you – suddenly dawns on you, "43 trillion, 980 billion, 706 – that's Helatrobis. Zzz! You know, I've been betrayed." We have the level "Failed to die," and you've got the goal "Failed" in the Helatrobis Implants. You're sitting right on it, see. Which is preceded slightly by "To die." Ha-ha.

Now, you have to know how to shift that transmission, that – with a smooth shifting of gears right over to 3N. And you just go ahead and handle the whole thing, right there. And forbear tracing back up the track and not handling any more engrams and scattering everything around. Just finish what you're doing. It landed you there, you found the engram, you found the computation in the engram, you just got whatever you could get your hands on, cleaned up as much of it as you could and then you jolly well went back to running what you were running, of course, because you've never stopped running it. You have just used 3N as an adjunct to R3R, which is all it is anyway.

That's all 3N is; it's just an adjunct to R3R. It gives you how to run implants – implant engrams the easy way, by pattern. And when you get onto a wildcat one, you've got a few more headaches but it's just because you haven't got a pattern; you've got to take the pattern.

Now, when we go into this and study this over, we find out that there are a lot of technical details you have to know. Such as, how do you assess for an ARC break. "We did a half-a-page list on the pc and the tone arm went from 3.0 to 5.5 to 4.0 – and the moment it got back to 4.0 we had a sort of a blowdown so we ended the list. And I – I null the list and pc just seems to be awfully ARC broke and we just don't seem to get anyplace on R3R after this." Well, you have to know such things as pcs ARC break if you do not run the tone arm action out of the list the pc is doing.

You're going to do a list, you got to do a list. A list is a list! I don't care what it's for – and if you leave a list half-finished you not only won't find any item on it that is any good to the pc, but your pc's going to ARC break. The most frequent source of ARC breaks in the old days was incomplete lists. The guy never finished the list. Or overcompleted lists. You know, the list was complete at fifteen pages and they're just now passing page 75 and the – and the pc hasn't been able to think of any new items since page 20. But they've still been grinding

on, the auditor keeps getting in the mid ruds and asking him, “In this lifetime, what have you failed about?” On and on and on and on until you get – list’s been complete forever.

Most frequent source of ARC breaks is – around any listing action – is simply an incomplete list, that’s all. You could take any arbitrary list and assess the pc on it. Because the pc didn’t do it, it is therefore not incomplete because he never started it. You know, it’s like your Prehav levels and the preliminary step list of items – I mean levels to be to run. Well, you can do all of those that you want to and you’re not going to ARC break the pc unless you get a completely incorrect level.

And that can be very embarrassing to the pc. And I’ve given the source of this list so that if you ever run into it and you just can’t find anything on this list – or if you’re – the auditor doing it can’t find any level on this list at all, I’ve given you where these lists came from so you can get ahold of some of the old lines and put a “failed” to it; put it and a “failed” to it and a “not” to it and you can go on and extend this list considerably. I’ve given you the sources for this list and you have all those. They’re about every thought or combination of anything that man and life has. But this is adequate for most pcs and it doesn’t matter whether the level list is complete or not, because it’s an arbitrary list. Pc didn’t do it, so therefore it doesn’t stand as an incomplete list. Ah, but the other list – now you – you’re up against all the rules of Listing. And that’s quite a skill; Listing and Nulling is quite a skill. And what does it do? It goes back to meter reading. Get your auditing cycle completed.

When you confront these complex processes, make sure that your nerviness does not stem from an inability to place the pc’s chair. You get the idea? See? You’re saying, “I’m having all kinds of trouble with R3R.” Well, before you conclude anything about R3R – oh yeah, go on and study it and learn it and so forth – but you just can’t seem to make it work. Before you conclude anything catastrophic with regard to this whatsoever, let’s take a look at what you are doing that makes up R3R that makes you nervous. And you’ll probably find out that listing makes you very nervous, or something, and you find out, “Well, why does listing make me very nervous? Oh, well, I...” It’ll be something like this: “I’ve just never mastered the art of writing things while I was looking at a meter to see if they read. Yeah, something like that.” And you say, “Oh.” “Oh well, no wonder we’re having such a hell of a time in this assessment.”

In other words, go back to basic things like your meter, your session, auditing the pc. Auditing cycle. Q and A. Pc keeps getting ARC broke – you can’t figure out why he’s getting ARC broke and every time you try to find it out – well, you didn’t accept something the pc said. You had better conclude sooner or later that you must be doing a Q and A of some kind or another. There must be something wrong with your auditing cycle. Otherwise your pc wouldn’t continue to get ARC broke. Look it over and patch it up.

Now, therefore, learn to play this game called auditing on its fundamentals. And when you feel very competent with its fundamentals, why, then I don’t think that you will have

much awe of a procedure which is simply a complex application of these fundamentals. There really isn't very much to R3R. Guy has got a time track and you're going to run him through these things and you're going to come a cropper sometimes – going to come a cropper sometimes with it. Why? Well, it isn't because you didn't tell him to move to the beginning of the incident – it isn't anything elementary like that – or you didn't follow your procedure – it isn't anything involved. You'll find out, well, you had something like a wrong duration. You just continued to get wrong durations. And eventually, running this pc, you finally get it through your knucklehead that this pc just won't date on this chain that you are running.

And you finally say, “Well, trace this thing back. Well, let's see. Let's trace this thing back here. Now, what did I do? So-and-so and so on and so on and so on and so on. Oh, we must – he – he doesn't have any tone arm action either. Oh, we must not have the right assessment. Something is wrong with the assessment. Well, how could there be anything wrong with the assessment?” And it suddenly dawns on you that you have absolutely no confidence whatsoever in being able to clean up a pc's needle so you can assess. Nothing wrong with R3R, see. You're having trouble – you're having trouble handling a session and handling a meter.

So on this pc, without going back and putting yourself through a course or something like that – on this pc right then, you decide, “Well, all right, to hell with it, this thing has got no tone arm action so I must have a wrong assessment. That's it. So there's something wrong with the item or there's something wrong with the level. That's all. All right, now what could be wrong with those? Well, I just must not have done what I was supposed to do to find the item – or to find the level from which I got the item. Now something is wrong in that department.

“Well, how come I could – would get a wrong assessment on this pc? Well, I've – let's see. Let's see, his needle was awful dirty. As a matter of fact, his needle is still dirty. As a matter of fact I've never seen a clean needle on this pc! Ahh! Hey, hey – I think I've got it. I think I got it. I think this pc – I've never had this pc in-session. Ha-ha-ha-ha-ha. Excuse me!”

“Ah,” so you say, “Well, now let's – let's put this pc in-session. This pc has been roughed up a few times and so forth; let's just run 'in auditing,' eighteen-button Prepcheck.” Something elementary. Only in this particular case, why, we're just going to run them until we've got a bit of a clean needle and we're not going to bother the pc and so forth because that seems to be a weak spot, here. So let's just kind of – let's run a sort of an eighteen-button Prepcheck on auditing and let the pc answer it any way he wants to, and we'll say it's clean when it's clean and we'll just kind of ease this thing out and so forth.” Boy, we find out all kinds of things. This pc has been withholding, and he's been suppressing and he's been upset with this and he's been in disagreement with that and so forth, and you know? You thought you couldn't run R3R. Well, no, you just didn't have the pc in-session. See, elementary, my dear Watson. How can you do an assessment on somebody who isn't in-session?

So you trace this – always trace this back to these stupid fundamentals. And your main danger as an auditor is – the main danger that you run into – is that you’re too complicated. You’re not – you’re insufficiently idiotable. See, if you would just – if you would just recognize that the simplicities of the game make it hang together and work – if you’ll just recognize that, why, you’ll have some fantastic wins here and there. Look it over. And eventually you’ll get very cocky about these things and it’ll all fall into line with you and so forth.

But the reason you’re not achieving a result here or there on a complex technology goes back to these early ones. You either aren’t doing it, you aren’t doing it in an auditing session because you haven’t got a session, or you suddenly discover that there’s something wrong between you and the pc and this meter. This pc does not register well on this meter. Why? Well, I’ll let you in on something. The greatest errors that you can make in R3R – the greatest errors that you can make – are wrong date and wrong duration. Those outshine any other error. You can even make progress with a wrong assessment, you understand? Those are just enormous. They ride up there at the umpteen skillion light-year level, see? And way down below these things is wrong assessment.

Well, there’s two ways we can get a wrong assessment. We can have had a wrong assessment in the first place, and we could actually have run it out so that we are now running on a wrong assessment, because you see, we flattened the first assessment. In which case – both cases, the TA will remain without motion. You won’t have adequate motion in the TA.

Now, the only other thing that can kill TA motion, as far as R3R is concerned, is this astronomic fact of wrong date, wrong duration – they’ll kill TA motion. Wrong date, wrong duration, bang! No TA motion; that’s it.

I’ve been studying TA motion here, lately – what makes it and that sort of thing, and I finally found these facts out. And so there’s this enormously important fact – just cannot be overstressed. Wrong date, wrong duration. Those are crash. Anytime you’re really having any trouble with it you’ve got wrong dates and wrong durations. I mean, that’s all. You understand? I mean, that’s w-a-a-a-y up there.

The other point here, wrong assessment, well, the only thing that leads to is just no TA action and not much pc interest and you’re not getting much done on the case and so forth and so on. It’s not going to ruin the case, don’t you see?

And flatten the chain – you flatten the chain, and you said, “Well, a chain couldn’t flatten in one engram.” Yet you did. You flattened it in one engram. What you found was basic on that chain. You know, it flattens in a hundred or it flattens in one or it’s no point – has nothing to do with where the engram is on the time track. The engram can be yesterday; just yesterday. And it’s basic. Well, you ran – run this engram that you date as yesterday. And you clean it all up and the pc’s fine, and the somatics reduce and everything’s gorgeous about the thing and you look for an earlier one, you can’t get any date, you can’t get any...

“Let’s see. Is the earlier incident we want gr-gr-greater-greater than 10 days ago? Less than – I don’t get any read. Just a minute, get some better light on this... Now is – is the engram – is the engram, the earlier engram which reduces to absurdum – that chain – is the earlier engram earlier than 20 days ago? Is it later than – I mean no, no. No. I mean is it more – more than 20 days ago? Le-le-less than 20 days ago? I don’t get any read here at all. Now, maybe it’s the wrong order of magnitude. Ah! Is the earlier engram we are looking for on the re – to re-fail to reduce to absurdity, is this more than a hundred trillion years ago? Is it less than a – that doesn’t read. More than a hundred? They’re both reading. Did you think of something? All right, let’s have another crack at this. Is it more than a hundred trillion years ago? Less – I got a dirty needle here. You thinking of something?”

Four sessions later: “Say, I wonder something.” Lights dawn, you know? “To fail to reduce to absurdity... fail to reduce to absurdity – it doesn’t read. We flattened the chain. Oh, excuse me!”

Pc says self-righteously, “Well, I told you I thought that was all there was to it.” Pc didn’t say a word about it!

Well, that’s some of the troubles you run into, when you get a wrong assessment. Man, the devil himself with telepathy! The Russians have heard that the Americans are now using telepathy to communicate to the atomic subs – so they now have a Professor of Telepathy who is studying telepathy and he wants to telepath to a group at Oxford University. Only he won’t do it because he doesn’t think telepathy works. I mean... Our scientific world marches on.

But the point I’m making here is wrong assessment is contributive to wrong date and wrong duration. Because even if you have the right chain, getting a date to read and getting a duration to read is hell. It’s horrible! It’s very hard to do. With the pc in-session, needle clean, right level, right item, next engram coming up dead-easy, it’s difficult. It’s not easy to get the right date and the right duration.

Why? Because you’ve got the date, which is usually the last moment of the engram toward present time. So your duration extends that earlier, see? And if you don’t get – and the pc has no reality on how early this thing went because he’s only got the last tail of it, which is the part toward present time, so duration doesn’t read worth a nickel-dating is easier to do than duration. And brother, I have dated something twice and re-dated it ten times trying to find the beginning of it. When I finally did find the beginning of it, zing! Of course, I had to redate it by that time. Because it had now become unreal.

See, its end was so much further away that it made about a – well, it made about a hundred years of error in the date when we finally found the beginning of it. And it was dark and it was terrible and the pc couldn’t run it and nothing could be done about it and nobody could find anything in it and it was all a mess and all a mess and all a mess and all a mess, and

re-duration, re-duration, re-duration – and then finally got a more proper date, and then duration, and then durationed it, and then all of a sudden had the right duration, and bang, pc got to the beginning of the thing, went through it zip-zip-zip, all of the somatics reduced, everything was fine, fine, fine, fine, fine. That pc was running all right, on the right chain. How many re-durationings? Ten.

God help you someday, when you get somebody who has an engram fifteen-trillion-trillion years long. Try to find the beginning of that! Before you've gone halfway through, of course, your date is so wrong that it's jamming the track anyway. And just time after time, you find the earlier part of it and you find the earlier part of it and you find an earlier part of it – and finally, you finally get it all worked out and you find out that this thing which first registered as one and one-half hours long was actually 15 trillion-trillion years in length. Somebody stuck in a mountain that long; couldn't get out.

That's rough. That's hard to do. It's hard to do when everything else is correct. So you've got to have everything else correct and then it can be done. But it is not easy to do when all signs and portents are favorable. Got that?

Now you get a wrong assessment and add it to this. Oh-ho, you've had it. Or you overrun a chain. You've run five engrams on this chain and they don't – no TA action on the last two. The thing was sitting at 5.0 on the TA and you're getting no TA action, so you just say, "Well, maybe the TA action will pick up. Maybe I've got wrong dates and durations on this thing, maybe the TA I..." Actually pick it up and you say, "Now, is it more than..." You know, "Is the next incident..." You know, "What's the date of the next earlier incident?" See? Get your head back on. TA's up there, hasn't moved for two incidents; 3R3 says that you're supposed to find the basic on the chain. Maybe you did. Maybe you've run two more incidents that you needed to run to flatten it. Maybe the thing's been flat.

But you can't go into esoterics as to whether something is flattened or not flattened or anything else, if you can't even put a pc in-session. How can you run an ARC break when all your sessioning on the pc is an ARC break? When you won't answer anything the pc tells you, how can you do an ARC break assessment – because you're laying in ARC breaks faster than, of course, you're picking them up by assessment. That's something like the frog that crawls up two inches and falls back three, and he never gets to the top of the well that way. What's in error then? Just your auditing cycle – nothing more elementary than that.

So I'm saying it's not terribly good news that taking somebody all the way to OT requires a number of complicated procedures; this is not very good news. But it is good news that all the errors of these procedures, when they really get erroneous, fall immediately back down to just a very few basics. You can learn how to do those basics, get confidence in that line, recognize that your disabilities in handling other things fall back to those simple basics. Therefore you can always improve those basics so you'll be able to do it, and you've got a clear road ahead of you.

I'm not at all dismayed as far as you're concerned in being able to do these procedures, but I'm looking at what difficulty you are having here or there, and I recognize they're all elementary difficulties; they're not complex difficulties at all. You can do these things – you can do them easily and you can bring off the show. Because, I'm telling you, you're right – you're right here within handshaking distance of making OTs. OT is on the sunny side of a thousand hours right this minute for any pc.

The length of time it'll take him to go OT has intimately to do, much more intimately to do with the auditor's command of basics than it does the state of his case. Because I have made a new discovery which will hearten you a great deal. And that is that case levels VII, VI, V – all of them – have a channel which, if properly assessed, give them clear-running, TA-moving engrams, with no dub. There's always a little channel lies through the bank which is straight, that the pc has a reality on. And that doesn't matter if you're running "brushing teeth." See? He's still got that one. Win on that one, flatten that chain, reassess, get another chain, and he goes up, up, further, further, ability, better, better, better, better. The next thing you know, you've got it made.

You're not up against difficult cases. You're up against rather difficult procedures. And all that your difficult procedures are up against are your ability to handle the basics I've been talking about.

Okay? Thank you.