# WHAT YOU ARE AUDITING

A lecture given on
17 September 1963

Thank you.

Well, I know I shouldn't be talking to you this week, as a matter of fact you're getting extra lectures. Well, that's so that at any moment I can do a bunk, you see.

But there's so much data going by and we're in the middle of a summation – some of you are departing and I wanted you to get a good rundown on this. Because we're dealing with a pretty summated picture now, and unless you have a good aspect of how this is assembled, why, you might have some trouble with cases.

All right, this is what date?

*Audience: Seventeenth.*

What date?

*Audience: Seventeenth of September.*

Seventeenth of September – how did we get up here? Seventeenth of September, AD 13, Saint Hill Special Briefing Course.

Now, your – the picture of a pc is what we're interested in. We're interested in the total concept of what you are processing. And this is very important, because it can now be summated with great accuracy.

The idea of old-time psychotherapy has been, "Ah well, forget it, you know? Ha-ha!" You know?

They used to use camels to carry freight, you know, and ox carts and things of that character – well, those were practical, because they would still be of some use. But old-time psychotherapy has no use or value to you of any kind whatsoever and you can just forget it.

We make a very clean break. Now we've always gone along on the foundation and formation of some early work of this material. The historical value of it is interesting – curiosa. Curiosa of an electric shock machine, you know? The curiosa of when you were very young you thought a sexual thought, so now you've had it.

That if you talk for four or five years to somebody, he can then tell you at the end of that time what second dynamic shock you had in this lifetime that accounts for your whole

difficulty, you see. I mean – man, this is something like shooting BB guns, you see, at the *USS Missouri.* I mean it's just about that level of comparable magnitude, you see. The only thing we can say for them is they tried, and they made some interesting popularizations. And amongst those was the fact that something might possibly be done about it.

So we cannot discount their hope or interest factor in the matter, or the fact that they made man aware of the fact that a mental condition existed.

But when you take it – when you take it to that point, you have taken it all the way – taken it all the way. Now, in Dianetics we talked about the mental image picture. Very interesting. We have that whole technology surviving today under the heading of R3R. It's of considerable interest. R3R is of great interest. To be able to lay your hands on an actual facsimile or an engram on a pc that has never seen one just merely by getting its proper date and then getting its proper duration and there he is running the thing and that sort of thing – that was an outstanding problem of considerable magnitude, and that problem got wrapped up in R3R. And R3R, however, as far as the actual therapeutic value is concerned is – well, I don't know, shooting a rifle at a battleship.

Because you're dealing with free track and free track is relatively unaberrative. If you can run any engram on somebody, why, it wasn't terribly important. Its value – value, interest; cure psychosomatics with it momentarily or temporarily or even permanently. You can alter physical condition with it and so forth, and you say, well, these things should not be gainsaid. Well, they shouldn't be gainsaid unless you're dealing with the idea of order of importance or order of magnitude. Because this is still just a rifle against the battleship. This is free track. This is the problem of free track.

You could probably run free track for years without producing an OT. And, horribly enough, without producing a Clear. But it's part of the tools of the auditor. And it gives him a view of the bank. It gives him a view of experience. It gives him the whole anatomy of traumatic experience. Has an automobile accident, has a crick in the back of his neck thereafter – you run the engram and he doesn't have that crick in the back of his neck from an automobile accident. She loses her husband, this is a considerable secondary – you find the beginning of the secondary and you run this with R3R technology and just run that one engram, you see, not even finding its basic, and she looks young again and alive.

This is miraculous or magical technology when it works. And it unfortunately hangs one with a great many sporadic wins. And that is the trouble with it. Sporadic wins. You take this guy, you locate this engram, you run it through, he no longer has psoriasis, see? It's gone, see? See – bang! And take the next guy – he scales all over, and you run an engram and you run an engram and you run an engram and you run an engram and – he's still got it. You get the idea?

And your attention is still drawn to that magnificent job that you did back there at such-and-such a time. In other words, it sticks an auditor on the track with wins. And any technology which does not uniformly produce wins and which tends to stick the auditor with some spectacular wins, is a dangerous technology. Because he'll go on using the doggone thing.

You'll see – out in the field, you'll see somebody and by golly, he – he found out that you did some pat-a-cake as a part of the CCHs, you know. And he was doing this pat-a-cake with this little kid and this little kid couldn't talk and couldn't hear and couldn't this and couldn't that, and he did some pat-a-cake with this kid and all of a sudden – bang! – on went the kid's total perception and the kid was in marvelous condition thereafter and eventually became a Rhodes scholar, you see. This kind of thing, you see. And my God, years afterwards you'll find him sitting there in front of pc after pc after pc running this same patty-cake. It hasn't produced another result since.

See, that's the danger of one of these big win techniques. But R3R is a marvelous training process. If you can handle R3R and move the pc around on the track and that sort of thing, and you get a good insight into traumatic experience, mental image pictures, that sort of thing, and it's just very – very, very nice as a training technology. Beautiful piece of training technology.

Also has an assist value. And an auditor should be able to carry off a good assist. He's got – Jones has just fallen off a horse and has a broken clavicle and you tie into it with R3R and all of a sudden, why, the guy's clavicle mends up and so forth, if it's going to. So this is a good assist level action. Good training, good assist, and as far as making Clears and OTs is concerned has a very small value – very, very small value.

An auditor who can run it can call himself an auditor. Get the idea?

All right, now let's take up a much broader zone of action – R3N, the handling of implants. The handling of implanted goals and the handling of implanted materials. And a lot of you have been worried about this because you kept asking yourself the question, "Because these implants have an effect on us, is this going to turn out that we were all implanters?" You see, you keep on working – where's the overt? See, how come? How come these things have any value at all on one? If we're all going to run these implants all the time, what's all this about? What's it about? What's it about? What's the relative value of all these implants?

Well, the exact value of an implant is that an auditor without an understanding of implant goals and implants and implanting can very easily get the pc's own actual track mixed up in them. And if he doesn't have a good grip on these things and know what they are, he'll keep walking around them like a stray dog walks around another stray dog, and he will always be confused on the subject.

This pc's got a goal "to be alone," and you – just an actual GPM, see. And we open up the meter on this guy and we say "to be alone," and boy, that really rocket reads. That –

man, that really rocket reads – that's very fine. So we go straight to the implant area and start running a line plot on it – it would do the pc in or it wouldn't quite do him in or you wouldn't get tone arm action or you wouldn't quite know what's happening, don't you see? You're running an implant GPM when you thought you were running the pc's actual GPM.

Now let's say it wasn't the pc's actual GPM but only an implant GPM, and we start to run 3M2 on it – the old technology of yesteryear, see. All complete, all valid. Now we start running this – we start running 3M. We start listing. See, we start listing for *his* items. They don't sound anything like implant items, you see. And we list these things. And when we finish all the way up and down the line, what do we find ourselves sitting there with? Horrors! We have just run something that only exists as an implant GPM by cross-listing, as you would do a 3M2, and so have succeeded in spending a lot of time. And we now have a collection of about thirty-five or forty items or something like this, sitting right in the middle of that engram, and every single one of them is a wrong item, a wrongly worded item, amidst two hundred and thirty bypassed implant items. And if you don't think that isn't going to take the pc's skull off!

So therefore, an able auditor should have a good training background on the subject of implant materials. In the first place, it gives him a beautiful idea of RRs. Gives him lots of practice on meter reading. Gives the pc practice on the form of the GPM and furthermore, the forms of those GPMs are quite accurate even though their item titles are highly corny. You get the idea?

There's – nobody's got a GPM RI that's got "absolutably snuff" in it. See, plooey! You got no such thing, see. So therefore, if you couldn't – if you don't know a lot about implant GPMs you won't learn anything much about the form of a GPM. And you're asked to sail cold in on 3M2 and do all of the mechanics of a GPM on the pc's actual goal and so forth – nervous about rocket reads, nervous about this, what is the form of the GPM, what is this, what is that, what is the other thing? Do you understand?

Now you start tying a pc up in knots on his own actual GPMs and you've got trouble. You got lots of trouble. And the implanters – I don't care if it practically caved you in back along the track and certainly enough it did, there is no doubt about this at the time they occurred – but I don't care how many implant GPMs you've got; this is beside the point. This is beside the point.

They have practically no aberrative value, compared to the order of magnitude we're discussing. Practically no aberrative value. Yeah, you can get tone arm action out of them. But what's it do? It opens up the track. The little charge that you get off of these areas and so forth opens up the track sometimes so that you can find out a pc's own actual GPMs. And an auditor who is well advised on the subject of implant GPMs never gets the two confused. He's always got sense enough to say, "All right, 'to be alone.' 'To be alone. 'Now, is that

your actual – your own goal or is that an implanted goal? Oh, that is your own goal, that is fine."

Now, I – but – or "I get a read on both of these: implanted and actual. All right, good."

Now, at this point he can take his choice. Although it's of no great value to run this implanted GPM, if it's that stuck in the pc's craw, he of course has, because of the research that's been done on it, the line plot for that actual GPM and could sit down and he could run it out. Take a session, run the thing out.

Now say, "Is there an – do you have an actual GPM, 'to be alone'?" Clang! Got a bigger read now, see. And sail in with 3M2 and straighten the thing out, bingety – bang. Do you understand?

*Audience: Mm-hm. Yes.*

That is the value of it. It's an auditor's value to keep from wiping the pc off the face of the Earth by running implant GPMs with R3N – the technique for his own GPMs, you see – and running his own GPMs with implant GPMs line plots. Unless an auditor's got this fairly straight, why, he's sunk.

When you first start looking at this – and your first considerations with regard to this are liable to make you practically faint. But you'll get over it very rapidly.

You say, "Oh my God! What have they done?" Well, what they did was this: Some eager beaver dug up the actual form of a thetan's GPM and the bulk of wordings that thetans use in forming up their own GPMs, took a synthetic line plot and implanted them with it. Planted them with their own actual goal, hoping they would hit some of their own actual goals if they implanted them with enough goals.

So, you see, you get thirty, forty, sixty goals, see? In the final Aggregate you'll find out that the pc's been implanted with in excess of a hundred different goals, and some of these many times. See? Actually making the total number of GPMs he's implanted with probably creeping up toward a thousand.

Well that's – that's been very confusing. That was very confusing to thetans when it was done. But why? Only because it was a parody and mockery on the thetan's own actual GPM and tended to key it in – and it didn't even successfully scramble it up. Although it was very hard on the thetan when this happened, although it probably helped his demise no end by making him sad about the universe, and undoubtedly influenced his postulation of his next goal or some of his RIs, undoubtedly influenced all this sort of thing – in actual fact the aberrative value of an implanted GPM is back in the "rifle against the *USS Missouri"* class. See, no value.

But with that in mind, the implanter then did us a great favor. Now, I know it loused you up and it was hell, see. But he did us a great favor. He gave us a training ground – gave us a training ground. And you can run with the greatest aplomb any quantity of implant GPMs, and you can train up an auditor left, right and center and he'll now know what GPMs kind of look like and what their anatomy is and how they go together and what's at the bottom of them and all of this sort of thing, and what rocket reads look like and how the pc can suppress things, you know. He can get the whole thing taped without wrapping the pc around very many telegraph poles. And there's any God's quantity of them can be found on a case.

It's hell trying to find the pc's own actual GPMs, but any quantity – you could practically take any man off the street out here and ask him for the goal "to forget" and run it. He'd be very happy to have it run! He'll think this is really great stuff. You can make it rocket read, don't you see, and so forth – so that any group of students running implant GPMs will eventually find out what a GPM is like.

A GPM looks more like the old bulletins on the goal "to scream," however, with more items in them – the original ones released – look – an actual one looks like that really a bit more than it looks like an implant GPM, because the implant GPM is being synthetic and so forth. Of course, an implant GPM has no application to the case. His case has really never been upset about being "absolutably snuck up on," or something, you see. He's never really been worried about this at all.

You'll find his item somewhere along the line – "a sneak." And when you hit this rocket reading own item, see, *psssw,* you know. And he'll say, "Yeah, that – that uh – that's sure so! That is true!" See, you're hitting him right where he lives. And you get this thing opposed, and the meter goes *bbzzzzrrmm* and clank and bong and thud, don't you see? It got lots of action, lots of cognition – this is where he lives. He doesn't live on that implant track, he lives on the other track.

Now anybody, however, who's had experience in running 3N – the technique of running the implant GPM – is going to make good headway and so forth with actual GPMs. And it's very well worthwhile to get an auditor to run these before you put him on actual GPMs. Why? He can find them – bang! See? He can run them – bong! He can get it wheeling. He gets accustomed to handling the pc under duress in the midst of all this living lightning, don't you see.

Then he can turn around and go through the ardures of finding the pc's own actual GPM. And then he lists that out on 3M2, just as 3M2 was last released; no faintest changes in it. And there's your – there's your case – your case will really start flying now.

Now the tone arm action – this basic breakthrough of course all stemmed from discovering the value of tone arm action and how it is produced – and the tone arm action lies in the actual GPM. It is thousands and thousands and thousands and thousands of times more

aberrative than an implant GPM. Unimaginably greater magnitude. And it's got action in it. It's got tone arm action in it.

But there's difficulties in getting to an actual GPM. You've tried to find pcs' goals. That's a sweat, man! That's miserable! List and list and list and guess and hope and list and trying to get something to rocket read and, *waaahh!* and list and mess around and hope and – that's it! No, that now doesn't rocket read, and *oooh-whooooa!* And, first place, an implant GPM will rocket read a few times and fold up; an actual GPM will go on rocket reading for one awful long time. It doesn't wear out, you see.

But if you've ever tried to find a goal on a pc that rocket read, then you know what I am talking about. And it has been in the past an auditor heartbreaker. So you could find implant GPMs easily, therefore it makes a good training ground. But to make the pc well and straighten him up, you've got to find his own, actual GPMs. And they exist – they exist no slightest bit different.

I mean the top oppterm is, of course, the bottom terminal, more or less, don't you see? And the bottom opposition terminal, which the pc started out as against – the opposition terminal to the goal as an RI – that bottom opposition terminal is what actually the pc himself eventually becomes in his struggle through this.

Those – those old GPMs, those synthetic patterns and that sort of thing are all quite valid. Nothing at all wrong with those things, and you'll get tone arm action. There's where the tone arm action lives. This is on the actual line. But the big stumbling block was how did you get the goal? How did you get the goal?

Well, this is not a simple action. But we have just speeded this up about a thousand to one. With what? The service facsimile. What is the service facsimile? A service facsimile is the top RI terminal of the pc's actual present time developing GPM. And that's what we call the service facsimile. It's the top RI.

And of course, in view of the fact that that GPM is evolving and he is sitting in an incomplete GPM, usually – truncated, we call them – we don't quite know which side of the fence he's on for this thing. But we have there a wide-open door to finding the pc's goal while getting tone arm action.

Now, we have to ask this question: Why was the pc's goal so difficult to find? Well, it was difficult to find because present time, bearing down hard upon that goal – GPM – all of its RIs and in particular the RI of that GPM which lived in present time – that present time RI – kept the pc sufficiently overrestimulated that you had a stuck-up, messed-up tone arm – and his rocket read is totally suppressed, if you can't immediately find his goal. Do you understand that?

You've got a matter of environmental – auditing other things that I showed you the other day, the various zones of restimulation in present time – all of those things are bearing immediately down upon the reliable item and its accompanying opposition terminal. The terminal and opposition terminal of the GPM as it lives in present time, those are the last two items of the goal he is now living with.

And all of those things are in restimulation because of his own postulates that make up those things so he is doing something there, don't you see?

And this present time environment comes down against those two top items with a crash, and everything stays gorgeously in restimulation, your tone arm hangs up beautifully, and the case goes nowhere in a great hurry. And that is the mystery complete – no additional eases or qualifications of it – that is the mystery of the stuck tone arm. And that's come right through, and that is the service facsimile.

When you eventually find the totality of the pc's service facsimile, you will be into the top or next-to-top RI of the current existing GPM. There you are. So therefore, the action of finding the pc's service facsimile leads you directly and immediately into two things: one, into the GPM he is now sitting in, and his RR on his own GPM. His own GPMs – Goal Problem Mass – will now RR, providing you unburden it.

Now, I'll give you an example of this. We're doing a service facsimile. Now, I'm taking you very rapidly across a great number of techniques. Probably you're catching up with these numerals one by one, and little by little – you'll make it!

But here's the situation. Present time is hitting this guy bangety-bangety-bangety-bangety-bang and he's so overrestimulated he doesn't know where to spit, and he's keeping himself beautifully aberrated with these stable data "horses sleep in beds" or something like that, on the goal "to ride" – and he's there he is, banging away, present time banging away at him, and he frankly is so restimulated his top is blocked so that there's no release of charge or confusion. Its just hung there. It's just hung there and he's just frozen in concrete, don't you see?

Present time is hitting him, kicking his head in; his present time environment is knocking his block off. Auditing might be right in on the top of it – take the goal "to leave," you see, with this present time RI of "not permit anyone to speak to me." What's that going to do to an auditing session, man? You see? And there it is – and he's getting his head kicked off and he's kicking off everything else's head, don't you see. And there he sits, there – he's right there at the top of the line. He's so overburdened and his case is so stuck up with all this restimulation that he won't RR.

And that goal is overburdened. And that goal is so thoroughly overburdened – the one he is actually in – that if you find any goal at all, you will probably find one down the track trillions fifty or trillions thirty or something like that, see – some vast distance back. You try

to run that one, you of course, are running the pc who is sitting in the present time GPM and you're trying to run him trillions-a-hundred down the track and his bank goes *creeeak! creeeak!* And you can't get tone arm action out of the thing because the present time restimulation is so great. And, of course, all his backtrack charge is smashing him right on forward up toward present time, you see. He's running like mad and you're trying to run this goal back there "to be," you see.

Oh, brother, you know! Nice, high-toned goal. And it's all in restimulation, it's pressing him up against present time and so forth, and his present time GPM, of course, is nothing as great as that, you see. It's – be something like "not to be slimy," or something. See? To n – . And there it is, see. All your present time restimulation is hitting this goal "not to be slimy," and its top oppterm and top terminal. And you're trying to work this thing "to be," way back down the track at some unimaginable distance ... The length of the time track is our most – is our biggest, fortunately, and not a serious error – but is our biggest error in Scientology. The length of the time track! That's silly, man! You write "trillion" on the board a hundred times and you have the medieval period! Write "trillions" on the board thirteen times and you've got modern life! Trillions-thirteen. It's nothing for a GPM to extend over vast periods of time.

But here he sits – up here at the top of the bank. And there he is, being run at some vast, early distance. And of course, it doesn't answer any of his present time problems. It's totally unreal to him. And the reason it's unreal is his attention is pinned in present time and is being ordered to some vast earlier period of the track which is probably a dichotomy of some sort on the goal he's stuck in. And that's why he'll come up with the other goal. So it's totally unreal to him.

You start talking to him about trillions of years ago and why, hell, he's worried about the fight he had at breakfast. He's still trying to explain how come he always fights at breakfast. See, he's trying to explain this, you see. And you get the reasons why he doesn't like fortifications to exist. Well, man, he hasn't been a fortification engineer for the last four or five hundred years! It's the last time he ever had anything to do with it, see. And the last time he *could* do anything about it, or it was a present time problem to him, was maybe trillions-a-hundred.

So here he is, worrying about that fight he had at breakfast and that's sitting on the goal "not to be slimy." And the only thing wrong with breakfast is the eggs were a little bit firm. Because by this time, of course, everything must be slimy because he's gone to the top of the bank, you see. So you've got "everything must be firm," you see, as one of his items. So he's opposed to anything slimy, you see or something wild is going on, you see.

You see how far you are running him from his present time problem? And yet you couldn't really find this top of the bank. Because it's so overburdened and so thoroughly in

restimulation that any RR discernible on it will be almost impossible to reach because it's so overburdened with locks. Locks, locks, locks – practically everything in present time's a lock on these things. So he won't RR.

Now, I'll give you an experience which is interesting. R3SC, finding the service facsimile of the individual, just exactly the way you're going about it now – fumble and punch. If you're running this successfully, you found out the pc would occasionally have a needle fall. And as the case went on, in the next session or something like this – happens fairly rapidly – in the next session, if you'd been very observant you would have seen that needle accelerated. When he had a fall, it accelerated. But it accelerated on everything. Everything you were running you'd get a – everything you're running, see? Everything you're running.

Now, you've started to do some lists. This is the next session – another session, see. You started to do some lists, and three times on that list as you're nulling it, you see very sharp, fast falls. Next couple of sessions you're nulling some kind of a list, and you see little tiny rocket reads on about four items – and lots of steep falls, but little, little tiny rocket reads. So you get more tone arm action running on his present time problems, and that sort of thing, you get some more. And you're sitting there, and all of a sudden you see some gorgeous rocket read. You see something just go *ppsssswww!*

Actually you've merely reached in – you haven't necessarily reached the RI, but you certainly reached a lock on the RI. And the bank is loosened up enough so that the pc can differentiate on rocket reads on his present bank.

Now, you do – you're still working on service facsimiles and a day or so goes by, and you're doing this list and all of a sudden you see "to hide" *pppsssswwww!* Hey! You had a goal rocket read. You come back and you call it, "to *hide" – pppsssswwww!* There she goes, man, she's really taking off! Give it to him again. Prepcheck it. Do something with it. It always fires! Fires! Fires beautifully.

Then you say, "Is this an implant GPM?" No read. "Was this 'to hide' implanted on you?" No, no read. "Is this something you actually made up yourself? Is this actual . . ." so forth. *Ppppssswww!*

You say, "Well, well! We have arrived somewhere!"

But exactly where have we arrived? Exactly where have we arrived? We've arrived within the last four or five GPMs. That's – we can be sure of that. The last four or five actual GPMs. Now, if you took off immediately and said that's a very low-scale goal, "to hide," you have underestimated the state we're all in because of the immediate backtrack. We haven't postulated any high-toned goals to hide for several trillion years. That's a high-toned goal, man!

Now, how do you get lower than "hide"? Well, I think you can go down about twenty tone arm divisions below "hide" I'm beginning to see, on the scale. "To never be caught anyplace and have nothing to do and to be vis – unvisible." Any goals of this particular kind. "To be – to never be found out," you see, "to have nothing worth taking," goes down to something like this. "To have nothing" that's a high-toned goal, you see. But, "to commit suicide," "to get rid of it," "to go insane," "not to be so slimy," see? "To endure" – see, that kind of thing. You'd be surprised how far south this can go.

So you're within the last five. You can be fairly sure of that – you've seen a goal rocket read while searching for the pc's service facsimile. You've tested 4 it out and you've found that the pc actually has that as a GPM.

You, of course, with vast enthusiasm wish to God it were the last GPM and the one right up into PT, because how wonderful life would be if that were the case. Unfortunately you have no guarantee of that whatsoever; it'll even read on the meter that it's the last one, and not be it. That's quite interesting, because you see it's – it's apparently right there, don't you see? You got your paws right on it, and – actually the bank is so jammed, and the GPMs are so jammed up as they approach present time because they're so much more susceptible to restimulation, don't you see. But, it isn't – it isn't the last one.

Now, that doesn't say it isn't always – it always isn't the last one. Once in a blue moon you might have a little luck and after that become careless and wind a pc or two around the telegraph pole before you got back to battery and sensible again. But the thing to do with this "to hide" is lay it all out, test it just the way I showed you, see? See, use it anyway you can, trying to find that as the GPM, you see, and then oppose it. What goal would oppose "to hide"?

Now, you want your pc to be in pretty good shape at the time you do this. Why? Because he's just now going to be put through a lot of mischief The last three or four GPMs; you're going to drag this pc through them. What kind of condition do you think the pc has to be in in order to be dragged through three or four GPMs – of his own actual GPMs – bodily? You want him to be in pretty good shape and you want the auditor to be no fumble.

Let's list this, let's list this. And let's find the next GPM. And the pc will be sure and for a moment or two you will be sure that this next firing goal that you get – you'll be absolutely sure, you see, that it's it. What would oppose "to hide," and that's going to be something wild or weird or peculiar, like "to have nothing worth taking," you know. And then you're going to be sure of it, he's going to be sure of it – in actual fact if you tried to run it, you're going to come a cropper, because it's probably not the present time GPM, see? So you be very careful about this, and you try to list it up to PT with "who or what would oppose 'not to have anything worth taking?" see. Who or what would oppose that?

Now, the probability is, is you're either on it or right next to the present time GPM. So you scout that one down real carefully, whatever you found as a result of that, and the possibility is that you're on it. If you're not on it, do another oppose list and land in the present time area. Prove it out conclusively, ask questions of the meter, Ouija-board the meter, make sure that this is it. And the pc by this time has got a lot of restimulated track behind him and he's probably very uncomfortable. And he's been getting tone arm action like crazy. It doesn't matter, you see, you've hit him – you couldn't help but get tone arm action.

And now, list for the existing highest or the latest terminal of the final goal you found, "not to be so slimy." Just list for that. List for it. And you're going to find it. And you got his service facsimile and you realized, if you look back over your records that you were walking right in the vicinity of it all the time anyway. See, it suddenly adds up.

Lightning bolts go through the pc's skull from both sides, you see – "Yes, yes, yes, yes! Oh, yes, yes!" As a matter of fact if he's so involved in it, he could also have this reaction to it: If this GPM – this last GPM, the one closest to present time – if this last one up has already run its gamut and is about a hundred items deep and he's up close to the top of this thing, "not to be so slimy" is "to oppose sliminess" or something. You see, he's going on the opposite side of it – and he's on the opposite side of it. He's in the camp of the enemy, the terminal is now. And the oppterm is "a slimy thing," or something, you see. This thing has gone backwards because he's lived all the way through it.

When you start landing in the middle of this stuff, you just run your 3M2 straight on from there and you'll find out *bam-blam-wham-wham-bing-bang-bang-bang.* Pc's liable to be very sick, and what I was going to tell you is a word of caution. The pc: "Oh, I don't think this could be my goal," you see. Well, he's in the opposite oppterm, see. "Couldn't possibly be my goal, 'not to be so slimy.' I've always hated slimy things and I – I actually couldn't possibly be – it couldn't be my GPM, don't you see, because – I just.. . Couldn't be because I always opposed the thing, you see, and . . .

It's at that point where an auditor has to be very alert, because the pc is in actual fact – goes into almost a total dramatization of the RI terminal he is sitting in, and it may have at the top of the bank reversed itself, so that he is now the enemy of his own goal.

And with that reservation and that realization you are running your service facsimile like a startled gazelle. And if it turns out not be a service facsimile at all, you just run it in 3M2 and you go pocketa-pocketa-pocketa down the bank. And the best way to run it, run one of these actual GPMs – little piece of data I'm giving you in passing, and which you will hear again – best way to run one is to list carefully for its top oppterm, take what you get and run it down toward the bottom as accurately as you can without missing any more RIs than you can help – but just keep finding RIs all the way to the bottom. Keep finding RIs, see.

Find oppterms and terminals and oppterms and terminals and oppterms and terminals, and try not to shoot off into some other GPM. That's the only thing that can louse you up.

And get down to the bottom of the thing and you'll get a blowdown.

You'll see those rocket reads going by, man, and that tone arm going down, down, down, down, down, *down-pssew-pssew-pssew-pssew-pssew-pssew-pssew – that* whole goal is look – going to look like it exhausts. And then you turn around and go back up to the top again. Go from the bottom now, list it – terminal, oppterm, terminal, oppterm, terminal, oppterm – right on up to the top again. And you'll get the 50 percent of the items which you missed on the way down. And, of course, that thing will clean up like a bell.

That is, instead of trying to find every item perfectly as you go down, just discharge the thing and on the way back up find the remainder. Don't Q-and-A too much with whether or not it was a terminal or an oppterm and you've made a mistake so you've got to relist, you know – you're all wrong and the pc's wrong and the bank is wrong and – don't get into that kind of a monkey business because you can kill two or three sessions without finding yourself very many RIs, don't you see. What you want to do is just pocketa-pocketa-pocketa as best you can, get down to the bottom of the bank and get that thing blown.

In the first place, you can't list it from the bottom up. The second you put your paws on and try to list and find its opposition terminal to the goal as an RI, you see – "to catch catfish" down there at the bottom. Of course, "to catch catfish" in a real GPM is at the heart of every single RI which evolves from it.

So when you start listing that bottom and fooling around too much with the bottom, you throw the whole top of the bank of that GPM into violent restimulation. The thing to do is – you see, these things are laid in as they're lived. Implant GPMs are all backwards – you see, the top oppterm is the earliest thing. But that's not true of an actual GPM.

So you list it all the way from the top down to the bottom, turn around and list it all the way from the bottom up to the top – making careful that you don't go further south than the bottom because now you'll be in a foreign GPM. The only thing to be very careful of while you're handling these things – the only thing to be excessively careful of – is to not go finding RIs for goals, for – RIs for goals you don't have. You know, that's the old one.

That's the only thing that turns off an RR: is you're running item after item after item after item after item out of the bank and you don't have its goal, sooner or later that pc's RR is going to go off. It's going to close down, your TA action will stop and so forth.

You recognize that. You remember this from way back, some of you?

*Audience: Yeah, yes.*

You mustn't run RIs without having the goal. That's just as important now as it ever was. None of this old data has ever changed, you see. It's still there.

All right, what's interesting about this is that you are right now doing that with R3SC. You're looking for RIs for which you have no GPM. You got no goal for these RIs. And yet that service facsimile is one. So the question is only this: How long can you go on looking for these service facsimiles without running into finding RIs without finding the goal? How long can you go?

Your guess is almost as good as mine. Because you're shredding an RI up and chewing it up, and because it applies to all present time and so forth, probably extends the length of time – you aren't really just finding RI after RI, don't you see, and so forth – but I would say the low side of the estimate, well, I'd say it probably is not safe beyond fifty hours, and there might be a pc or two around where it isn't safe after fifteen hours. This is "be careful."

But that phenomenon doesn't occur until a goal – some goal has begun to present itself, so it's not anything very dangerous, providing you stay on alert for the pc's goals. I told you when I first gave you R3SC, when you see a pc's goal rocket read, write it down in a big box over to the side for further investigation – don't hide it anywhere in his papers. See, go right on running R3SC if that is what you're running, don't you see, but put that over to the side. And put that in plain view so that can be investigated.

Because all of a sudden the tone arm action might cease and the thing – what you want to do if the tone arm action suddenly and inexplicably ceased – you go back and you pick up any RRing goal the pc might find and let's go into one fast scramble to make sure that we have got ourselves a goal. And then let's oppose that goal, and then let's oppose the result of that and make sure we're in present time. And now we've got the goal for the RR – for the RIs we've found, and all will be well again.

So it doesn't do to go too long on R3SC. You get why? You can key it out. You can do all kinds of wild things with it. It probably – I've just estimated it for you on the very, very, very supercautious safe side, you understand? You'll probably hear of somebody in – some field auditor and so forth, and he's run it on – he's run R3SC on somebody for five hundred hours and it hasn't disappeared yet, see? All right, he – trouble with it is, he keeps getting these RRs all the time, and they get in his way. "Can't read the meter too well because the needle is always going like that," you know – that sort of thing.

But the point I'm making here is that we must be alert to this old rule. Now, we haven't seen any search on R3SC turn off any RRs or turn off any meter action. We've not seen that yet. But we know this other point. We know we are looking for RIs that are at the top of the GPM line, and the action of looking for that RI all by itself could apply the old rule which we know to our bitter experience. All you've got to do is start charging down a GPM, go past it. Go past the bottom of the GPM, go halfway into the next actual GPM and all of a

sudden you've got no RR, you've got no tone arm action, you've got nothing, pc is *"Whooaa, creeak!"* you know, *"Ooooh, horrible!"* you know, everything is going to pieces and so forth. And possibly sometimes, as we learned early on on teaching R3N2, one of the last things that the auditors at that particular time thought of was that they might have gone past the bottom of the thing and were already running out the next GPM. That's practically the last one they thought of. It's just the pc never put the goal on the list, don't you see, so it never demarked.

Well, there's – there is the score of what you are processing and there is just about the scope and limit of processing. There isn't very much more limit to it. But let's look at what this is all about. Let's look at what this is all about.

By using this type of analysis, by using a program of this particular type, by recognizing this put – together for what it is, we have probably programed OT very well within reach. I would say we've shortened it considerably, because we've shortened all the difficulties of actual goal finding and that sort of thing. But something else has happened. Something else has happened.

We have found a method of straightening out PT which can be used actually at any time that you started to run into trouble at any stage of running any actual GPM. You can't seem to be getting anyplace and things seem to be pretty grim, and you mustn't immediately suppose that the old rule of finding RIs without the goal doesn't apply. You scout that one down first, you see. You've run out of – pc's all restimulated, you're not getting tone arm action, everything is going to pieces and so forth.

Well, for some reason or other you now have a condition where the pc's present time is in overwhelm as far as the RIs he's currently sitting in. So you could just go ahead with R3SC, you see. First, you would examine to find out if you'd been finding RIs that you didn't have a goal for. That's the main one, see. And then you could go on, find that goal and so forth, but you could actually destimulate present time at any time by using your techniques as you're – used in R3SC.

You could use any RI, any terminal, any oppterm – you can do all kinds of wild things with these things, you see. And you can disenturbulate his PT and you could practically clear him at any instant during the time of taking him to OT. And I know that sounds weird. See what I mean?

Given that you're not finding tons and tons of RIs without having the pc's goal for it – given that one horrible fact; that one cared for – you've run this fellow now, for seventy-five hours and you've found one and one-half GPMs, and that's the end of his seventy-five hours. You see, you unburdened his bank and you got it all, got – PT is all straightened out and you've got all of this first top one and so forth, and – this is a lot of work you did, you see – and you got the half of the bank of the next one, see? And that's the end of his time.

Well, you could spend the last session or so trying to find the service fac for his present time environment. Just scouting out his present time environment. Of course, any application – the RIs which he has now found – you see, any application they have to present time will cause them to disintegrate. So you'll get a disintegration of the factors which are still hanging up in present time, his needle goes very floppy and you can hardly set it up and it's on the Clear read and so forth – and you could practically sit there and make a Clear out of it, although he's only halfway through a bank.

Of course, he's going to go creak, and he's going to talk to you, and he's going to persuade you and try – if you could just get to the bottom of this next thing, you see. That would maybe take you another twelve, fifteen hours just to get to the bottom of it – not to clean it back up all the way up the time, you see, it's something on that order. And where you've got to sever it off you've still got – you still got a technique which is analogous to R3SC. In other words, you could make a Clear at any time you were making an OT. And you can clean up his needle and his tone arm read at almost any time.

Very valuable thing to know. Because if you've seen the agony some people get into running actual GPMs, you would realize that it's well worthwhile to have a technology which straightens them out as cases. I'd – to program such a case, I would just make sure, if the case is sort of gummed up and in a bit of trouble and so forth, I'd make sure I hadn't been finding RIs for which he – we had no goal; make sure of that. I'd give him a nice bunch of ARC break assessments. I'd do a big case analysis on the subject: "Have we found any implant goals?" don't you see, "and thought they were your actual goals?" or "Have we run," you see, "actual goals as implant goals?" or – disentangle that – "Have we skipped any GPMs?" you know. "Have we found a lot of wrong items?" "Have we listed things backwards?" You know, the stuff that's in your list – do a sort of a case analysis along this line, make sure he was all straightened out in that line. And then I'd very eager – beaverishly start in on R3SC, trying to find the service fac for his present time now.

And, of course, we're going to find out he's now applying the goal, you see. And he's now applying the goal "to fly" or something like this to his present time environment. And we'd clear off a lot of locks and we'd get a lot of PT action. Blue smoke comes out of both sides of the meter, you know. Pc settles out and goes Clear read and the case straightens up.

Theoretically, this is quite doable, and if you got the other reasons out of the way why the case was gummy or feeling bad – that I have just outlined to you, no more complicated than that – you would then be able to apply your R3SC once more and you could bring about a state of Clear. So your state of Clear is bring – aboutable at any time with this one proviso: The most dangerous time to use R3SC is before you find the first actual GPM. Apparently the simplest and easiest time to find it and to use it, you see, is in actual fact the most dangerous time to use it, because you actually are running at RIs without the pc's goal. Do you understand?

So that's – you can go at it with great aplomb. I don't know how long it'll go on. I can also tell you that I don't know, and there's no reason to suppose it would go on more than an hour in some cases. I don't want to scare you. But in everybody so far addressed it has gone on for a nice, long, comfortable time and isn't getting in anybody's road and there's no sign of these difficulties appearing. But by past experience, they're there to appear.

Therefore, it is very necessary that an auditor who is doing R3SC must sit there very alert to the rocket reading goal. If he gets anything on a list that rocket reads, why, he should mark it loud and clear, See. Put a big RR down after it, something like this, you see. Looks like the pc's goal – if there's any discussion of it ensues of any kind whatsoever (and that's very easy to have happen, you see, in R3SC) – mark it down: "Pc thinks this is his goal." Put it over there very clear.

Now, if the pc can be kept in-session – let's talk now about not just somebody trying to clear, let's talk about taking it from there – you've gotten tone arm action established on this pc, this pc's pretty comfortable, you're – gotten some of the aberrative factors out of the pc's environment so the tone arm doesn't stick up every time you sneeze and you got a goal sitting there. Well, you'd better research this goal.

Let's find out what goal it is. Is it one back or two back or three back, or is it – is it this or that, or what should we do with it, and should we oppose this goal and find a goal that's a little closer to present time and then find an – what should we do with this goal? Let's search this thing out. It isn't as easy as, "Well, that is the pc's goal, let's list it," see. It isn't that easy, See. It's – the only goal you really dare run – and this is what gave all pcs trouble – is the last goal: the one closest up to PT.

Now, knowing all those things, you're going to go getting tone arm action. Your tone arm action there is residual on the long haul. Now, it's residual in the pc's actual GPMs. That's where the tone arm action lies. Now the very system that you understand as a service facsimile applies to every RI and applies to every GPM the pc has, and it is that system which has aberrated the pc. That is the system which has aberrated the pc. And all pcs have done this, and they've brought it all the way along the track, and it arrives till now. Actually, the service facsimile cum *laude* for a GPM is the goal as an RI. That is the big one.

And, of course, it accumulates to its subsidiary RIs – see, reliable items are accumulated to this basic one – and the whole of these in their associated pattern make up what we call a Goals Problem Mass. And that mass is quite actual. These RIs are – have diameter, they have mass, they have this, they have that; they're all very much in the groove.

Now, what are the – what are the symptoms of somebody running out of – well, you're running too many RIs and you haven't got his goal, your TA action will cease and the needle ceases to RR. Now, therefore, when should you dive for the pc's goal and start this goals program? What is the dividing line? Well, unfortunately, it isn't as easy as X Unit and Y

Unit or something like that, you see. That isn't that easy. It's different. It's a technical point. It's have you rehabilitated the pc's RR? And you run service fac (R3SC) until you've got a rehabilitated RR. And then it's going to be awful easy for you to find the goal.

Now, the question arises, what is the exact progress of the case run on this particular scheme of things? What's the exact progress of the case? Well, you run a case on the latest part of his aberration all the time. That keeps his PT cleaned up. By keeping his PT cleaned up, you're then keeping him nice and calm and so forth.

He actually isn't going to develop any skills to amount to anything as an OT. He's going to rehabilitate very slowly. Rehabilitation factor then is slow, even and gradual. It doesn't do a rolly coaster type of action. You'll get – occasionally some guy will bang out of his head or something like this, but that's just not of any vast importance. What you'll get is an increase of ability on a steady, calm progress front.

Oh, of course, you're going to have your difficulties of you listed this thing backwards and you shouldn't have and so forth. These are merely technical difficulties as you go along. The pc's going to spend an awful time between session A and session B because you skipped a GPM – when you were listing down, you didn't get the next adjacent GPM, you got the one after that – and it's going to make him quite miserable.

But your actuality here is that the pc is advancing as a being in relationship to present time. He's getting an expanding perimeter of present time, but he is advancing with present time. And therefore he is advancing to a marked degree smoothly and calmly in regard to present time.

Now, this has two factors, one of which is relatively unimportant. You might not agree with me that it's unimportant, but I rather class it in that sphere. You're not going to get spurty, fluky manics turning on and off. And boy, they can get more in an auditor's road than you would think. Pc goes – the most dangerous thing of them is not damage that the pc does, but the pc goes tearing off in a manic, and this has been one of our main problems: He feels so good, he's so ambitious, you see, and he doesn't want any more auditing because he's going out and he's going to get busy, you see – and you know that he's going to take about three days to fall on his silly head!

Well, the reason for that is, is you've dropped back earlier on the track than the reality of the pc. See, you're earlier on the track than the pc's reality goes. This is a very important factor. If a pc's attention is thoroughly in present time, any effort to go backtrack, of course, brings about a feeling of unreality. There's a slight unreality involved on this quite normally.

Well now, multiply this to a fact that by taking him backtrack, you, of course, are bringing his ARC at a lower pitch than it might be, and he can't actually cope with the aberration which is being thrown at him and he goes into manics and he turns on somatics and

he has a bad time and he sits around all day worrying because he can't tear up all the pavement of Ml or something. You get the idea?

Now, that's all totally and a hundred percent simply because somebody is being run well over his head. The dangers involved in it are negligible, because he's so overwhumped that nothing very serious could occur. But by taking him back down the track from present time all the time, actually the past is present time.

See, the past is being carved off in present time all the time, don't you see, and therefore the reality of the pc is continuously increased and you actually make – the more important fact is, is you won't be up against the hurdy-gurdy of restimulation and upsets and *rawf* and bing and bang – the pc will be much more cheerful and you won't be up against these sudden manics; you won't have any difficulty in this direction.

In actual fact, it is very doubtful if a pc could make it to OT unless you continually handled the application of what he was doing to the aberrative factors of present time.

The only danger in processing anybody up the line is somebody's going to get – go into some big snit of some kind or another when he's about three-quarters of the way through, don't you see, and he isn't up to it and that sort of thing.

Well actually, the – I don't think – I don't think you could keep him in-session or push him in that direction or hold him in that direction long enough to make him – to have enough strength to misbehave. You understand? It takes a smooth run. This thing requires a smoother run, don't you see?

What you want is an even progress chart. And the way to do that is to take everything down as you go against the present time which the pc now has, and you'll get a discharge of it and probably reduce – this is the important thing – reduce the number of hours of auditing by at least 50 percent. Cut it back from PT. Now, we've been making a mistake by going early and coming up toward PT. It's very hard on a pc, because all of the RIs he's dramatizing are right in PT.

Now, let's say he goes back and he finds the goal "to have." Let's say this guy's been run and run and run and run and run. And he goes back and he finds this goal "to have." All right, that's way back, see? And there he's got this GPM "to have." And he gets into the top oppterm of the thing "to have." And he said – it's "want nothing to do with nobody nohow," see – something like that, see? And he's against capitalists or something like this, see. Or people who have things, or something like this. You see, the thing is reversed.

You'll find that the moment that he enters that level, if you have peeled back the track all the way down smoothly to where he is, you'll find at that moment, his thinkingness is colored by the RIs he is sitting and confronting. His thinkingness is colored by these things. He'll get up in the morning and he'll look around, and say, "Well, I sure don't need three pairs

of shoes. I could get along with one, you know." His thinking is colored in this particular direction. Well, that means it's directly discharging against PT.

So in actual fact, your discharge against PT, of course, accelerates the speed at which it goes. You needn't worry too much, or you're not really concerned with the ethic level of the pc, as auditors. I'm just talking about you as – your general attitude and opinion – you're not worried too much about the power or strength or otherwise of a pc. You never have been.

But, of course, you are approaching – you are approaching a point where this will become of interest to you. It will become more and more of interest to you. And be reassured – be reassured by the fact that an individual whose present time problems are not cleared away doesn't have very much power to do anything. He's too involved and too enturbulated to exert any force or power in present time. Interesting datum, isn't it? Doesn't even really fall back on ethics. See, it falls back on that restrictive fact. Why?. Well, he's sitting in a couple of wild stable data of some kind or another and he's resolving everything, and it's all mixed up anyway.

So his power and his difficulties are terrifically restricted by his present time involvements and confusions. And frankly, no pc ever really progresses beyond his present time problem. That's in actual fact the secret of processing. That's why, particularly, you can throw away the Freudian idea that a little girl was looking in the window of the boy's room when she was three, you see, and has been aberrated ever since, you see. No! No, no, no, no – that had nothing to do with aberration. Why, it's back there!

Now, if you were running the RIs formed at the time she was three and you had peeled back to them, you would find the pc oddly enough sitting in the present time problem caused by the inability to observe. Nonobservation and non-communication. At any given moment during auditing, the pc is introverted at the level of what is now in present time. What is now live in present time, on that the pc is introverted. Therefore his power is consistently, continuously cut back to practically nothing. Consistently and continuously.

You see gradients work this way. You walk out here and pick up a – one day you can pick up a pebble. And the next day you can pick up a rock. And the next day you can pick up a big boulder. And the next day you can pick up a stone wall, you get the idea? You'd think in auditing a pc would move ahead on that gradient of ability. A pc will not move ahead on that gradient of ability.

A person halfway through won't be able to pick up the pebble. You mark my words and you watch it. If you carry it all the way through to a complete conclusion, it's when he gets all the way back to the other end of the line and all those things have sheared off against present time and he's got all those things straightened out and he hasn't become totally overwhelmed by it all and so on. He's going to be three feet back of his head.

Now, I've had a period recently of being up in the – looking around, and that sort of thing.

And I just got gorgeously confused with my present time problem. And I frankly became so involved with present time problem – it was a present time problem to me at that moment – that I was like to wrap beams all around my head and I was yo-yoing past the moon, don't you see. I suddenly couldn't hold a position in space worth a nickel. I was very introverted on the whole thing. I didn't quite know what my present time problem was – I was trying to figure out what my present time problem was, see. Present time problem, of course, was sitting right in the RI I was sitting in.

The odd part of it was it *was* a present time problem. See, it *was a* present time problem. I didn't think it was. And that's always the case with the pc: It *is* a present time problem. It's that the pc can *perceive* it is a present time problem. So all progress is measured on the pc's ability to perceive what *is* a present time problem. And on that you get a measure of his forward progress. And he gets present time problems which are years wide, and tens of years wide, and hundreds of years wide, and thousands of years wide, don't you see.

Present time problem is the distance of one inch – his forehead hurts, don't you see – to his room, to his world in which he immediately lives – that is to say, you know, back and forth, the route to the office and that sort of thing – to the planet, to the this, to the that, to off of this planet, to the confederacy, to all of the various connecting links of all the confederacies, to this universe, to the lot of beings in this universe, and to the formations of this universe, to this, to that, to that, thup, thup, thup. It's always the length and distance of the pc's present time problem.

It actually isn't even – that is on – his only measure of reach. It isn't how far he can reach or how many stones he can lift or anything else. It's just how wide is his present time problem. And in every case, it is his reaction to present time that is creating the problem. Beyond that, there are actually no problems. You got this? This – it's how – what's – what's his perimeter? What's his perimeter of problem?

So you can measure that, and as these RIs are peeled off against PT as you go back through actual pairs through the GPMs – you go back through these actual pairs and these things are up in PT and so forth – he'll be expressing this degree of introversion with regard to the ... Well, he's just got an awful worry, he's got an awful worry, he – so rapidly goes onto planetary affairs in think like this, it's quite dizzying.

He's got an awful worry. He's got an awful worry. He's found, the idea that he actually can no longer – he can no longer make waterfalls fall backwards. See, he isn't out there trying to make waterfalls fall in any direction – he's got a problem. See, his problem is he can no longer make a waterfall fall backwards.

And there's your consistent run of processing and the way it peels off and goes all the way back. Now, do you see then what the approximate anatomy is of what you're tackling? In essence, you have something I can draw you here – in spite of the lateness of the moment – I can draw you here this with great rapidity, and there's – I'll draw it for you again.

But here let us say is your pc, and he is being an RI – and here's – here's the goal as an RI. See? And this whole thing is one annealed GPM, and this is present time. The pc is being this thing and therefore it is his service fac. Right back of this is a bunch more – goal, this is a GPM. This is your current GPM.

Now, when we reduce this on this level, here's PT, and let's make it look like this and let's just draw a GPM, shall we? We're going away from PT, here, see? When you're looking for your service facsimile you're looking for this fellow right here – or this one here. You'll find one or the other of those.

First goal you find is possibly – you're looking for the goal, here. You see, this GPM may not be complete – may not be finished because he's still living it. He's postulated this goal, but you get a goal, and you – you actually found *that* goal. See? Goal found. So what you're going to have to do now is list a goal oppose, against that, to find that goal, and then that goal, and then that goal – and then as soon as you're sure that he's got this goal, and you actually list for those two RIs and peel down that bank and clean that bank up. That's the end of everything you're working with, with the pc. And also the end of all of his aberrations, all of his worries, all of his concerns, all of his upsets in PT, and isn't – well I won't say isn't life wonderful because he now has all these.

Fortunately, by actual count, there is only twenty or thirty actual GPMs on the whole track. Twenty or thirty. You're on the sunny side of a thousand hours to OT – and I mean all the way. You're well on the sunny side of it. And knowing me and the fact that we discover things as we go and so forth, I would say we'll probably have that cut down a bit. But at this present Moment I see no reason to change anything we've got.

We've just fallen back and taken up all the technology of a year ago, without changing a hair in it. It's all been done. There it is. We've investigated through this summer, implant RIs. You know how to run those things, you've got good ideas of what GPMs are, you're all neat away. You know how to run service facsimiles – you're learning right now. You can tear into that thing, find the pc's own goal and you're away! And you're really away.

So, it very well may be with other developments that you're looking at five hundred hours. It may be within five hundred hours. And if your case is very, very slippy indeed, and you audit very well, and you give very good auditing and receive very good auditing, and you're very good children indeed, you might be within three hundred and fifty hours! But that's might be – I can tell you for sure you're within eight hundred hours of it. That's for an absolute certainty.

Now, this is what – this is what it means, that is what you're processing, there isn't anything more that you are processing. The fact that free track exists, that implant GPMs exist, that all these other things – screen implants exist and so on. I ran about twelve, I think ten or twelve screen line implants off in one RI listing, couple of nights ago. Nothing. They were getting in my road. I was trying to put down items that were aberrative, and I kept running into these things – mosquito bites.

All right, but that's what it looks like. I don't care what else is on the track. That is all that is on the track that is important – right there on that sheet, right there in front of you. And that's in actual fact what antiquates psychotherapy. Who would have dreamed of any of that or of its considerable simplicity in its final analysis.

We had to know an awful lot of things to bring it down to that level of simplicity. And once you're studying it and grinding it through you won't think it's simple for a while, and then all of a sudden it'll fall apart and you'll see it's relatively easy. That is what you're processing, and that's the way it falls apart and that's it.

Anything that's wrong with your pc is *right* here – influenced by that first goal – anything wrong with your pc, that your pc is now – is real enough to know about. Because when he gets to here, he's going to have a whole new set! You understand? Of course, this is going to modify, he gets different changes and so on. Until he gets that whole GPM gone though, he's still going to worry about that idea, see. Sort of withdraw from it and be upset about it.

These – these ideas, we don't know what – we don't know what's going to turn up down here. Of course, he's got that much charge off of his case, he can handle it better, he's that much saner, life will go that much easier, you can get rid of it that much quicker. But down here, if this is the goal "to eat buttercups," he all of a sudden goes in for horticulture and starts worrying about these poor flower seeds lying around all over the place dying without being planted. He never worried before about it in his life. But now, it's a present time problem.

Well that's – that's your variations of case. That is a map of a case. It is that simple. There's nothing much more to it. It doesn't excuse anybody from careless auditing. It doesn't say you can't make mistakes – but it is basically very elementary. And there it is.

Thank you!