A Dictionary of Scientology Terms

Compiled from the works of L Ron Hubbard by

Leo Swart

Knowest thou the meaning of 'Potential'?

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L Ron Hubbard

"Common Sense - Rigorously Applied"

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Scientology is a thoroughly catholic subject, which means, per the original meaning of the word "catholic", that it is a fully self-referential subject; any and all questions regarding it can be answered from within its materials. One does not need, as Saint Augustine did with Christianity, to refer to outside sources such as the Greek philosophers, in order to fully comprehend it. The subject stands on its own feet.

This dictionary, based on the works of L Ron Hubbard, goes a long way towards fully clarifying the words and concepts of Scientology.

It should be kept in mind that any dictionary is always a "work in progress". This is particularly the case in Scientology where, in many instances, the full meaning of a concept has only become clear after many years of research by LRH. The term "Service Facsimile" may be given as an example of this.

Well, this dictionary which I have compiled is also a "work in progress" and it should not be considered complete either as a whole or as to its individual definitions. When I think back to the small "Abridged Dictionary" we had in the early days - Wow! How did we ever manage. Then in about 1973 or 4 when the Tech Dictionary was published we were all very relieved that we now had a real comprehensive dictionary for real use.

For my own part though, this relief was short-lived. I found the Tech Dictionary to be an overt product. Some words were defined in terms of each other - a no-no per earlier LRH lectures. And on the other hand there was a rigid adherence that only quotations from LRH's own writings could be used as definitions - a monstrous arbitrary which stultified one's thinking and froze the dictionary in time - after LRH's departure nothing more could ever be changed or corrected. It places Scientology on a frozen pedestal comparable to the Koran and leads inevitably to frozen scripture, frozen thinking, frozen interpretations, and that most aberrative condition of "No-Change".

So please regard this work of mine in the spirit in which I created it.

May I mimic LRH himself and say that it is "humbly tendered as a gift"
to all students of Scientology.

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Excerpt from LRH lecture 55.01.12 -9th ACC-28 Glossary of Terms

You have had quite a bit of the material of Scientology written to you and explained to you. You found out quite a lot about it, but if these were just a series of arbitrary definitions so that we could process, they'd be worthwhile but they wouldn't be very valuable.

Let's take up this business (that happened) yesterday. Miriam suddenly discovered that the word *symbol* as given in the English language means *a substitute for*. Now, that's a very definite English definition. And instead of meaning this, she found out it meant *mass, meaning and mobility*. And this was a shock. Of course, it would be until she examined it further and found out that mass, meaning and mobility were a substitute for the thing which was life. And all of a sudden—I don't think I am drawing a longbow to say so—her understanding of Scientology in just this one little point broadened somewhat. Right?

If you can't get that kind of a spark out of every one of these definitions, if you can't get a broadening of your understanding of life out of these definitions, then there is something you have missed about one. Got it?

Excerpt from LRH Lecture 61 06.07 - SHSBC-009 - Points in Assessing

The trick of communication in Dianetics and Scientology is the interesting trick back of all the tricks. That is the one thing that has been the most difficult and is probably the greatest achievement. Other people might look at other things, but learning how to get things understood is one of the most difficult things -without developing a large vocabulary.

"We could easily do this by inventing eighteen dictionaries and the 8,000 new terms you have to learn as a medical student and so forth—and we've got somewhere around 400 terms that are—472 terms, I think, include all of the oddball ones we don't even use. In common usage, I think a Scientologist's vocabulary probably isn't over about 75 or 80 words that are completely strange and peculiar and have their own meanings. But once you define these words—once these words are defined—people look at them and realize there was no such word. See, so we've had to make something that sounds like English, you see, then mean something. And it's very odd—as soon as I get out the dictionary—which I'm doing—I do that between 7:00 A.M. and 7:05 on my schedule.

"I must have an overt on buzz saws though. I did get to bed for a couple hours sleep this morning, and I no more than closed my eyes, than Farmer Jones opened up on a buzz saw. And you know, he is perfectly tuneless on the thing. He can't play it worth a darn. So he has now got another black mark in his book and our books. And factually—not for that reason at all— everybody is being very fed up, because they open up his book now and they find nothing but total black pages. You know, he's run out of black marks.

"But trying to communicate to him, for instance, anything about anything is a very good example. Here's an actual example: You try to explain what the situation is all about. You draw a blank. You draw a complete blank. But he responds like mad to processing. Even to anything as corny as a Touch Assist.

"I ran an engram on him one day standing out in the front drive. The odd part of it was his hand recovered and everything else. He'd been kicked by a cow in a milk pail. And at first he thought the milk pail had kicked him. He didn't know when it happened. He couldn't locate when it occurred. It was sometime between breakfast and supper. He didn't know at what

moment what had happened. He had no clue, and he was having a rough time. And his hand was all crippled up, and he couldn't milk. So I stood him out here in the front drive and ran out a bad hand. He became rather pathetically curious afterwards as to what we *were* doing.

"There's no language to talk about it, you see? That's the trouble you have, you see? The no-language barriers. It's the no-language barrier. These words do not exist in the language because the understanding didn't exist in the language.

"Now, words are based on agreed-upon understandings. And English is a Johnny-come-lately language. Most of these postulates hadn't been made or thought of for the last 200 trillion years. You're going to express them in English? People don't even know these principles.

"However, you tell him a definition of a word, carefully, using, oh, I don't know, using twenty, thirty words, something like that—a definition of a word—he doesn't latch onto the word rapidly because the concept is brand-new to him, and he's rather stonied by the definition. This is something that's never occurred to him before.

"He can sense the truth of it. Something is going *ding, ding, ding.* "That's true, you know. That's true. You know?" But he can't quite grasp it. And while he's still in the throes of grasping this, recognizing there is a truth there, if you threw right on top of it a condensation of your explanation and his cognition in just the few letters contained in one word, you've almost collapsed the track on him, don't you see? He has to realize the principle before he can take the word. You got that?

"It goes reverse-wise. A child has to find out that the stove is warm before he begins to understand what "warm stove" means, don't you see? Now on a thought level they have to understand the concept. Well, this is almost like processing.

"It used to be fellows would read the Axioms and read things about it and get all sorts of cognitions. And you know, *Dianetics: Evolution of a Science:* We have numerous cases of people in hospitals having been given this or finding it, and just reading the book and throwing back the covers and getting up and sliding into their shoes, much to the horrors of the nurse, and leaving and never being sick again.

"What did this? It was basically a resurge of hope that there was some understanding of all this, don't you see? But it was the understanding alone. So the understanding operates as processing. You got it? It operates that way—it's clarifications.

"Well, until you have somebody who has wrapped his wits around some of the principles, so that he isn't still going, "Let me see. Are all men bad? Are all men good? I wonder if all men are good. All men are bad. There probably is two different kinds of people. There's the good people and the bad people."

"I knew a nut one time that used to say, "Well, there are two kinds of people: there are happy people and unhappy people. And you're an unhappy person." And then she would add gloomily, "And I'm a happy person." See, she had this all worked out.

"And if you all of a sudden shoot something in and say, "People are thetans. And there's the overt—motivator sequence, and what they do to others, why, they think is done to them;" boy, you've just fired a philosophic salvo of fleet intensity. See? *Wham! You* know, and everything is reverberating from horizon to horizon, you see. And you say, "Now do you get the word 'overt-motivator sequence'? Oh, you don't understand the word yet. Well, you're stupid." And in training people, they actually have to learn the principles before they learn the words.

"That'll make this dictionary rather interesting reading, because they look at the word, and they're perfectly willing to commit that to memory. And then they read the definition, and the fleet salvo reverberates from horizon to horizon, and they say, "What word was that? What word was that? You know? You know? That's submerged. That's gone. What are we connected with? What planet is this?" you know? That kind of thing. And then they finally come around and they say—they look at it again, and then they look at it again and then they run into it with familiarity. And then they get more and more familiar with it. And then all of a sudden they know the word. See, they can package it, because the understanding of it is so easily understood that it is thought-wise transmittable. You got the idea? Until that time, they can't learn a vocabulary.

"Now, you can do anything you want to, to teach people how to learn a vocabulary, but you run against the principle of the communication of the idea that is packaged in the word. And these ideas have not been familiar to man.

"All right. Doing that in a relatively simple way might look complicated to people simply because their basic difficulty is trying to grasp some principle. And they haven't got a good idea of what an overt-motivator sequence is, and every time they try to face it, you know, it sort of blows the words "overt-motivator sequence"; they become meaningless. And what they haven't done is grasp the principle of the overt-motivator sequence. It is not that they haven't grasped the word. They could spout the word parrot-fashion, but they cannot understand this other principle, don't you see? See what we're connecting up when we're training people.

"Actually, we know—would have no sounder method of educating somebody than teaching him the principles of Scientology under the guise of teaching him the vocabulary of Scientology. Got the idea? They couldn't help but have a repercussion."

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Publisher's Note

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Leo died 21st Sept. 2022.
See his short article in Scientolipedia entitled "Two Happiness Rundowns – Introduction"
https://scientolipedia.org/info/Two_Happiness_Rundowns_%E2%80%93_Introduction which gives a little background data on him.

Finding an item to look up

1. You should make sure that you are using a good PDF reader. In certain cases we have found that when you open the file you downloaded, it doesn't come up in a PDF format, but will do so by pressing escape (Esc].
2. Make sure that your search facility is set to something like "match case".
3. Search for the word(s) you want to find entering them with all letters in capitals (block letters).

It's rather important that you sort this out, since if you do not every instance of the word will show up, not just the definitions. In a book of this size that will keep you busy for quite a while.

Table of Contents

A.....7
B.....27
C.....44
D.....76
E.....98
F.....114
G.....127
H.....140
I.....147
J.....159
K.....161
L.....164
M.....174
N.....189
O.....196
P.....209
Q.....240
R.....242
S.....263
T.....296
U.....318
V.....321
W.....325
Z.....333

Publisher's Note (continued)

Production

This work was produced as a text file by Leo himself and we, the publishers, have merely converted it to a PDF file and placed it for public use.

Behind it is years of work getting Scientology technology applied including the finding and correcting of misunderstood's galore in students, auditors and preclear's. With this went the observation of many miracles of greater and lesser magnitude. Here you have the result of observation of Scientology at work in many years and areas giving an understanding of why things went wrong in individual cases.

This is no conventional dictionary (neither was the official Scientology dictionary, with Ron putting restrictions on how it was to be made). It is the work of a man who has seen the best and worst of Scientology and in his twilight years has devoted his time to this work in the hope that it will lessen the possibility of "Scientology failures". It is a work for browsing through as well as quick lookups of words.

We hope you enjoy it, and benefit from it .

A

A=A=A, Anything equals anything equals anything. In the Reactive Mind anything which is in some random way associated with something else in the Reactive Mind is considered to be in every way *identical* to that something else, and is consequently accepted as a full and valid substitute for it. This is the way the reactive mind operates. It is Associative Thought gone mad. Everything equals (is identical to) everything else. A person looks at a horse, knows it's a house, knows it's a school teacher, so when he sees a horse he is respectful. Everything is identified with everything on a certain subject. (see Associative Thought, Analytical Thought)

ABERRATION, A departure from rational thought or behaviour. From the Latin *ab errare*, 'to wander from'. It means basically that one is misidentifying true Causes and their related Effects, or one is seeing things as being similar when they are not, or different when they are not, or as being identical to each other when they are not. One is connecting dots that should not be connected. 'Aberration' means to err, to make mistakes, or more specifically, to act on the basis of fixed ideas in the mind and not on present observable truth.

It's a term actually which comes from the science of optics. A lens is aberrated if it twists the lines out of the plane where they belong. A lens has as many aberrations as it twists the light out of a straight line.

We say, "somebody is aberrated." Well, is there an absolute state of aberration? No, because you could just keep winding it up and winding it up. But is there a theoretical non-aberration? Yes, very definitely. It would be cause—distance—effect, known cause, known effect, straight line between and no vias, and that would be non-aberrated and would be non-aberrative.

Aberrated conduct would be wrong conduct, or conduct not supported by reason. A person seeking to survive by means of non-survival methods would be considered aberrated. When a person has engrams in restimulation, these often deflect his normal ability to perceive truth and they bring about instead a distorted view of life situations. These then cause an aberrated reaction in him. For example, a man sees a woman but responds as though she was his mother and expects her to behave that way; he feels betrayed when she doesn't.

Aberration is the opposite to Sanity. A sane person thinks, looks and sees what is there directly. Black is black, white is white, a tree is a tree. The aberrated person looks at a tree and wanders off in his mental confusion and worries about the baby being fed on time.

An aberrated person deviates from his self-determined course of action. He no longer goes where he wants to go but goes where he has wanted to go at some time in the past. His course is therefore not rational and he seems to go wherever the environment pushes him. He has as many aberrations as he has made contra-survival decisions in his past - all hidden from his view and buried in his mind.

So by aberration we mean the person's reactive responses to his current environ-ment. It is the manifestation of engrams and it is serious when it influences the competence of that individual in his life. It is based on a primary non-confront (unwillingness to experience reality), and is the abdication of self-determinism in favour of some other-determinism.

"It must be clearly recognised that every aberration is an exaggeration of an inherent theta quality. It is always a natural basic ability of a thetan, which ability has gone out of control - it is either being asserted too heavily or it is being repressed too heavily, or is being applied to

a context which is inappropriate. Underlying it all is a real theta ability which once worked well and which was a survival action for the being. The being then placed it on automatic and in one way or another abandoned his control and responsibility for it, and it so became contra-survival; an aberration, in other words." [Ref: HCOB 18 Dec 1957]

The only thing that ever gets aberrated is what's true. And it only gets aberrated by enforcing the truth. And any aberration is an enforced or inhibited truth. Any aberration is an enforced or inhibited truth. [LRH lecture 54.12.21 – 9th ACC-12 – Anatomy of Games (1)]

ABERRATED BEHAVIOUR, Behaviour which does not support the survival of the person.

ABERRATED CONDITION, Mental mass accumulates in a vast complexity solely because one does not confront something. To solve a problem requires only that one establish what one can not or will not confront or be responsible for in that problem, and then remedy that lack. When non-confront enters, mental mass accumulates and a chain may be set up which leads to total complexity and total unreality.

This, in a very complex form, we call an 'aberrated condition'. People like that can't solve even rudimentary problems and act in an aimless and confused way. To resolve their troubles requires more than education or discipline. It requires the sane evaluation of one's present environment. Some people are so "complex" that their aberration does not fully resolve until they attain a high level of Scientology.

ABERRATIVE VALENCE, These are people from whom one felt that one could not withhold anything - one was unable to hold one's position as a separate individual in their presence and so compulsively "dissolved" one's beingness and revealed or surrendered everything to them. These people had the most aberrating influence on one. We call these 'aberrative valences', namely the "cannot withhold from" valence.

To clarify this further, it refers to a phenomenon where, for example, even long after childhood a person, when in the presence of an authoritarian parent, cannot "be himself" in any real way but automatically goes into a shadow of the relationship they had with the parent when they were in childhood. The parent identifies them as being a "stupid child" and in years past often accused the person of being this. Now in adulthood, and when in the presence of that parent, this guy willy-nilly goes into the mode of relationship he had with the parent in the past.

One finds this sort of thing happening with school teachers, policemen, former bosses - any person who by social convention normally had a superiority to oneself - and one presented oneself and communicated as one who was inferior to them. These would all be aberrative valences. (see also Authoritarian, Authoritarianism)

ABERREE, An aberrated individual, sane or insane, with a Reactive Mind.

ABILITY, The willingness to reach out and act is the common denominator of all ability. Underlying this there is one more basic ability, and that is the ability to create. All abilities depend on the ability to create.

ABILITY GAIN, The preclear's recognition that he can now do things he was unable to do before.

ABILITY TO THINK, The capability of the person to perceive and resolve specific and general problems in his life.

ABSOLUTE, There is no absolute anything in this universe. All "absolutes" are only theoretical and are, in practical terms, completely unattainable.

ACADEMY, In Scientology the Academy is that part of the organization in which courses and training in Scientology are delivered.All auditors have been trained in such an academy.

ACC, see: Advanced Clinical Course.

ACCEPTANCE, (on the Third Dynamic) The acceptance of an individual into a group is the group's indication of its willingness to incorporate the efforts of that individual into the group's efforts. You want the society to use your effort as their effort. Society's willingness to allow of that is acceptance.

ACCEPTANCE LEVEL, The person's consideration of the condition, good or bad, that people or things must be in for him to be willing to accept and interact with them.

ACCEPTANCE LEVEL PROCESSING, That process which discovers the current acceptance of the individual and remedies it to the satisfaction of the preclear.

ACCESSIBILITY, The willingness of the preclear to be audited, as evidenced by the degree to which the auditor and the preclear are able to work together as a team to increase the preclear's abilities and freedoms.

Generally speaking, it is the strength of desire of the individual to attain betterment of mind and body and the consequent new and higher levels of survival. A case is considered accessible when it will work willingly with the auditor, no matter how occluded the case may be.

The accessibility of an individual is monitored by his own ability to communicate with his present environment and with his own past as recorded in his mind.

ACCIDENT-PRONE, A case where the reactive mind so limits or distorts a person's perception of his present environment that he cannot do otherwise than cause accidents wherever he goes. He is a serious menace in any society, for his accidents are reactively intentional and they involve the destruction of other people who are innocent. It is a manifestation of a tendency to succumb.

ACKNOWLEDGEMENT, Something said or done to inform another that his statement or action has been received, noted and understood. "Very good," "Okay," and other such phrases are intended to inform another who has spoken or acted that his statement or action has been accepted. An acknowledgement received confirms that the statement has been made or the action has been done and so brings about a condition not only of communication but of reality between two or more people.

Applause at a theatre is an acknowledgement of the actor or act, plus approval thereof.

Acknowledgement itself does not necessarily imply an approval or disapproval or any other thing beyond the knowledge that an action or statement has been observed and has been received. In signalling with the Morse code the receiver of a message would transmit an 'R' to the sender to indicate that his message has been received.

There is such a thing as over-acknowledgement and there is such a thing as under-acknowledgement. A correct and exact acknowledgement communicates to someone who has spoken that what he has said has been heard. An acknowledgement tends to terminate or end the cycle of a communication, and when expertly used can often stop a chatterbox or a compulsive action. Over-acknowledgement is usually an attempt to shut the other person up. Under-acknowledgement is not an acknowledgement at all.

An acknowledgement is also part of the communication formula and is one of its steps. The Scientologist, sometimes, in using Scientologese abbreviates this to "Ack"; he "acked" the person.

ACTION,The movement (energy) of matter through space in time. When initiated by a person (a beingness), action (doingness) is directed towards the attainment of a havingness.

ACTION CYCLE, see Cycle of Action.

ACTION PHRASES, Words or phrases contained in engrams on the time track which cause the individual to involuntarily behave in a particular way in present time. They are like hypnotic commands which order the person to be or do particular things. Action phrases are mainly effective in the lower tone ranges and not effective in the higher ranges. As a case progresses up the Tone Scale, they lose their power.

There are various types of Action Phrases, such as:

Bouncers, such as *"Get up," "Get out"*;

Holders, such as *"Stay here," "Don't move";*

Misdirectors, such as *"Don't know whether I'm coming or going,"* or *"Everything is backwards";*

Down-bouncers, such as *"Get under,"* or *"Go back";*

Groupers, such as *"Everything happens at once," "Pull yourself together";*

Call-backs, such as *"Come back here," "Please come";* and the

Denier, which state that the engram does not exist, such as *"There isn't anything here," "I can't see anything".*

There is also the valence shifter which shifts the individual from his own identity to the identity of another; the valence-bouncer, which prohibits an individual from going into some particular valence; the valence denier, which may deny that the person even exists; and the valence-grouper which makes all valences seem the same. *[see Valence]*

ACTION POSTULATE, There is such a thing as an action postulate. You don't verbalise out loud: "Now, I will drink the cup of coffee," and pick up the cup of coffee and lift it to your lips. Your mere action of taking hold of the cup of coffee and drinking it is the postulate. See, that action is itself the postulate. It's just directly. The postulate is the action, and the action is the postulate.

ACTUALITY, That which is true *only for oneself*. When it is agreed with by others it can then be said to be a Reality.It is one's own belief manifested on one's own Dynamics.

ADAPTIVE POSTULATE, A pre-Scientology error that an individual was healthy so long as he was "well-adjusted" to his environment. Nothing could be less workable than this "adaptive" postulate. Man succeeds because he adjusts his environment to himself, and not by adjusting himself to his environment.

ADDITIVE, Anything extra added to an already workable process or procedure which reduces or even nullifies the results obtainable from that process or procedure.

ADMIN SCALE, A scale used in bringing the various activities of an individual or group into alignment, thereby making random contra-survival actions less likely.

From top to bottom it goes:

Goals,
Purposes,
Policy,
Plans,
Programs,
Projects,
Orders,
Products.
Ideal Scenes, *[see the definitions of each of these]*

It is a "philosophic engine" and is used in facilitating the alignment of Be, Do and Have in any given area. (see also Ethics)

ADMINISTRATION (ADMIN), For any organized activity to run smoothly - whether this is an individual's own life or an organisation - it must, by the very nature of this universe, be structured on the elements of Be, Do and Have. *[See the definitions of each of these]* In both a person and in an organisation these translate into the functions of Ethics, Tech and Admin. Ethics (Beingness) is the responsible base from which one operates, Tech (Doingness) is the know-how and activity, and Admin (Havingness) is the outreach into society at large. Any person's life, or any organization, to be effective, must encompass each of these three principles.

They go in by first getting Ethics in - being oneself and being responsible. This makes Tech possible - gaining the knowledge and doing the work required of one. With Tech going in an effective reach into the outside world becomes possible. They go out in reverse order: When a person or organization ceases to reach or care for its field then Tech will soon collapse and go out as well. When Tech has gone out Ethics will go out soon after. Then the person or organization collapses.

This applies to any individual, any marriage, any organization, any activity of life at all.

The entire subject of establishing such a life or organisation is referred to as "Admin" in Scientology. So it is not just invoices and bits of paper. These are only the Mest records that are being kept of actual administrative actions. They form a written Time Track - also known as a paper-trail - of the activity. Full administration goes far beyond this, as described briefly above.

ADMIRATION, A theta-particle. It is the most desired communication particle of all in this universe. It is the particle which unites and resolves, like a universal solvent, all types of energy. In our present society the most common substitute for admiration particles is money.

ADVANCED CLINICAL COURSES (ACCs), Courses, which were usually given by L Ron Hubbard personally, between 1953 and 1959 during which he did intensive research and training of auditors. There are many recordings of lectures given by L Ron Hubbard during these ACCs which give a much deeper insight into the phenomena of the mind and the rationale of his researches and investigations. More than twenty of these courses were delivered. The basic research data of Scientology is contained within the lectures of these courses and these form an essential component of any auditor's training.

The basic purpose of the ACCs was always to train auditors - preferably, directly under LRH's personal supervision. During the 1960s these ACCs were replaced with the Saint Hill Special Briefing Course.

ADVANCED COURSES, The upper level courses of Scientology. They lie above Grade Four and are considered confidential since early exposure to the data on those levels often makes a case more difficult to audit at the lower levels.

AESTHETICS: Aesthetics is a very fine wave-length closely resembling theta, or a harmonic of theta. It is usually coupled with Admiration. Aesthetic means "It's pretty".

A.E.S.P., An abbreviation for Attitudes, Emotions, Sensations, Pains. These are the areas of an individual experience most often addressed by Dianetic auditing.

AFFINITY, Affinity is an emotional or felt consideration of nearness – basically, it is a consideration of distance. The consideration says that one likes it or doesn't like it. Without some liking or disliking - without having some things to draw near to or to withdraw from, there would be no game at all.

It is the feeling of love or liking one has for something or someone. Affinity is a phenomena of space in that it expresses the willingness to occupy the same place as the thing which is loved or liked. In its fullest attainment affinity is a complete coincidence of location and beingness - that would be the ultimate in affinity.

The reverse of it would be antipathy, "dislike" or rejection which would be the unwillingness to occupy the same space or the unwillingness to approach something or someone.

It is the attraction which exists between two human beings, or between a human being and another life organism, or between a human being and Mest or Aesthetics. It has a rough parallel in electro-magnetic and gravitic attraction in the physical realm.

The basic definition of affinity is actually lost in antiquity. The word is chosen from the ancient days of magic. The magicians of olden times used this word consistently and continually. It actually meant "occupying the same space." A complete, total affinity would mean "occupying the same space as."

AFFLUENCE, The word literally means "to flow towards". When desirable things are flowing towards you in great abundance - that is affluence.

AGE, A person ages to the degree that they feel invalidated. And this could be stated processing-wise: The age of a man in any lifetime is directly proportional to the accumulation of unknowns. Which, of course, is invalidation. You could almost measure the physical age of a person on this basis.

AGE FLASH, The auditor says, "When I snap my fingers an age will occur to you. Give me the first number that comes to mind." He then instantly snaps his fingers and the preclear gives him the first number which comes into his head. Usually some significant aberrating incident will be found right there at that age or time.

AGONY, Is an intensity of boredom. Boredom, in essence, is the warning signal that agony is on its way.

AGREED-UPON UNIVERSE, This is the physical universe which we see and experience. The MEST Universe of Reality. Also known as Universe-3 in Scientology. *[see Own Universe, Other-Person's Universe]*

AGREEMENT, A consideration which we hold and which is shared by others - they have the same consideration. We call this an 'agreement'.

ALIVE, One is as alive as one has space and can occupy and alter that space. One is as alive as one has a game and is playing that game,

ALLY, This word has a very special meaning in Scientology. It refers to someone who protected a person who was in a weak state, thereby making it safe for them to continue being in that weak state.

It is a person from whom sympathy and protection came when one was ill or injured. The ally in this way gave one's bank-dramatization the status of being right, and that ally will thereafter have the status of always being right - especially so if this ally was obtained during a highly painful engram.

A person who is very closely connected with one and on whom one has depended a great deal in a time of illness or injury, but whose sympathy has actually had a villainous influence upon one. An ally is the gentle, sympathetic tyrant without whom one now cannot survive.

ALLY COMPUTATION, Little more than a silly idea that anyone who is a friend can be kept as a friend only by approximating the conditions wherein the friendship was first realized. It is a computation based on the nutty idea that one is safe only in the vicinity of certain people, and that one can keep those certain people in one's vicinity only by being sick or crazy or poor and generally disabled.

ALTER-IS, One of the four related Conditions of Existence. *[Refer also to As-is-ness, Is-ness and Not-is-ness]*

Alter-is is a composite word meaning the action of altering or changing a reality. Is-ness is the way it is. When someone sees it differently to what it really is, or tries to *make* it different to what it really is, then he is doing an alter-is; in other words, he is *altering* the way it *is*.

To alter-is something is to introduce a change, and therefore time and persistence, into an as-is-ness. *[see As-is-ness]* So the introduction of an alter-is is therefore the addition of a lie to the original real creation, and this lie causes it to persist.We can classify alter-isness as cessation of communication, alteration of reality or perversion of affinity.

For example: Little Johnny steals some cookies. Mummy asks "Did you take the cookies?" and Johnny answers "No, I didn't". That is a lie Johnny introduced into the original truth in an effort to change the original truth. It results in a persistence of the lie and a persistence of the mental mass associated with it in little Johnny's mind. That mental mass will remain there until he owns up and takes responsibility for his actions. ("Taking responsibility" equals "acknowledging the true cause and origin of something".)

Alter-is-ness is the consideration which introduces change, and therefore time and persistence into an as-is-ness in order to obtain persistency. Both the universe and one's own mind was created by postulate. This act of creation was immediately denied - thereby introducing a lie into it - and so persistence and time entered into the created universe. Everything which is persisting, every problem, every unwanted condition of whatever kind, always contains such a lie, otherwise it would not persist. Finding the truth of it will cause it to vanish. *[see Conditions of Existence]*

ALTERNATE, *(verb)* Occurring by turns; succeeding each other; first one and then the other. In auditing, 'alternate' refers to two questions run one after the other, consecutively - one

command positive followed by one command negative. For example: "What can you confront?" "What would you rather not confront?" These are alternately given to the preclear to answer. In one sense they represent the two poles of a battery and they are discharged with communication.

ALTITUDE, The prestige – and therefore rightness - which one person has in the eyes of another. The one with higher altitude carries conviction to one on a lower altitude merely because of that altitude. There is the somewhat artificial position of the auditor's altitude over the preclear.This proves to be useful in auditing since it gives the preclear greater confidence and therefore a greater ability to confront than he would otherwise have.

AMNESIA, A guy who is so spooked by some past experience that he doesn't dare remember anything about it. He has had some experience which he does not *want* to remember so he blots it out from his perceptions. He's only willing to remember times other than that experience or time period.

ANALYTICAL, Capable of analysing and resolving problems or situations. The word 'analytical' is from the Greek word meaning to resolve, undo, loosen; which is to say take something to pieces to see what it is made of. It requires that one perceive, duplicate, reason and understand. Such analysis usually follows the pattern of determining the linked Causes and Effects that either produced something or that follow as a consequence to something.

ANALYTICAL MIND,It must be clearly understood that at the source of any human mental apparatus of whatever type there is, is the *thetan* - the person himself or herself, as an immortal spiritual being. Absolutely any type of "mind" he has or uses - be it Analytical or Analogical or Reactive or Somatic or anything else is a *construct* made by the thetan to act as a via between himself and the universe outside. Invariably the purpose of such a via is to protect others from himself by limiting his own abilities and freedoms. He believes that his own power poses a threat to others; he has been thoroughly convinced of this through experiences he has had. So he limits himself, reduces himself.

So, what is the "Analytical Mind"? It is the thetan plus some sort of via. In this case the via removes from him the ability to either just know what he wants to know, or know by pervading the time and space of what he wants to know, or a thousand other "methods" of knowing he may have. Instead he now decides he needs to "think" and "analyse" a situation and make deductions about it before he can know anything about it.

The *analytical mind* can be defined much more sharply. It's the thetan plus his machines. That is the total of an analytical mind, and we can separate the thetan from the analytical mind

When a thetan tries to separate himself completely from the reactions and interactions of the physical universe and starts to treat these as being completely objective realities quite distinct from himself, he then also insists that all physical causes and effects happen without any participation or influence from himself. With this nutty idea prevailing he then sets about asserting that all causes have their effects and all effects have their causes and that nothing in the universe exists outside of this system, and he limits the scope of physics to just these, and completely refuses to perceive that he might himself have something to do with what is happening around him. And he then sets all of this up as a mental machine of some kind - it usually has a load of gear wheels and heterodyning roody-rods and stirrup-pumps and hydraulics and bells and whistles and alarms and governors and what-not, and it all somehow runs on automatic - and he calls this his "Analytical Mind". He uses it in order to limit his knowingness. In order to prevent himself from ever knowing what is really going on.

As far as the analytical mind is concerned - that's slightly a misnomer because it isn't analytical – the thetan *knows*. And you don't "know" through being analytical. But by "analytical", we've

departed a little bit in words and we meant *"conscious"* - you know, more conscious. Well, this is the self-determined mind of the individual, versus the stimulus-response determined mind of the individual. What are these two minds? One is the guy and the other is the machinery.

ANALYTICAL THOUGHT, Done by the thetan and modified by the Analytical Mind. Thought which is based on what the person observes and analyzes. Rational thought is modified by viewpoint, education and experience. Analytical Thought seeks to determine and to connect all related causes and effects. No effect is without a cause; no cause is without its effects. Also called 'scientific' or 'rational' thought. Or 'logic'. It is fixed in time with all causes of necessity being prior to all of the effects of that cause. The system breaks down completely when a cause is found to be later in time than its effect. Any instance of this would be rejected instantly. The very suggestion of such a thing is abhorrent to Analytical Thought. (see Analytical. see also Associative Thought)

ANATEN, An abbreviation for 'analytical attenuation', meaning a weakening of the analytical awareness of an individual for a brief or extended period of time. If sufficiently great it can result in full unconsciousness. It stems from the restimulation of an engram which contains pain and unconsciousness. Also known as Dope-off.

A person who is experiencing analytical attenuation is actually sitting there unable to get through the fog which has settled down on the body. And it's a funny, funny experience. If you as an auditor think your preclear is all the way gone, you've made a mistake because he's usually perfectly alert. And he's just sitting back of all of these comatose ridges and he cannot make the body talk or move and he's just sort of looking at all of it.

ANCHOR POINTS, The points which mark an area of space are called anchor points, and these, created and placed by the thetan, result in space itself. One can increase one's personal space by extending one's anchor points outwards.Conversely, one's personal space can be shrunk by having one's anchor points collapse in on one. (The intention of a suppressive person is always to collapse one's anchor points.) "Real" space is merely agreed-upon personal space, and is created in the same way - by putting out anchor points.

ANGER, Anger is the emotion of trying to hold everything still, to stop everything. The shouting one sometimes observes in an angry person is his desperate effort to stop something from happening.

ANTISOCIAL PERSONALITY, There are certain characteristics and mental attitudes which cause about twenty per cent of the human race to oppose any betterment activity or group. Such people are known to have antisocial tendencies. These are known commonly as Sociopaths; we call them Suppressive Persons because it is more explicit.

The antisocial personality has the following attributes:

(1) He or she speaks only in very broad generalities.

(2) Such a person deals mainly in bad news, critical or hostile remarks, invalidation and general suppression.

(3) The antisocial personality alters, to worsen, communication when he or she relays a message or news. Good news is stopped and only bad news, often embellished, is passed along.

(4) A characteristic, and one of the sad things about an antisocial personality, is that it does not respond to treatment or reform or psychotherapy.

(5) Surrounding such a personality we find cowed or ill associates or friends who, when not driven actually insane, are yet behaving in a crippled manner in life - failing, not succeeding.

(6) The antisocial personality habitually selects the wrong target and blames the wrong source for anything unwanted.

(7) The antisocial cannot finish a cycle of action, he is surrounded by half-done jobs.

(8) Many antisocial persons will freely confess to the most alarming crimes when forced to do so, but will have no faintest sense of responsibility for them, blaming it all on others.

(9) The antisocial personality supports only destructive groups or activities and rages against and invalidates any constructive or betterment group.

(10) Helping others is an activity which drives the antisocial personality nearly berserk. Activities which destroy in the name of help are closely supported.

(11) The antisocial personality has a bad sense of property and conceives that the idea that anyone owns anything is a pretence made up to fool people. Nothing is ever really owned.

ANXIETY, Constant unresolving computation. Constant churning on a certain point or a certain problem. That is what worry is and that is what anxiety is. It results from a failure to adopt a definite viewpoint. (Any viewpoint is better than no viewpoint.) *[see Stress]*

APATHY, A complete withdrawal from a person or people. There is in apathy no real attempt to present oneself and there's no attempt to reach out and contact others. Here we have a null point which is on the threshold of death. He says, "What's the use? All is lost." Apathy is the result of an accumulation of too many unresolved ARC Breaks and Problems.

APPARENCY, *noun*, What appears to be, as distinct from what actually is. Something that seems to be but is really different from the way it looks. It is from the Latin, *apparere*, to appear. In Scientology the word 'apparency' is used to mean something that looks one way but is, in actual fact, something else. A person gives an apparency of health whereas he's actually sick, or he displays many of the characteristics of a high-toned person but it is all a clever act to hide his fear of failure. He is acting a part *all* the time.

APPLIED PHILOSOPHY, A practical philosophy which involves doingness, application and action. One which applies to the living of life - it is not just a theory of wup-wups floating about in the air, but one where the theory can be directly used to help you get on better in your own life.

APTITUDE FOR WORK, The degree of effortless simplicity with which a person is able to do all aspects of his job and his willingness to assume responsibility for it. This is not an inherent quality but is a result of careful training and apprenticeship and taking the time to fully learn how to do the job. It all sums up to 'competence'.

ARBITRARY, Something which is introduced into a situation from outside without any regard to the actual data of the situation. Any interjected law or rule or decision or fixed idea of some sort which does not fit in nor is necessary. An arbitrary can be said to be something which actually violates natural law and which becomes, when held in place, an enforced lie. This causes endless trouble whenever it occurs. It has nothing to do with attaining the purpose of the activity into which it was introduced.

ARC, *(pronounced by the letters: A R C)* A Scientology word made up of the initial letters of Affinity, Reality, Communication *[see definitions.]* which together summate to Understanding. To Scientologists it has come to mean good feeling, love or friendliness, such as "He was in ARC with his friend." One does not, however, fall out of ARC - one has an 'ARC break'.

A person's capacity for ARC matches his position on the Tone Scale. For a human ARC equates to "survival". As a thetan, who cannot do otherwise than survive, it is "beingness". *[see ARC Triangle]*

ARC BREAK, A sudden lessening or cutting of one's Affinity, Reality, or Communication with someone or something. Upsets with people or things come about because of a lessening, or sundering, of affinity, reality, or communication. It's called an ARC break instead of an upset, because if one discovers which of the three points have been cut, one can bring about a rapid recovery in the person's state of mind.

ARC Breaks have, at their root, sudden and unpredicted, enforced *shifts of attention*. The person's attention was suddenly yanked off from where he had it onto something else - something unexpected and unpredicted.

The primary break of Affinity, of Reality and of Communication in this universe is between Theta and MEST; this is how the Eight Dynamics came about.

The primary sources of ARC breaks in life are, of course, all under the heading of "no auditing". Auditing is considered scarce and valuable by the pc - valuable to the point of not being able to have it at all. Bad auditing, slipshod auditing and even no auditing at all, come under this heading. But note that "No Auditing", as well as whatever else a person comes up with as the root cause of his ARC Break, all of these have their point of origin in a consideration of an incomplete cycle of action. Always. *[Cl 8 Lecture 7]*

ARC BREAK HANDLING, The following procedure is used in the handling of all ARC Breaks in auditing:

1. The auditor asks "Do you have a ARC Break?", or "Have you had an upset?" or similar.

2. The preclear answers with a very brief description of it.

3. The auditor *assesses* it while observing the e-meter, thus:

    "Is this a break in Affinity? Reality? Communication? Understanding?

4. If one of these reads on the meter he will check with the preclear: "Was it a break in _____?' and if the preclear says it was will listen to the preclear's itsa on the matter and will then confirm that "It was a break in _____ ."

5. If the ARC Break is now resolved and the needle is floating then that will be the end of it. If not resolved, the auditor will continue:

6. Taking whichever of the A R C or U was selected above, he will ask:

    "Was it being Curious About _____ ?"

    "A Desired _____ ?"

    "An Enforced _____ ?"

"An Inhibited _____ ?"

"No _____ ?"

"A Refused _____ ?"

7. Taking the one which read on the meter he will check with the preclear:

"Was it a _____ about _____ ?' (using the appropriate wording).

and if the preclear says it was the auditor will listen to the preclear's itsa on the matter and will then confirm that "It was a _____ in _____ ."

8. If the ARC Break is now resolved and the needle is floating then that will be the end of it. If not resolved, the auditor will continue:

9. Is there an Earlier Similar ARC Break? and if the answer is yes, he will deal with it starting from step 2 above.

Note: The above is a simple description of ARC Break handling. Variations do apply in the case of, for example, the meter giving false reads or if more than one assessment item reading, or some other reason. These will be covered by the auditor should they occur.

ARC BREAK OF LONG DURATION, An ARC Break which has remained unresolved for a very long time, however long that may be in the person's own estimation. When an ARC break is permitted to continue over too long a period of time and remains in continuous restimulation, a person goes into a "sad effect" which is to say they become sad and mournful, usually without knowing what is causing it. They even begin to *look* decidedly sad and mournful. This condition is handled by finding the earliest unresolved ARC break on the chain, finding whether it was a break in affinity, reality, communication, or understanding and indicating it to the person, always, of course, in an auditing session. *[see Dead Thetan]*

ARC IN AUDITING, ARC, in auditing, is:

A = the ability to be in or at a distance from something.
R = the ability to co-exist with something.
C = the ability to transmit thought between two or more points.

ARC STRAIGHTWIRE, A basic auditing grade in which the techniques of Straightwire are applied to the rehabilitation of past moments of high-toned ARC. The grade results in a self-recognized freedom from deterioration where one has hope for the future, and knows one won't get any worse.

ARC TRIANGLE, The three inter-related points of Affinity, Reality and Communication form a triangle. Without Affinity there can be no Reality nor Communication. Without Reality or some agreement, Affinity and Communication are absent, and without Communication, there can be no Affinity or Reality.

This triangle is a symbol of the fact that these three - Affinity, Reality, and Communication - are inseparably interlocked and act as a unit. No single one of them can be considered unless the other two are also taken into consideration.

It is only necessary to improve one's competence in one corner of this triangle in order to also improve the remaining two corners. The easiest corner to improve is Communication: improving one's ability to communicate with another raises at the same time one’s Affinity for the other

and for life, and also expands the scope of one's agreements. *(see also each of Affinity, Reality and Communication)*

ART, Condensed thinking, or thought. Note that this thought is not always verbalizable – it can merely be an awareness of some intangible aspect of something. The artistic creation then becomes a symbol for the thought. As a symbol it has Mass, Meaning and Mobility.

Art is an awareness and perception of the aesthetic qualities of our shared experience. Artistic appreciation is the ability to share, or participate, in that aesthetic quality. An artist is as good as he can originate, and communicates as well as he can re-form his originations into the communication levels of his audience.

AS-IS, To view anything exactly as it is without any distortions or lies, at which moment it will vanish and cease to exist. To un-create something by viewing it exactly as it was when originally created. *[see Conditions of Existence]*

AS-IS-NESS, The condition of existence which obtains at the immediate moment of creation and at the immediate moment of un-creation. It is different to other considerations in that it contains neither time or persistence.

As-is-ness would be the exact condition, created again in the same space, with the same energy and the same mass, the same motion and in the same timeless moment.

In order to erase an engram - to obtain a vanishment of it - or to get relief from a problem, one has to perceive and confront what it really is, rather than an alteration of what it is. The alterations deny the original truth and prevent the erasure of the actual is-ness of the engram or the problem. One has to confront the truth of it without any twists and turns in order to erase it. *[see Conditions of Existence]*

ASSESS, Many processes are tailored to fit the preclear's own particular life circumstances. So there could be a general process with a specific adaptation to the preclear. For example, all correction lists in Scientology and Dianetics are assessed so as to discover - on the E-meter and with the preclear's agreement - which outness need correction.

Assessment isn't auditing as such, it is the action of finding something to audit. The preclear does not have to say anything.It is done by the auditor between the preclear's bank and the E-meter. The auditor looks at the meter while doing an assessment.

ASSIST, Anything which is done to alleviate a present time discomfort. Simple, easily done processes that can be applied to anyone anywhere to help them recover more rapidly from accidents, mild illness or upsets.

ASSIST ENGRAM,A particularly vile type of aberration. It is an engram which appears to assist a person's survival. This assist engram is using the native ability of the person to accomplish the engram's "purpose" and brings about a furious and often destructive effort on the part of the individual who, without this assist engram could have better accomplished the same goal.

For example, an engram containing the command-phrase "work hard in order to succeed" beaten into a child by an overbearing parent will usurp the child's own intention to succeed in life and turn it into a dramatized frenzy propelled by the very conflicting pro-survival/contra-survival image of the parent.

The worst feature of the assist engram is that the effort it commands is an engramic dramatization of a particular sort, and when the engram is restimulated the individual becomes subject to the physical pain and fear which the entire engrammic experience contained.

Consequently the false purpose combined with the ARC Break received at its incept will subject the preclear to sporadic drops in Tone level.

ASSOCIATION, Things are associated when there is some similarity or connection between them. They are not identical and they are not totally different. They have common data-points.

ASSOCIATIVE RESTIMULATOR, Something in the environment of an individual that he has confused with an actual restimulator.

ASSOCIATIVE THOUGHT, We humans have two methods of thought which we use in our daily lives. One is Analytical Thought (see definition) and the other is Associative or Analogical or Metaphorical Thought. In this second type of thought the differences, similarities and identities between things are noticed and the dots are connected. When this type of thinking becomes compulsive and other-determined then ***all*** attributes of one thing are immediately equated to ***all*** attributes of another. This is the "thinking" of the reactive mind: A=A=A

ASSUMPTION, The name given to the act of a theta-being taking over a Mest body. The assumption takes place most often just prior to birth. It is where the thetan takes over the body from the Genetic Entity who cared for it during gestation. This is occasionally found to be part of the record of the Genetic Entity's track and can be strong enough to be audited. It is the sensation of being taken over thoroughly and sometimes also contains the shock of contact.

In order for the thetan to have any communication with a MEST body, he has to tune his wavelengths down close into the MEST body's wavelength with which he is trying to communicate. Having done this, he then goes into the body's valence. In this wise, assumption occurs.

ASTRAL BODIES, A mocked-up "body" which an exteriorized thetan sometimes considers himself to have. Anyone who confuses astral bodies with thetans is apt to have difficulty with theta clearing for the two things are not the same order of similarity. An astral body is a standing ridge in the shape and form of a body. It appears very mysterious to people. Astral travelling is done by the individual who sends a mocked-up 'body' or viewpoint to some other place and perceives via it.

ATTENTION, The combination of focussed and interested awareness. Attention is the state of being who is ready and willing to perceive and to duplicate and understand that which he perceives.

Attention becomes aberrated by becoming too random or by becoming too fixed. The optimum attention would be a little span wide enough on the subject to see on either side of it so as to evaluate it, but not too wide a span as to lose sight of that thing which is being observed. Attention should remain at an optimum level, and always under the command of the thetan.

ATTENTION UNIT, A supposed theta quantum of awareness, existing in varying quantities from person to person. How capable a person is in paying attention to things was reckoned to be equal to the number of "attention units" he has at his disposal, and *vice-versa*. Whether these units actually exist in reality is quite another matter.

ATTENTION VALENCE, The valence one has assumed because it got attention from another valence. Example: one assumes mother's valence because mother received attention from father while self did not.

ATTESTATIONS, When a person completes a grade of auditing or a course of training (or even minor intermediate steps thereof) It is important to have them attest to attaining whatever they - in their own reality and perception - have attained. This establishes a clear track of

achievement and progress for them, without which it would all be an undifferentiated blur. *[see also Success Stories]*

ATTITUDE, The opinion one holds or the behaviour one expresses toward some person, place, thing or symbol as a result of the concept one has of it. Attitudes can be changed through persuasion, advertising, education, realizations or the like.

AUDITED AT CAUSE, A preclear must always be audited at cause. This means he has to be audited in a way which puts him at cause over his bank and his environment. Some processes do audit a preclear at effect but they are limited and cannot be run for long periods if the preclear is to get better. Dianetic auditing often has the preclear at effect (meaning he was at the effect of an attacker or an event) as his attention is continually on incidents where he was at the mercy of some harmful and overwhelming force.

AUDIT-FOREVER CASE, The "audit-forever" case is a case who is afraid to find out. His confront on his own bank is so low that he keeps his bank at arm's length from him and never wants to get down to the nitty-gritty of anything and so he never resolves anything. He needs to be shifted on to a lower level of auditing where he is able to confront his pictures.

AUDITING, The shared activity of (usually) two people participating in the processes and procedures of Scientology. One person is the Auditor and has been trained in the tools and techniques of Scientology, and the other person is the Preclear who is being guided by means of these techniques to confront his Reactive Mind and talk about it to the auditor, with the aim of achieving a higher state of being. So the Auditor asks questions or gives instructions, and the Preclear looks into his bank for answers to that question and gives the answers to the auditor who then acknowledges that he has heard and understood them.

Auditing is an activity of taking over the control of, and shepherding the attention of a preclear, so as to bring about a higher level of confront-ability. He - preclear - has got to be able to confront more of what he has done, is doing, and so forth.

The whole idea of auditing is to exercise the person in some way mentally so as to achieve some goal or another - to increase his ability, to get him or her more able to **c**ommunicate with, **c**ontrol and **h**ave himself, others and the environment.

Auditing is not then for the edification of the auditor; is not to produce the maximum effect upon the preclear, but is to obtain the result of making the preclear capable of handling his own bank and himself and his environment - as distinguished from the environment, the bank, the body handling the preclear.

Scientology processing is done on the principle of making an individual look at his own existence and the way in which he is living his life. It improves his ability to confront what he is and where he is, and then lets him re-evaluate the way he lives his life.

The technology of Scientology, which is to say the way in which the philosophy is applied to an individual for his personal betterment, is called 'auditing'. To audit means to *listen*. An auditor directs the preclear with either a question or a command, allows the preclear to answer the question, listens to the preclear's answers, understands them and acknowledges him for it.

Auditing gets rid of unwanted barriers that inhibit, stop or blunt a person's natural abilities as well as gradiently increasing the abilities a person has so that he becomes more able and his survival, happiness and intelligence increase enormously. It is an activity of a highly specialized nature taking place between two people with the goal of producing a much more able and sane being.

One thing needs to be clearly understood, however: auditing is not the process of reviving corpses into a semblance of life. It is a process which, at its best usage, is taking the "normal" and "average" persons of the world and restoring their birthright of happiness and creative attainment in their lives.

If we look over the factors of control we discover that all an auditor has to do is positively, knowingly direct the three available things in the preclear, starting, changing and stopping them. Interchangeably or at will. The three available things in the preclear are Attention, Person, and Thinkingness. Those are the three things which are available for control. Part of thinkingness is the engram bank. And it is the bridge between thinking and person, and so it is somewhat a part of each. So, the process of auditing is the positive, knowing control of the attention, person and thinking of another being with the intention of having the preclear take over these three points. And that is auditing.

I'll repeat the definition for you because it becomes a terrifically precise definition. Auditing is a positive, knowing control of the attention, person and thinking of another being. And almost incidentally to that you would add, along certain pre-concerted, well conceived plans of action, resulting in his betterment. That's awfully incidental. If you do the first the second will happen, so why even define it. Unless of course people coming along will wonder what this is all about, and that would be merely an explanatory line.

. . . a riddle of long standing. What's auditing? Well it's auditing somebody. Well what's that? Well it's improving him. People seldom go any further, but you have not yet achieved an action definition. And this is the first action definition of auditing, seven years after the first book, within six weeks of being to the day. Six or seven weeks. Seven years. That's auditing. And that's all it is. *[57.03.25a - 17 ACC 20]*

We audit a preclear to make him well. One of the reasons for this is quite interesting: is we take the responsibility for his lookingness, and it's only his lookingness that can cure his ills. But the auditor just makes sure that he (the preclear) *looks*, and looks in such a way as to make sure that he is looking, and things straighten out if the auditor does that. That is probably—might be an oversimplified statement of auditing, but certainly it's a basic statement on the subject of auditing. *[60.08.07b LCDH-02]*

If you wished to make a clear, clean statement of what auditing was, it is simply straightening somebody out so that he has a tolerance of motion and a tolerance of motionlessness, and so that he can have what he should have or not, as the case may be, as he wishes. Restore his power of choice over this fact.

AUDITING ASSIST, (see Assist) An assist done by a trained auditor using an E-meter. It consists of "running out" the physically painful experience the person has just undergone, whether accident, illness, operation or emotional shock. This erases the "physical trauma" and speeds recovery to a remarkable degree.

AUDITING COMMAND, A certain, exact command given to the preclear which he can follow and perform.

AUDITING COMMAND CYCLE, Auditor asks; preclear replies and knows he has done so; auditor acknowledges; preclear knows the auditor has received and understood what he (the preclear) has said. That is a full auditing command cycle.

AUDITING COMMUNICATION CYCLE, *[This is a little more extensive than the Auditing Command Cycle given above.]* The basis of all auditing is the Auditing Communication Cycle which is used to direct the Preclear's attention during auditing. It directs the preclear's attention to a particular portion of his mind, gets the preclear to inspect and communicate about that

area of mind, and acknowledges the preclear that he has done so when he has. That is the auditing communication cycle.

These are the steps of the cycle of communication that are always in use during auditing:

1) The auditor observes that the preclear is ready to receive the command.

2) The auditor gives command or question to the preclear.

3) The preclear looks to his mind for an answer.

4) The preclear receives an answer from the mind (observes what is there).

5) The preclear gives his answer to the auditor.

6) The auditor receives and understands the preclear's answer.

7) The auditor acknowledges the preclear.

8) The auditor sees that the preclear has received the acknowledgement.

9) A new cycle beginning with step (1) is entered into.

AUDITING GAINS, From the standpoint of the practical, work-a-day world of auditing, we're not interested in making our preclear create a universe, whap! and shake God by the right hand. See? We're not interested in that. We're interested in putting somebody back in the run. We're interested in putting him into a condition where he can perform, where he can associate, where he can be social, and where he can live this game called life.

AUDITING GOOFS, Minor unintentional omissions or mistakes in the application of Scientology procedures to a person by an auditor.

AUDITING PROCEDURE, The general model of how one goes about addressing a preclear.

AUDITING SESSION, A session could be defined as that period of time and that activity set up by an auditor and agreed *and contributed to* by a preclear. And then you have a session. And only with that definition do you have a session."

A controlled period of time in which an auditor and preclear are in a quiet place where they will not be disturbed. An auditing sessions begins with the auditor saying "Start of Session" and ends with the auditor saying "End of Session".

In an auditing session the auditor is working to return the self-determinism and the pan-determinism of the preclear to his own control. The auditor gives the preclear certain and exact commands which the preclear can follow, and during which the auditor listens to the preclear's ideas about himself.

AUDITING TIME TRACK, Now, there are those here who have heard me speak of this before, but an auditing time track is a different time track than the physical universe time track. Things happen much more rapidly and it's *vis-a-vis* - thetan versus thetan, you see - and it has the potential of making a brand-new universe all by itself.

You must remember something. The auditor is the god of that time track. And if he won't take responsibility for hauling the preclear along the auditing time track, completely

disassociated from any other time track, if he won't take the responsibility for hauling the preclear along it, why, he very often leaves the preclear stuck in session.

. . . .

Male voice: Ron, I would like a little more on this idea of the auditing time track as distinct from MEST universe time track.

Well, yes. The auditing time track. There is this thing about an auditing session, is that the auditor and the preclear are setting up a separate agreement to that of the physical universe. The physical universe and general time track agreement of events and so forth is a very set thing and it's supposed to go on a cycle of action from create to survive to destroy and it's supposed to tick off on all the clocks. And there's tremendous agreements that are supposed to register all these things.

Well, you get an entirely new agreement on what is supposed to happen in a certain period of time between two people and you'll get a sort of a new time track. It's a new time track. And your auditor should be aware of the fact that he is creating an artificial universe with auditing and part of it is a little shadowy track.

We used to pay sufficient attention to this to actually scan out the auditing at the end of the session. Well, we find out we're using processes today which knock the auditing out eventually anyhow so we don't care about that anymore.

But a time track becomes important - an auditing time track becomes important to you - when an ARC break occurs and we get the dramatization of help-betrayal or help-destroy in the middle of an auditing session. The auditor is there, supposed to be helping the preclear, and he does something the preclear considers is destructive. And we can get the preclear hung up on this artificial time track just as he can be hung up on the physical universe time track. You see? And now we've moved him over and parked him on the auditing time track and we've disassociated him from the physical universe time track. Which is quite amazing. And every once in a while you'll find your preclear still on only an auditing time track. He's not on a physical universe time track. And it will depress his profile. And it's the only thing that'll depress a profile. Processes won't. We've learned all sorts of things about this lately.

A violation of the Auditor's Code, an ARC break, real or imagined and fancied or actual, on the part of the preclear, will park the preclear over on this artificial auditing time track. Do you get the idea? And therefore he doesn't return to the physical universe at the end of session. There is always a little tiny period at the end of session when he fogs over into the physical universe, see? You'll find in his bank and mocked up on the line, you'll find that this auditing time track is something distinct, separate and different from his physical universe time track. And when he clears he, of course, ceases to mock up the auditing time track. Auditing is so valuable to him that he usually keeps a fantastically accurate record of it entirely independent of any other universe. And when he no longer needs it so desperately he blows this too.

AUDITOR, One who listens, computes and directs; a Scientology practitioner. A person who, through training in Scientology, has become skilled in the successful application of Dianetic and Scientology processes.

The word “auditor” is used, not "therapist," because auditing is a co-operative effort between the auditor and the preclear, and the laws of affinity, reality and communication are at work. Auditing is not some kind of “treatment”. It is done on the principle of making an individual look at his own existence and improve his ability to confront what he is and where he is. An auditor is the person trained in the technology and whose job it is to ask the person to look, and get

him to do so. The word “auditor” is used because it means 'one who listens', and a good auditor does listen.

AUDITOR'S CODE, A collection of rules that an auditor follows while auditing someone which ensures that the preclear will get the greatest possible gain out of the processing that he is having. The Code is the set of rules governing the general activity of auditing.

AUTHORITARIAN, A person who gives orders without reasons. A person who arbitrarily tries to think for others instead of getting them to think for themselves.

AUTHORITARIANISM, Is little more than a form of hypnotism. Learning is forced under threat of some form of punishment. A student is stuffed with data which he has not been given any chance to evaluate.

AUTHORITY, The degree of power or right to give orders, demand obedience or assume control that is vested in a specific job. Authority cannot function properly without responsibility.

AUTOGENETIC, There are two kinds of illness: the first could be called autogenetic, which means that it originated within the person and was self-generated; the other is exogenetic, which means that the origin of the illness was exterior to the person. Psychosomatic illness would be autogenetic, generated by the person himself.

AUTOMATIC BANK, When a preclear gets picture after picture after picture all out of control. This can occur when one is not following correct auditing procedure.

AUTOMATICITY, An automaticity is something that is set up outside the control of the preclear. It's usually set up or accepted by the preclear but is outside the control of the preclear and then, to some degree, runs him. And therefore it has become his superior, to some degree.

It’s a thing one is doing but which one is wholly unaware of or only partially aware of doing; something the individual has "on automatic". Anything that happens that one didn't predict, or feels one can't handle oneself, is an automaticity. It ought to be under the control of the individual, but isn't. It is a non-self-determined action which ought to be determined by the individual. It could be a twitch or a habitual greeting or anything else. Also colloquially referred to as “being on auto-pilot”.

It was mocked up by the thetan and installed as an automaticity in the bank in order to get out of having to confront something. So instead of confronting it he mocks up this automaticity to “handle” it for him on a via. Then he forgets that it is there and takes no responsibility for the installation.

The first requisite to putting something on automatic is to forget that it has been placed on automatic. And that, in the severest Scientological use of the word, is what we mean by a “full automaticity”. Something is going on and we do not know its cause. We do not know its cause because we have forgotten that we have placed it there. Or, we have forgotten that anyone placed it there. We do not even know that anything IS there. But, something is happening in that sphere.

AUTOMATIC FLINCH: LRH: “Now if you've noticed, every once in a while your preclear will see something - his perceptions will start to turn on and then all of a sudden they'll go off. And almost all of you have had the experience of getting somebody's perceptions pretty good and then, seemingly, having him shut them off wilfully and viciously and just to spite you. Well that isn't what he did. That isn't what he did. He ran into an “automatic flinch”. And you put that down, make it a technical term, an “automatic flinch”, and it'll suddenly describe to you what happens when this happens.

"This fellow is doing an automatic flinch from hate. He's doing an automatic flinch from hot stoves. He's doing an automatic flinch from things that will get him into trouble.

"And he's set this up as an automaticity. He's set an automaticity up "that will get me out of trouble before I get mired in too deep," see. "If I walk into this theta trap, why, this automaticity will get me the hell out of that theta trap before I can get trapped," see? And that's an automatic flinch.

"And when you do an automatic flinch too often, of course, the fact that you - just seeing a wall is stopping lookingness, you see that an automatic flinch is a shut-off of lookingness.

"Every once in a while you will have the experience of a preclear will suddenly get this beautiful solid three-dimensional mock-up and go *ping!* Off it goes! He's scared. The manifestation of the flinch is so thoroughly installed that the second he sets something up that is solid, that *he* sets up, he flinches from it because he knows, as well as he knows his own name (probably much better than he knows his own name), that *he* is the one who gets himself into trouble. So he sets up something to flinch from it. And he sets up something, the automatic flinch sets in and the mock-up disappears and off *goes* his perceptions. But it isn't something he's doing consciously or wilfully.

"What's happened there is an automaticity is turned on and the fact that he flinches is of course a dispersal in reverse. You get that? There's a dispersal around the mock-up, so he believes then he is afraid of it, merely because he pulls a lit so fast. And fear is pulling out, so he's scared. So you look in vain for any deeper significance to these manifestations. The fellow sees something and it scares him. He does an automatic flinch." *[3rd ACC-13 – 54.01.11]*

AWAKE, Awake is the degree to which a person is participating and/or in control. Asleep is no participation, no control.

AWARENESS, Awareness consists of the willingness to confront. Anything of which one is aware, one has some willingness to confront. That is all there is to awareness.

The ability to perceive the existence of. Awareness itself is perception plus recognition, realization, and knowledge.

AWARENESS OF AWARENESS UNIT, The individual himself. The thetan is the awareness of awareness unit.

AWARENESS SCALE, There are fifty-two major levels of awareness between complete un-existence up to the state of Clear. And between each two succeeding major levels there is also a minor scale of fifty-two levels, and so on, perhaps *ad infinitum. [Fractal]*

By "level of awareness" is meant that of which a being is most aware. A being who is at a level on this scale is aware only of that level and the others below it.

AXIOMS (OF SCIENTOLOGY AND DIANETICS)**,** Statements of the most basic natural laws of this universe as agreed upon by theta. They are the central considerations which have been agreed upon by everyone. They are the on-going postulates on how the universe operates.

B

BACK TO BATTERY, *Slang.* An artillery term referring to a gun which was out of action and is now repaired and is part of the gun battery again. Auditors use the term to indicate somebody who was in poor condition but is now fixed up and functioning properly.

BACKTRACK, The area of the Time Track prior to a person's present life.

BAD ACTIONS, Actions calculated to undermine the self-determinism, independence, good health and continued survival of self or others.

BAD CONTROL, A fallacy actually - something is either under control or not under control. If a person is controlling something he is controlling it. If he is controlling it poorly, he is really not controlling it at all. Therefore we see that bad control is actually non-control. People who tell you that control is bad are trying to tell you that car accidents are good.

BAD INDICATORS, Those indicators which show that a person or activity is not performing as it should or not progressing as it should.

BAD LEADERSHIP, As with Bad Control, (see def.) bad leadership is simply no leadership at all. A "bad" leader issues no or weak orders, and does not obtain or enforce compliance to them. Bad leadership isn't being grouchy or sadistic or the many other things man advertises it to be. It is simply a leadership that gives no or weak orders and does not enforce compliance to orders.

BAD MEMORY, see Occlusion. see Forgetting.

BAD NEEDLE, An E-meter needle pattern which is itself a bad indicator regarding the preclear's case. A rock slam or a dirty needle or a stuck needle or a stage four needle would be considered bad needles in this context.

BAD POLICY, Policies, ideas or procedures that do not assisting the basic purpose of an individual or activity.

BAD SITUATION, A situation which is a departure from the Ideal Scene. (see Ideal Scene)

BANK, A colloquial name for the Reactive Mind. *(see def.)* This is what the procedures of Scientology are devoted to disposing of, for the Reactive Mind is only a burden to an individual and he is much better off without it.

BANK-AGREEMENT, One person acting other-determinedly will restimulate another bank into copying it and behaving likewise. This contagion soon becomes the dominating influence in the group and it is all downhill from there on. The common denominator among people is their Reactive Bank. People without banks are highly individualistic and have different responses. It is only the bank that makes people seem to be "all the same".

When under the influence of the bank they will only agree on bank principles and these are non-survival principles. Unscrupulous political leaders and salesmen will push people's buttons in order to get them keyed-in in a particular way so that they then agree on some crazy agenda. Such bank-agreements are what has made life on earth a hell.

BANK BEEFING UP, The sensation of increasing solidity of masses in the mind.

BANK GROUP THINK, There is a difference between "bank group think" which occurs in the absence of theta leadership, and "theta group agreement" which is possible and is a source of power when good leadership exists. *(see Bank Agreement)*

BANKY, Slang. A term which means that a person is being influenced by his bank and is displaying bad temper, irritability, lack of cooperation and the signs of dramatization. He is being irrational.

BARRIERS TO PROGRESS, The biggest barrier to learning is the idea that one already knows it all. The biggest barrier to personal growth is the idea that one is already in the condition others aspire to.

BARRIER, Something which one cannot communicate beyond. Space, energy, matter and time - each of these is a barrier to knowingness. A barrier is a barrier only in that it impedes knowingness.

BASAL METABOLISM: A test of the preclear's metabolism – or more correctly, their "Basal Metabolism" - is done as one of the checks an auditor makes just before starting a session. Many years of experience in auditing has shown that when the preclear's metabolism is low or non-existent, then auditing him is a waste of time. He or she simply does not have the reserves of body-energy available in order to create and as-is his mental image pictures.

Basal metabolism indicates the "burning rate" of oxygen and carbon in the body. One measures it by having the preclear – on the E-meter - take a deep breath in and then let it out. One should observe the needle make a long fall to the right of the meter. Often there is a tiny pause between the breath exhaling and the needle surge. Attempting to audit in the absence of this will invariably lead to a less than satisfactory session for the preclear.

It's very, very important to an auditor. We don't care what the artificial numbers are on the basal metabolism scale. We don't care what those are. But we sure care that if we're going to process this preclear - if he is in such sad and sorry condition in terms of burning rate - that he is in chronic or acute fatigue. Because if we process somebody who is in chronic or acute fatigue with any kind of a heavy process, if we just process him without making him rest, we'll have somebody who is worse off after the processing than before the processing simply because he can't burn enough energy physically to be processed. The energy isn't there. *[Further data in lecture 54.01.20 – 3rd ACC-32 – p 4 & 5]*

BASIC, The first incident (engram, lock, overt act) on any chain. The first experience recorded in mental image pictures of that type of pain, sensation, discomfort, etc. Every chain has its basic. It is a peculiarity and a fact that when one gets down to the basic on a chain it erases and the whole chain vanishes for good. Basic is simply the earliest.

BASIC ABERRATION, The most basic aberration is a failure to accurately identify something for what it is. This results in an immediate inability to differentiate between things which are different. This is stated as A=A=A=A=A, Anything equals anything equals anything. From this one error all the rest follows on.

BASIC AUDITING, The fundamental and most important elements which make auditing possible. These include:

handling the preclear as a being,

the skills of handling and keeping the preclear in session,

proper use of the auditing communication cycle,

the repetitive use of the auditing communication cycle to flatten a process,

the correct application of the technology of Scientology, and

the ability to use and read and E-meter correctly.

Formerly known as the Procedures of auditing, as distinct from the Techniques of auditing.The techniques are the actual processes.The procedures (Basic Auditing) are the ways one goes about applying the techniques. The five GAEs (Gross Auditing Errors) describe the outness side of this coin.

BASIC-BASIC, It means the most basic basic of all basics and results in clearing. *(see definition of Basic)* The first engram on the entire time track. That chain of engram material which contains basic-basic is known as the Rock. The Rock is basic-basic. Basic-Basic is the Rock. *(see Rock)*

BASIC CYCLE OF ACTION,

In Time: Create, Persist (survive) and Destroy;

In Space: Cause, Distance, Effect.

#Combining these: Beingness, Doingness, Havingness.

BASIC ENGRAM, The earliest engram on an engram chain. *(see Basic)*

BASIC FORMULA OF AUDITING, 1, "Auditor + PC > Bank" This means that the Auditor and Preclear together are greater than and will overcome the Preclear's bank. And so auditing will occur. Without the full co-operation of the other neither the Auditor nor the Preclear will accomplish anything worthwhile.

2, The basic formula of auditing is: Find something the person can do something about and improve it. Find something he can do and get him to do it better. That's the formula.

BASIC GOAL, The person's goal for that lifetime. It could be a "theta-goal" created rationally by the being, or it could be a "reactive goal" intended to handle some past counter-effort which overwhelmed the being. It is second only in importance to survival itself. It individualises the person. A child of two knows its basic goal. It can be found and reduced in some long past heavy engram such as death. It is neither advisable nor inadvisable to tamper with it. Much experience aligns on it. Talent and inherent personality and basic goal go together as a package. Desensitized, it would be supplanted by another basic goal.

BASIC INDIVIDUAL, The basic individual is not a buried unknown or a different person, but an intensity of all that is best and most able in the person. The basic individual equals the same person minus his dramatizations. Basic individual and Clear are nearly synonymous since they denote the unaberrated self in complete integration and in a state of highest possible rationality. A Clear is one who has become the basic individual through auditing.

"You better locate that part of you which is always Cause and then recognize that *you* are that part. And that's very simple - very, very simple." LRH.

BASIC LAW OF A UNIVERSE, The basic law of any universe is that one can only know those things which have been brought into existence to be known. Agreement with this law keeps one in the universe, playing the game.

The corollary to it is that one is potentially capable of knowing everything that has ever been knowable by anyone, anywhere and at any time in this universe.

BASIC LIE, The basic lie is that a consideration (postulate) which was made was not made or that it was different. (see Alter-is)

BASIC OVERT ACT, Making somebody else want Mest, making others believe that their survival depends on having Mest.

BASIC PERSONALITY, The individual himself. A person's own identity. It's the individual unmodified by experience. *(see Basic Individual)*

BASIC PRINCIPLE OF EXISTENCE, The basic principle of existence in this universe is Survival. While "survival" tends to relate only to the survival of the body - since a thetan cannot do anything but survive - yet on higher harmonics the thetan is also striving for "survival", although here it is expressed or experienced by concepts such as personal integrity, rightness, continuity of self as an identity, continuity of membership in a group, and much else besides.

BASIC PROGRAM, The program of auditing and training which takes any person from aberree to OT. The lower portion of this is laid out on the Classification and Gradation Chart. The upper portion has not yet been adequately researched.

BASIC PURPOSE, *(see Basic Goal, see Purpose.)*

BASICS OF SCIENTOLOGY, Axioms, scales, codes, fundamental theory about the thetan and the mind.

BASIC TRUTH, The only ultimate truth is the being himself, (that's *you*) the life-static. A static has no mass, no inherent meaning, no mobility, no wave-length, no time, no location in space, no space. This is the "basic truth" of the universe.

BEAM, A directed flow of energy or intention. Tractor beams are used to draw things closer to one. Pressor beams are used to push things away and to direct action. Beams can also be used as a communication via in order to enter, pervade and perceive area – and so make it known to oneself – without any chance of being overwhelmed by one's entry into the area.

BEAUTY, The consideration that something is intensely desirable, whether it is oneself or something outside of oneself.

BE, DO, HAVE, see Conditions of Existence (2).

BEFORE EARTH, A theta line time track. There is a 'before earth' and a 'before mest universe' and a 'before time' in all banks. The incidents are not dissimilar. The only thing remarkable about these 'before' incidents is that they culminated in a very definite degradation and condemnation of the person.

BEFORE TIME, There is such a thing. Time itself has a higher harmonic which one can experience. Events which are "not in time" can be experienced and audited there.

BEGINNING RUDIMENTS, Are devoted to getting any preclear attention on the environment out of the way so you can audit him or her. It is usually accomplished by nothing more than asking the preclear "Is it OK to have a session now?"

BEHAVIOUR, The way a person responds to stimuli in his immediate environment. The manner in which a person achieves his own survival in carrying out his purposes and attaining his goals. This is primarily determined by previous experience and education.

BEHAVIOUR PATTERNS, Conflicts in the commands contained in engrams, and conflicts between the basic drive of the thetan and the engramic contents of the bank, combine into set behaviour patterns in the being.

BEING, An individual thetan, a viewpoint, an energy production source. One is as much an individual as one is able to self-determinedly pursue one's Goals and Purposes. *(see also Thetan)*

BEINGNESS, The condition of Being is defined as the assumption (taking on) of a category of identity. This is essentially a positioning of oneself in the game of forwarding a self determined Goal and obtaining its value, and it includes the role one takes on in doing that. Beingness is therefore assumed by oneself or given to oneself, and is a conjunct to one's Goal.

Aspects of one's beingness would be one's own name, one's character, one's profession, one's physical attributes, one's role in a game, the degree to which one is able to confront, one's "theta stature" - each and all of these things could be aspects of one's beingness. You have as much beingness as you have space. One could also say, loosely, that one's beingness is the horse-power of the engine that will pursue the Goal.

BEINGNESS OF MAN, Essentially the beingness of theta itself acting as the 4th Dynamic in the Mest and other universes in the accomplishment of the goals of theta via the individuality and determination of each life unit.

BEINGNESS PROCESSING, When a case is inverted it is necessary to get the case up to a level where it can identify itself with something. Beingness at this level is essentially identification of self with an object. In running beingness processing it will be discovered that the imagination of the preclear revives to a marked extent. Beingness processing recovers the various valences which the preclear is trying to avoid. The matter of valences is also a matter of packages of disabilities, and where an individual is being an identity which has certain definite disabilities, he also cannot achieve those abilities he lacks. This, in itself, lies at the heart of any disability. Freedom for a thetan means the freedom to Be, Do or Have whatever he chooses at will, and being stuck in a weak valence imprisons him. Beingness processing seeks to remedy this area.

BEING OTHER BODIES, A double-inversion. He's in one body and he's being another body. He's out of valence in a big way; being another identity than his own. There is an emotion of shame connected with being other bodies. One is ashamed to be oneself, so one becomes somebody else.

BELIEF, ARC sags into belief. As soon as the apparent absolute of a belief starts entering into ARC, there is unfluid understanding and it doesn't become real understanding at all; it becomes belief. Belief, on the lower ranges, to an organism which has to be in motion to support itself, is of course apathy, because belief is no motion and ARC is motion.

We need to differentiate between Belief and Faith. Faith is a very high toned attribute in a thetan and is a knowingness that something is without needing the mechanical interpositions of

proof. Belief – which is a much lower harmonic of Faith, is an abandonment of Understanding, and thereby also an abandonment of ARC.

BELOW SOURCE, Unable to recognize Causes and Effects.

BELOW ZERO ON TONE SCALE, LRH: When you draw this scale of automaticity you are really drawing a scale of self-determinism. Here you have at the top here 40.0. You have high self-determinism. And here at 20.0 you have interacting determinism and that in itself is action - interacting determinism with 50% self-determined. Very rough figure. And down here at 0.0 we have total lack of self-determinism. And here you have total automaticity.

Now the reason your thetan can go below 0.0 is just the fact that he is running on total automaticity. From 0.0 to -8.0 the thetan is running on total automaticity. Everything is being done for him by the body, and by other bodies. Of course, when you get total automaticity, you get total non-beingness so he doesn't even appear to be there, and he doesn't know he's there and he wouldn't know what to do about it.

One of the most interesting drills on this is to demonstrate to the thetan that he is actually handling the body*with his own energy*. When he makes it impulse and do anything, he's already saying it's the body doing it – it's really a cover-up, a tremendous cover-up.

Here you have a thetan present in the body and he is all that the preclear will ever be and yet he has totally negated against any form as such. This is the wonder of wonders. This is the riddle of this particular end of the universe. Is how you could have somebody who has negative thereness and yet it exists; it exists to such a tremendous degree that for thousands and thousands of years Man had a total belief in his soul as something different than himself, because he wasn't there. He was a body and so forth. *[Lecture 52.12.08]*

BENEFICIAL ACT, Something that helps broadly. It can also be a beneficial act to harm that which is harmful to the greater number of dynamics.

BENEFIT, Anything which would enhance survival.

B.E.R., Bad exam report. *(see also Red Tag)*

BETRAYAL, A breach of contract, regardless of whether that contract was actually stated or just understood. For example, one agreed to ***be***, one agreed to ally oneself with some cause, and then one turned around and repudiated that agreement without even announcing the fact. A betrayal is help inverted and turned into destruction. When one's intention to help inverts, betrayal occurs.

To the betrayed person it is a knock-in of anchor points. One's anchor points were pulled out and then they suddenly got knocked in. That operation, when done to one by somebody else is betrayal. One was coaxed to trust and to reach, and then that which one was reaching for was suddenly removed and one's anchor points collapsed.

BETTER, Negative gain, a lessening of a bad condition. Annoying or unwanted things have now gone.

BETTER DEAD CLUB, The "the world owes me my survival in the way I want it" person is a candidate for the Better Dead Club. There are two branches of this club, by the way - Better Dead for their own sakes and Better Dead for the sake of others.

BETTERMENT LAG, How many hours you have to process a preclear before he can become Cause.

BETWEEN-LIVES AREA, The period of a thetan's existence between the death of one body and the assumption of another. At death the theta being leaves the body and usually goes to the between-lives area. Here he "reports in," is given a strong forgetter implant and is then shot down to a body just before it is born. At least that is the way the old Invader Force in the earth area was running the show.

BIG MID RUDS, (BMRs) Back in the early 1960s when LRH was intensively researching Goals and Clearing, rudiments were checked on a preclear at start of session, again mid session and again at the end of session. This was to pick up and handle any by-passed charge that the session may have stirred up on a rudiment. Hence - Ruds, Mid Ruds and End Ruds.

BIG THETAN, There is such a thing as 'thetan-size'. A big thetan is one who can confront and handle the subject of "ALL". A small thetan is unwilling to.

BIN 1, 2, & 3, In his lecture of 52.03.10 titled Main and Sub-Theta Line, LRH talks of three bins of knowledge. He sub-divides all knowledge according to three characteristics:

> *"Up here we have what we will call Bin 1. Bin 1 is full of knowable data. Knowledge is perforce concerned with data. If you consider a datum broadly enough to also include a motivation, a cause or an existence, then Bin 1 up here has nothing in it but data. But let's consider that Bin 1 has in it nothing but TRUE data.*
> *. . .*
> *"Now it's the same way with all this data down here. This is bin 3. Down here is bin 3. Now, bin 3 contains in it relative truths, workable truths, things you can sense, measure and experience. You don't have to be able to sense, measure and experience anything in 1, but down here in 3, that's human knowledge. And this is varying and shifting continually. And there isn't a datum in it which is absolute. Every datum in it has a little bit of wrongness about it. It's only relatively true; it can be sensed, measured, or experienced."*
> ***. . .***
> *"Well, just to be blunt here, we have the channels between 3 and 1, and those are the channels of search. Mysticism, religion - all of those things come on this second-channel level. That's 2. And those are the routes of knowing. And the data in bin 2 is just how you get data out of 1 and into bin 3.*
> *. . .*
> *Scientology is actually a route which pretends to embrace everything here in bin 2. It doesn't matter what route is used, will be used, can't be used or anything else, or what argument is against using it - that is bin 2. And what Scientology is, is bin 2: How do you get knowledge from 1 to its relatively highest degree of truth, into bin 3? "*
> ***. . .***
> *"And I hope you get a little better understanding, then, of what we're trying to do. We're trying to get the highest level of knowing that we can get, and this is a system of trying to get that highest level of knowing. So, no holds are barred in this subject."*

BIRTH, Birth is one of the most remarkable engrams in terms of contagion. Here the mother and child both receive the same engram which differs only in the location of pain and the depths of unconsciousness present. Whatever the doctors, nurses and other people associated with the delivery say to the mother during labour and birth and immediately afterwards before the child is taken away is recorded in the reactive bank, making a nearly identical engram in both mother and child. Birth is ordinarily a severely painful unconscious experience. It is usually an engram of some magnitude. So anyone who has been born possesses at least one engram. Being born generally makes for a far heavier engram than death ever does.

BLACK AND WHITE,The name of a research process used in auditing in the early 1950's which addressed the electronic fields around the thetan. The process eliminated the need for running single incidents, locks, or secondaries, but was effective only in occluded cases. These black areas, which are curtains over occluded facsimiles along the time track, erase, or become white, when attention is centred onto them, and turning the field white by concentrating on the aesthetic band is the only concern of the auditor or preclear. Heavy somatics may be expected during "black and white" processing, but these can be avoided by keeping the field white.

BLACK DIANETICS, Any evil or harmful use of data concerning the spirit and the mind. This especially includes such things as implanting suggestions in the minds of others by the use of pain, drugs or hypnosis, as done by psychiatrists. Unscrupulous groups and individuals have been practicing a form a Black Dianetics on their fellow man for centuries. They have not called it that but the results have been and are the same. There are those who, in order to control others, resort to inflicting pain, drugs, suggestions, gossip, slander - all of the thousands of overt and covert ways that can be used to manipulate people to their detriment can all classified as Black Dianetics.

BLACK FIELD, Just some part of a mental image picture where the preclear is looking at blackness. It is part of some lock, secondary or engram. In Scientology it can occur (rarely) when the preclear is exterior and looking at something black. It responds to Dianetic auditing.

BLACK FIELD CASE, A case that cannot run engrams because he cannot see them.

BLACK FIVE, A term, now long out of use, to describe a heavily occluded case with mental pictures consisting of masses of blackness. This was the "Step V" of early procedures such as Standard Operating Procedure Eight. It is a no-responsibility case. A level of non-perception, where the person only sees either blackness or invisibility. *(see also State of Case Scale)*

BLACK MAGIC, Magic with an evil purpose, with the intention to cause harm. Sorcery.

BLACKNESS, It is a failed attempt to totally not-be. So instead of not-being he just makes everything black and hides in the blackness. A way of not confronting one's case - "Everything is all black!" The blackness of cases is an accumulation of the case's own or another's lies. It is usually a protective coating of some sort between the preclear and the pictures. It is mocked-up blackness to hide pictures from one.

The blackness on the case is indicative of a scarcity of viewpoints stemming from an outright refusal to have any viewpoint. It is used for safeguarding pictures by protecting them with "screens"; as a defensive and propitiative attitude towards existence; when there has been too much loss of allies; too much loss of space; and finally and most importantly, the loss of those allies on whose evaluations the preclear depended. The sudden departure of the person who has in this way evaluated for the preclear results in loss of that viewpoint which the preclear had assumed in preference to his own, and blackness results.

The remedy for it is to acknowledge one's ownership of the black area and to fully assume the viewpoint of being Cause over it, past, present and future. Running Rising Scale in the area would be helpful.

BLACK PANTHER MECHANISM, There are five ways in which a human being reacts to a source of danger. Let us suppose that a particularly bad tempered black panther is sitting on the stairs and that a man named Gus is sitting in the living room. Gus wants to go to bed. But there is the black panther in the way. The problem is to get upstairs. There are five things that Gus can do:

(1) He can run out of the house and **flee** from the black panther;

(2) He can use the back stairs to get to his bed and so **avoid** the black panther;

(3) He can **succumb** to the black panther and be eaten;

(4) He can **neglect** the black panther by deciding not to go upstairs ever again; or

(5) He can **attack** the black panther and overcome it.

These are the five mechanisms. All actions intended to solve a problem can be seen to fall within these courses. And all of these actions are visible in life.

When humans are faced with any difficult or unwanted or unpleasant situation they resort to one of the above. And this applies very much to the way in which they deal with the charge of their Reactive Minds. They can "flee" from it by taking drugs; they can "avoid" it by keeping their attention firmly on sweetness and light pleasantries - rainbows and daffodils and so on; They can "succumb" to it by going mad and being cared for in a lunatic asylum; they can "neglect" it and live a life of meaningless irrelevance watching TV and quarrelling with your spouse. OR, they can "attack" it through auditing, confront it and ascertain the truth of it, re-experiencing what they was unwilling to experience at some time in the past, and so become free of it, attaining thereby a life without aberration or insanity.

BLACK PROPAGANDA, The activity called black propaganda consists of spreading lies by hidden sources so as to turn public opinion against some target. It is a covert attack on the reputation of a person, group or nation using slander and lies in order to weaken or destroy. *[Included here in this dictionary since L Ron Hubbard and Scientology have both been at the receiving end of malicious Black Propaganda campaigns over many years.]*

BLACK SPACE, A space containing black energy would be black, but a black space may also be a space existing without any energy in it.

BLAME, When one individual declares another entity to be the cause of something bad, he delivers power to that entity. This assignment may be called ‘blame’, the arbitrary election of bad cause. It's simply an attempt at punishing other bodies. Blame is the negation of your own responsibility for what happens to you. You can blame self, that's the lowest form of taking responsibility, or you can blame somebody else. That's an effort not to be responsible - an inversion of responsibility.

BLAMING MEST, A bad workman blames his tools. When people try to justify their own incompetence they often dig themselves in deeper by declaring that Mest is Cause and they are Effect. This is a postulate which often recoils upon one very dramatically, since it is Theta that is cause and Mest that is Effect. *[Bearing in mind though, that a good worker knows when his tools need repairing, he sets about doing that and then gets on with the job.]*

BLANKETING, This incident consists of throwing oneself as a thetan over another thetan or over a mest body. Blanketing is done to obtain an emotional impact or even to kill. It is strongest in sexual incidents where the thetan throws two mest bodies together in the sexual act in order to experience their emotions.

BLINDNESS, The blindness of a person can stem from two sources, one of those is fixidity, he just never spans his attention broadly enough. The other one is overts. An individual who has committed overts long enough and often enough on a certain area will not want to be able to perceive it anymore. And so he will withdraw from it and pretend it isn’t there by being “blind”

to it. A person who commits overts often enough on another person will have that person disappear right in the physical universe before them.

BLINKLESS TR-0, There is no such thing. It is someone's fixed idea. Sitting with any attention on the body just isn't confront - you aren't doing the drill right. If your body blinks then OK, but if you are making it blink by having attention on the eyes then your TR-0 is out. (see TR-0)

BLOW, (1) A sudden dissipation of mass in the mind with an accompanying feeling of relief. A definite manifestation with the preclear saying "something blew" or "it disappeared" or "it's gone" or "it vanished" - not just "I feel lighter". Recognizing the true source of an aberration in processing "blows" it, makes it vanish.

BLOW, (2) The unauthorized departure of a person from an area, usually caused by misunderstood data and/or overts and/or ARC Breaks. To leave, get out, run away, cease to be where one should be. It is the obsessive effort to separate oneself from the group, location or event.

It can also be caused by drugs. When a person has compulsively exteriorised during a drug trip he may sometimes dramatise that afterwards and will then compulsively and inexplicably "exteriorise" himself from the group or area he has been in.

BLOW-DOWN, When mass suddenly dissipates from the mind *(see Blow, def. 1)* then there will also be a sudden reduction in the electrical resistance in the mind as measured on an E-meter.The meter shows this sudden reduction by the needle moving sharply to the right.In order to keep the needle on the dial the auditor will have to move the TA to the left, bringing the TA down - this is a “blowdown”.

A blowdown is a period of relief and cognition to a preclear while it is occurring and for a moment or so after it stops. When the auditor has to move the tone arm from right to left in order to keep the needle on the dial then a blowdown is occurring. It is the meter reaction to the preclear’s finding of the correct charge.

BLOW-OFFS, *(see Blow 2)*. Departures, sudden and relatively unexplained, from sessions, posts, jobs, locations and areas. One can treat people so well that they grow ashamed of themselves, knowing they don't deserve it, so that a blow-off is precipitated; and certainly one can treat people so badly that they have no choice but to leave for their own survival’s sake, but these are extreme conditions and in between these we have the majority of departures: people leave because of their own overts and withholds. That is the factual fact and the hard bound rule. A man with a clean heart can't be hurt. The man or woman who must must must become a victim and depart is departing because of his or her own overts and withholds. It doesn't matter whether the person is departing from a town or a job or a session. The cause is the same.

BLOW-UP, In the low tone-arm case, it means a sudden movement of the E-meter Tone Arm from a non-optimum (below 2 .0) reading upwards towards the optimum read.

BODHI, A Sanskrit word for “awakening”, derived from the word "budh" meaning “to awake, become aware, know or understand”. We see a clear parallel between Scientology and Buddhism in that both strive to attain similar ends. This similarity is further borne out by Siddartha’s teaching that the state of Bodhi is already within one, it is only obscured by mental masses which need to be removed in order for the true beingness of the person (bodhi) to be manifest. *[see Vedanta]*

BODY, A solid appendage the thetan hangs on to which makes the person recognizable in this society and without which he considers himself to be dead. It is an identifying form (or even a

non-identifiable form for those thetans who wish to hide away) to facilitate the existence of the thetan in the Mest universe at this time in this society.

A body is a communication relay mechanism which the thetan uses to function in the world.

Human bodies are made of meat and bone and blood and various other types of complex organs. They are carbon-oxygen engines which run on low combustion fuel, generally derived from the consumption of other life forms.

Many of the body's functions such as respiration, heartbeat and endocrine secretions are directly monitored by the Genetic Entity, but these activities can all be modified by the Thetan and by the Reactive Mind.

BODY MIMICRY PROCESS, Process where auditor and preclear sit across from each other, and where the commands consist of hand gestures made by the auditor. These are then answered by the preclear giving the same hand movement, - the command being repeated by the auditor until it is exactly duplicated by the preclear. CCH 4 is such a process.

BODY OF KNOWLEDGE, A body of knowledge is a body of data, aligned or unaligned, or methods of gaining data.

BODY Q AND A, *[see '**Q and A'** in this dictionary]* Some people Q and A with their bodies. The body is, after all, composed of Mest. It follows the laws of Mest. One of these laws is Newton's first law of motion: inertia. This is the tendency of an object to remain motionless until acted upon by an exterior force, or to continue in a line of motion until acted upon by an exterior force.

Well, the main force around that is continually acting on a human body is a thetan, the being himself. The body will remain at rest (since it is a Mest object) until acted upon by the thetan that is supposed to be running it. If that thetan is aberrated, the body reacts on him more than he acts on the body. Thus he remains completely or almost motionless. When the body is in an unwanted motion the being does not deter the motion since the body is reacting to his aberrations far more than he is acting on the body.

As a result we have one of the manifestations is Q and A. He wants to pick up a piece of paper. The body inertia has to be overcome in order to do so. So he does not reach for the paper, he just leaves the hand where it is. This would be no action at all. If he then weakly forces the motion, he finds himself picking up something else like a paper-clip, decides he wants that anyway and settles for it. Now he has to invent a reason why he has a paper-clip in his hand. His original intention never gets executed. In this way various diets and physical betterment activities go by the boards.

Some people on medical lines are there not because of actual illness but because they are just Qing and Aing with their body. The cure for this sort of thing (Q and A with a body) is found in Objective Processes. *[see ref.]*

BODY IN PAWN, An incident of protecting bodies. On the whole track a person sometimes wanted to go elsewhere and so he parked his body in storage until his return. It occasionally happens that a preclear finds he has bodies stored in various locations around the universe and still has attention on keeping each one alive. Some societies have gone totally batty on the track with this and we call it "bodies in pawn".

BODY MOTION, Any motion of the body which causes the tone arm to move falsely up or down. Body motion is never recorded in a session.

BODY-PLUS-THETAN SCALE, The Tone Scale positions of almost all of humanity, ranging from Enthusiasm (4.0) at the highest point, down to Death (0.0) at the lowest. This position on the scale is not that of the thetan inhabiting the body but of the composite body-mechanism called Homo Sapiens *[see Person]*. Sane behaviour in Homo Sapiens is determined solely by his or her social training and education.

BODY REACTIONS (on the E-meter), One of the ten main needle actions of an E-meter. The deep breathing of a preclear, a sigh, a yawn, a sneeze, a stomach growl can any one of them make a needle react. They're not important once you know what they are.

BODY VALENCE, One's identity as a particular human being or as a member of a particular family or race. One's physique, one's state of health and one's age and sex also come into it.

BOGGED-DOWN CASES, Those cases which, due to too much mass being in restimulation, cease to run well. A bogged-down case does not find himself able to absorb information or acquire skill and certainly cannot be said to be running well in auditing. He feels massy and solid. To remedy this he needs a quiet environment in which he can destimulate. He should be given gentle handicraft tasks like colouring in or doing jig-saw puzzles or something similar. When he is keyed out he can be audited again.

BOGGED STUDENT, What is a bogged student? Is he stretched out on the floor snoring? No - he is groggy or puzzled or frowning or even emotionally upset by his misunderstood words. When not spotted and handled he will go to sleep or will just stare blankly into space.

BOIL-OFF, A very mild manifestation of unconsciousness, which simply means that some period of the person's life wherein he was unconscious has been slightly restimulated. The preclear has to confront an awful lot of unconsciousness and pain in the bank, and so you sometimes get the phenomenon known as "boil off".

Underlying the above is a flow which is run too long in one direction. That's what boil-off or anaten, is. Usually just a flow running too long in one direction. *[see Anaten]*

It doesn't do him much good to boil off. He's simply dramatizing, he's not confronting or as-ising anything. He is floundering about in his dramatization of the unconsciousness that has been restimulated. We could say that it's the accumulation of unconsciousness which blanks out the track, because he tries to confront it and off he goes.

Boil-off is the accumulated not-know that the preclear has run on everybody. That's on the mental thought-postulate level - not the mechanical level.

BOOK AND BOTTLE, Opening Procedure by Duplication. It is a process with multiple purposes behind it, probably the most important for the preclear is the separating of Time, moment from moment, differentiating between them. This is done by getting a preclear to duplicate the same action over and over again with two dissimilar objects. In England this process is called "Book and Bottle," probably because these two familiar objects are the most used in doing Opening Procedure by Duplication.

BOOK AUDITOR, Someone who, after studying a book on Dianetics or Scientology, has successfully audited another on the techniques he learned there.

BOOK ONE, Dianetics: The Modern Science of Mental Health, by L Ron Hubbard.

BOOK ONE CLEAR, A person who attained the state of Clear through the processes of Book One. *[see Mest Clear]*

BOREDOM, Boredom is a sort of high-toned apathy, though it is not a state of inaction. It is a state of idle, vacillating action where penalties are yet in existence, and where they can even be grave, but it is a state in which one has decided one can't really be bothered to do anything about them. It is an eddying back and forth which, on its lower harmonic becomes pain and on an even lower harmonic becomes agony.

Boredom is the emotion which results from having an insufficient number of challenges in life to interest one. Instead of creating one's own interest in things, one is waiting for things to come along and interest one. In other words one is waiting for mest to become interesting, instead of oneself being interested.

BORROWED FACSIMILES, Mental Image Pictures in your bank that aren't yours. That is to say they are borrowed from people or they're photographed or they're taken right straight out of other theta beings - just outright stolen; we call it borrowing. Some people who read books or see movies identify themselves so strongly with fictional characters that they take on the valences and imagined cases of those characters. They "borrow" their facsimiles and walk around with a borrowed limp or a borrowed tough look on their faces.

BOUNCER, Some command or content in an engram or area of charge which deflects the preclear's attention and so "bounces" him out of it whenever he tries to confront it. An engram which contains "Can't stay here", "Get out!" "Go away" and other phrases which will not permit the preclear to remain in its vicinity but shoots him up to present time.

The preclear may be in an engram and yet be bounced into present time. This creates a situation in which the preclear seems to be in present time but is actually under considerable tension because of being the effect of an engram command.

BPC, see By-passed charge.

BRACKET, (*see* Flow) In Scientology and Dianetic auditing, commands can be made more effective when they are grouped into a bracket of several related commands so as to cover all of the potential directions of flow, e.g. from somebody else to the preclear, from the preclear to somebody else, from somebody else to some other person, from the preclear to himself, or some other combination of terminals. So one would run, for example, a time the preclear was given an apple, when he gave an apple to another, when he saw others giving apples to others, and when he helped himself to an apple.

So a bracket is a series of questions or commands based on the number of ways or the number of combinations in which something can occur. A bracket covers all of the potential directions of flow of an action as they relate to the preclear.

The word taken from the field of artillery, where one fires shots over and under a target so as to make sure one hits the target. One shoots over and under, over and under, until one eventually gets one bang in the middle of the target.

BRAIN, A lump of fatty tissue inside the skull which acts as a sort of an electro-chemical switchboard in order to translate thought and intention into physical action by the body. It is the interface between the thetan and the physical universe. It has very little to do with actual thinking and has nothing at all to do with intelligence - these lie with the being (the thetan) himself.

BRAINWASHING, The covert and malicious manipulation of a person's viewpoints and thinking without his awareness or consent.

This can be done in various ways. One is to get a person to agree that something might possibly be a certain way and then drive him by introverting him and through self-criticism to believe that it *is* that way. Only then would a man believe that the erroneous datum was a truth. By gradient scale of hammering, pounding and torture, brainwashers are able to make people believe that these people saw and did things which they never did.

The effectiveness of this approach is unpredictable and random. It originated in our present culture from the Russian veterinarian Ivan Pavlov who made the dogs believe that they can't tell the difference between a bell and a buzzer. They ring a bell and feed the dog, and they ring a bell and feed the dog, and they ring a bell and feed the dog. Now the dog is conditioned (psychological term) to be fed when the bell rings. Well then they buzz a buzzer and beat the dog, and buzz a buzzer and beat the dog, and they buzz a buzzer and beat the dog, and they buzz a buzzer and beat the dog. Now what they're really doing is adding up a bunch of engrams, they aren't conditioning him at all. And then they gradually reduce the sound of the bell to the sound of the buzzer, and reduce the sound of the buzzer to the sound of the bell until the dog can't tell the difference between the buzzer and the bell and at that moment he goes psychotic. He can't tell whether he's going to be beaten or fed. That is brainwashing. It is specific technology.

A far more sophisticated and effective method was used during the Korean War. A prisoner was coaxed into confessing his misdeeds and reporting on the misdeeds of his compatriots. The nature of the misdeed is entirely irrelevant. What matters only is that, through confession, one is producing a state of contrition in the subject and getting him to individuate from his fellows. In every case where the subject was persuaded to participate in this activity he eventually shifted his allegiance away from his former country and turned against them. It is based on a thetan’s assignment of rightness to the person he confesses to and the assignment of wrongness to the person being confessed about - be it oneself or one’s compatriots. A thetan, wishing always to be right, will always shift his allegiance to the group that validates that rightness.

This method is still widely used today by religious cults and political groups of less than noble intent. Compulsory confession of “overts” and a continual requirement for “knowledge reports” on one’s fellows produce a brainwashed subject.

BREAK-ENGRAM, An engram or secondary, the receipt of which tipped the person over the edge from sanity into insanity. Such an engram is inevitably one of a group of engrams which impose conflicting behaviours on the person. "Must be - Can't be" "Must do - Can't do" Must reach - Can't reach". These patterns get laid into the person engramically and with considerable force and he goes completely mad as a result.

BREAKING A CASE, *Slang.* Meaning that one breaks the hold of the preclear on a non-survival facsimile - never breaking the preclear or his spirit, but breaking the hold of the reactive mind on the preclear and vice-versa.

BRIDGE, THE, The Scientology route which takes an individual from an aberrated state up through the Lower Grades to what we call Homo Novis, and then beyond that towards Clear and OT. The route is laid out on the Classification, Gradation and Awareness Chart. This is the famous "bridge" mentioned at the end of *Dianetics: The Modern Science of Mental Health*. The being enters it from somewhere in the minus regions as a beginning Scientologist and moves on up. By following this chart one moves towards achieving the various stages of release and then Clear and OT.

There is considerable controversy over whether these states of Clear and OT have ever been fully attained by anyone, at least in so far as what their definitions assert should be attained. I leave the matter open - I am not convinced either way.

"BRIGHT" STUDENT, (a derogatory term in Scientology) You will find that on occasion you have very glib students who pass all the theory questions you pose them and in whom you won't be able to find any fault at all, and yet they are quite hapless when it comes to applying or using the data they have studied. These students are described as a "bright" students. *(see Glibness)*

BRINGING ORDER, Establishing workable terminals and data in order to stabilize and unravel a confusion.

BROKEN, *Slang.* Used in the wise of "breaking a case," meaning that one breaks the hold of the preclear on a non-survival facsimile. Used in greater or lesser magnitude such as "breaking a circuit" or "breaking into a chain" or "breaking a computation." Never breaking the preclear or his spirit, but breaking what's holding the preclear back.

BROKEN DRAMATIZATION, When the individual is prevented from carrying out the *commands* of the engram which is restimulated by his present time environment, he will then start to dramatize the original *pain and unconsciousness* of the incident.

BUBBLE GUM INCIDENT, An incident on the whole-track where you are hit with motion and finally develop an obsession about motion. (LRH wishes you to carefully note these very technical terms like 'bubble gum'.) It is the first incident on the track that has any words in it and is usually the last incident on the track of any magnitude that has any words in it for millions of years afterwards. It sits there all by itself. It's a verbal implant, a thought implant and it makes physical movement very difficult, like wading through bubble-gum. Hence its name.

BUDDHA, Simply one who has attained Bodhi. *[see def.]* There have been many buddhas and there are expected to be many more.

BUDDHISM, If you can conceive the isness of existence, and if you can conceive an 'is' not further associated, you have conceived, actually, the one step necessary to finally conceive mind-essence, which is the total goal of Buddhism. Just conceive an isness not further connected. And it's a wild experience, by the way. No further connection; a disconnected isness. It just is. It has no significance. Nothing else.

BUGGED, The word bugged is slang for snarled up or halted.

BULL-BAITING, In coaching certain drills and TRs, the coach attempts to find certain actions, words, phrases, mannerisms or subjects that cause the student doing the drill to become distracted and to react to the coach. As a bullfighter attempts to distract the bull's attention and control the bull so does the coach attempt to distract and control the student's attention, however the coach flunks the student whenever he succeeds in so distracting the student from the drill. He then repeats the action until it no longer has any effect on the student.

Taken from a Spanish and English sport of "baiting" which originally meant to torment and infuriate a bull for sport by setting dogs upon it, but nowadays means to torment someone especially with persistent insult, criticism or ridicule. Also "to tease".

BULLPEN, An area in early electronic computers where material that didn't match up with anything else was held separately until new material that connected with it and made for a complete solution was fed into it.

Used in Scientology to refer to data one has learned which seems as though it may have future value but which doesn't make much sense at present. One holds such data in a "bullpen" until such time as further data becomes available which clarifies it.

Livingness would be a horrible mess if all you did was go over whether you were right yesterday or wrong yesterday when you did so-and-so or didn't do so-and-so. If you're in this kind of a condition: somebody leaves your presence, you've been talking to him, this person walks away finally and you say, "Well, did I act foolishly or didn't I act foolishly? Or did I say the right thing or didn't I say the right thing?" and *yakety-bow-row-row,* back and forth, knock, knock. Well, it's a hangover of the conversation. This entire question is in the person's bullpen and it is going round and round and round with no end in sight. It's a circuit sitting in his bullpen.

BUTTERED ALL OVER THE UNIVERSE, A preclear who does not know where he is. He has used remote viewpoints for so long in preference to his own viewpoint and has then abandoned and left these remote viewpoints scattered all over everywhere to such a degree that he no longer knows where or who he really is -he thinks he is anyplace rather than where he really is.

BUTTONS (in bull-baiting), Items, words, phrases, actions or subjects that trigger a response or reaction in an individual and which cause him discomfort, embarrassment, or upset, or make him laugh uncontrollably. It is called a button because when you push it (say it) you get a reaction.

BUTTONS (in assessments), People usually have some "habits" in their interactions in life. For example, a person has an upset with someone - he or she may mentally squash it and hide it from himself. Or he may deny that it ever happened. Or he may invalidate it by saying "Oh no, it wasn't an upset, I wasn't upset, we just had a minor difference of opinion."

They do these things in order to screen themselves from any uncomfortable restimulations in life. But when it comes to auditing, these actions (habits) of the person can prevent them from accessing their own reactive minds, and so they prevent themselves from confronting and dealing with their own lives. When the auditor, for example, asks for times when the preclear was upset about something, he may deny that such a thing ever happened. If the auditor suspects that there may in fact be something hidden on this line of questioning he will put in a "button".

Buttons are particular words which will restimulate certain aspects of charged areas in a preclear's Reactive Mind. They are used by an auditor in order to focus the attention of the preclear on those named aspects.

So the auditor may ask "On having upsets, has anything been Suppressed?" - "Suppressed" being such a button. If this reads on the meter the auditor will follow it up and the preclear will be able to access that which he had hidden from himself. Or herself.

Got it? It sounds complex but it is really quite simple and is a very useful tool that the auditor uses. Other buttons used by an auditor are: Suggested, Invalidated, Been Careful of, Asserted, and many more.

BY-PASSED CHARGE, Occasionally when one handles some reactive charge close to present time, a lower or earlier incident can get restimulated. That charge is then inadvertently by-passed and not handled by the auditor. It isn't that the auditor just ignored it or neglected it - *he never knew about it*. He handled the later charge, but when that later charge then restimulated some earlier charge, then that earlier charge - which only showed up later - got by-passed. That is BPC and that is all that the term means.

It is hidden mental energy or mass that has been restimulated in some way in an individual and that is either partially or wholly unknown to that individual, and so is capable of affecting him adversely.

BY-PASSED CHARGE ASSESSMENT, Auditing by assessment of a prepared list to help the preclear find by-passed charge. The moment the correct by-passed charge is found the preclear feels much better.

C

CALIBRATION,An E-meter needs to be calibrated. Finding and marking the correct positions on the tone arm dial so that TA-2 and TA-3 positions are known precisely by the auditor at start of session. This is done by clipping resistors into the circuit: 12,500 ohms for the 3.0 reading and 5,000 ohms for the 2.0 reading.

CALL-BACK, An action phrase which would, in present time, cause the preclear to move back to another position in space. When contained in an engram, it would pull the preclear down from present time into the engram. Examples would be "Come here", "Get back here", and similar.

CAL-MAG FORMULA, Working on this in 1973 for other uses than drug reactions, LRH found the means of getting calcium into solution in the body along with magnesium so that the results of both could be achieved. The formula is: (1) Put one level tablespoon of Calcium Gluconate in a normal sized glass. (2) Add level teaspoon of Magnesium Carbonate. (3) Add 1 tablespoon of cider vinegar - at least 5% acidity. (4) Stir it well. (5) Add boiling water to the glass and stir until all of the powder is dissolved and the liquid is clear. If this doesn't occur it could be from poor grade or old Magnesium Carbonate. (6) Fill the remainder of glass with lukewarm or cold water and cover.

CANCELLER, During Dianetic engram running when an engram is found on the Time Track, it is deliberately restimulated and the preclear then examines it closely in order to see what happened there. By definition, this activity creates a Lock *[see definition]* and, in theory, anything said during the period of restimulation will be recorded directly into the Reactive Mind. In an attempt to avoid this the early Dianeticists would install a cancelling phrase - referred to as a "canceller". At the beginning of the session, the preclear was told that any command phrase which had been activated would be cancelled when the word "cancelled" was uttered at the end of the session.

This practice is no longer employed, not because it was not useful but because lock scanning provides a far better means of scanning off all of the restimulations of the auditing. This is a far more effective and a more positive mechanism than the canceller.

CANNED LIST, *Slang.* A list of items or questions which has been prepared by an auditor or Case Supervisor before the session. It is then assessed and handled by the auditor during the session as part of the auditing.

CANS, Electrodes for the E-meter. Plain, ordinary steel soup or vegetable tin cans, unpainted, tops cleanly removed, label and glue washed off, have been in regular use since E-meters were first invented. It is with these that calibration has been done and it is these that should be used by auditors everywhere. There is no merit in getting all fancy about these cans.

CAN'T-HAVE, The feeling or consideration that one is unable to reach towards and into an area, pervade it, duplicate it and communicate with it. It stems from a restraining of oneself. A can't-have is that which the individual believes himself unable to attain or be cause over.

Can't-have is also a denial of something to someone. It could be done to one by another or it could be done by oneself to another or even to oneself.To 'have' means one is able to reach for and pervade and participate in something. A 'can't-have' denies the person the possibility of

doing that. Basically a thetan can have anything he wants to but in their nuttiness people consider that they cannot or should not reach for and have some things. Scientology is aimed at rehabilitating a thetan's ability to have and not have at will on his own determinism.

Anything that is scarce is something the person can't have - money. terminals, friends, jobs, you name it - if it's scarce is because he "can't have" it.

CASE, A general term for a person being treated or helped. Also, a person's condition, which is monitored by the content of his reactive mind. A person's case is the way he responds to the world around him by reason of his aberrations. *(see also Aberration, and Reactive Bank)*

The most fundamental thing that is wrong with anyone's case is entirely and totally the fact that he has sought to prevent others from knowing, and so a on a flip (inversion) he denies himself his own knowingness. If it wasn't for this he would never have gotten aberrated.

CASE ANALYSIS, The determination of exactly where preclear is in his progress towards Clear. Note, it is not what he has attested to, but where he truly is. An inventory and evaluation of a preclear, his body and his case to establish his true case level.

CASE ASSESSMENT FORM, Also called a White Form. The first action of an auditor with a new preclear is to fill in the Case Assessment Form. *(see Preclear Assessment Sheet)*

CASE FOLDER, A case folder is kept on every preclear audited. All auditor's reports, assessments, worksheets, C/S instructions, exam reports, notes and recommendations concerning the case go into this file. Anything an auditor knows about a case, as a general summary, should be put in the preclear's file for future reference. It is kept up to date after every session. The file remains confidential and is made available only to those trained persons who are directly involved in handling the case.

CASE GAIN, Any case betterment or improvement *as evaluated by the preclear himself or herself only*. The improvements and resurgences a person experiences from auditing, the increases of responsibility for his or her past, present and future. Real case gain is not a sudden jolt up into the total serenity of it all without any games possible. Real case gain consists of a balanced, steady increase in beingness, doingness and havingness.

CASE LEVEL, A preclear's position on the Grade Chart or on the State of Case Scale.

CASE OPENING: A preclear's case is said to be 'open' when he/she can answer the auditor's questions and follow his directions. Auditing can thereby be done with benefit. In order to enter a case the auditor establishes the highest level of certainty the preclear can attain and he opens it on that highest level of certainty. The second the preclear finds something of which he is absolutely certain, his case is open. *[refer also to Opening Procedure.]*

CASE PROGRESS SHEET, A sheet stapled to the inside front cover of a case folder which details the levels of processing and training the preclear has completed while moving up the Grade Chart. It also lists incidental rundowns and set-up actions the preclear has had. The sheet gives at a glance the preclear's progress towards OT.

CASE STATE,A person's position on the State of Case Scale.

CASE SUPERVISOR, The most senior technical person in any organisation. The C/S is the auditor's "handler." He tells the auditor what to do, corrects his tech, keeps the lines straight and keeps both the auditor and the preclear calm and willing and winning. The C/S is the case director. His actions are done for the preclear's benefit.

CATATONIA, Catatonia means the person is lying still in apathy, unmoving and not reaching out to anything. A psychiatric name for being totally withdrawn.

CAUSATION, Simply, imposing change of time and location upon objects, people, self, events and individuals.

CAUSE: Is simply the point from which a creation or action emanates. Cause in our dictionary here means only "source point." The thetan occupying that source point is at Cause.

CAUSE AND EFFECT, In fact a thetan (or a person) is always at Cause point. He is never at Effect. Even when he seems to be (pretends to be) at Effect he is actually (behind the scenes, as it were) still at Cause point. And that is Cause over everything he perceives and everything he experiences. He is ALWAYS at Cause. Which is why the only auditing that is in any way effective is auditing which has the preclear at Cause point.

CAVED IN, Where an individual's strength of beingness is insufficient to confront and handle what the universe is presenting then a collapse of spatial anchor points can take place. This can manifest as a flinch or as fainting and a so-called "nervous breakdown". Taken from a mining term referring to an underground mine collapsing.

CC, *see* Clearing Course.

CCHs, Among the most basic and workable processes in Scientology are the CCHs - the Communication, Control and Havingness processes. Ironically, they are also very high level processes producing great gains on pre-OTs. These are several associated processes which bring a person into better Control of his body and surroundings, better Communication with his surroundings and other people, and increase his ability to reach out to people and things. They bring him into the present, away from his past problems. The CCHs boost the individual's responsibility for his environment. They are processes specifically aimed at using all the parts of the two-way comm formula. The goal of this procedure is to take the preclear from as far south as preclears can be reached, straight on through as far north as a preclear can be pushed. Therefore, the breadth of Procedure CCH is much greater than any other auditing procedure ever released.

CCH's correlate directly with ARC in the following way: Communication is, of course, the same in both; Control is the establishing of a new reality on the object, changing it in a predetermined way; and Havingness is the exercise of Affinity – shortening the distance between self and the object or person reached for.

CCH-0, The purpose of CCH-Zero is to find the auditor, find the auditing room, find the preclear, knock out any existing present time problems, establish goals, clear help, get agreement on session length and get up to the first real auditing command.

CCH-0 isn't necessarily run in that order and this isn't necessarily all of CCH-0, but if any of these are seriously skimped, the session will get into trouble somewhere. It is done to get the preclear able to participate in the session. Whenever the preclear is not participating in the session he is at total effect and no progress can be made. *(see also Pre-Session Process)*

CDEI SCALE, (later expanded into CDEINR) A set of buttons (trigger words) which describe in detail a person's action of reaching and withdrawing from someone or something while going downtone on it. Curiosity, Desire, Enforcement, Inhibition. Curiosity brings one to put attention on the object and wanting to know more about it. One then Desires to participate in it and so Be the object. When this fails one starts to assert or Enforce one's intentions on it, when this fails one withdraws from it - but - note carefully - one's earlier intention (postulate) to know

more about and Be the object is still in place, and so the object is "pulled in" and is "Enforced" upon oneself. One deals with this by Inhibiting one's attention. This leads to one Denying the existence of the object, Refusing the object altogether and only "confronting" a substitute for the actual object. And after that one Wastes anything and everything connected to the object or person. This is the downward spiral of confront on the object or person.

And that action then has ALL such unconfrontable things (including the substitutes for the things) being lumped together - All of it is now A=A=A=A.

CELL, A fifth dynamic biological entity. The virus and the cell are matter and energy animated and motivated in space and time by theta. A unit of life which is seeking to survive.

CERTAINTY, The willingness to accept one's perception of what is. Clarity of observation. Knowing that one knows – it's a state of beingness. Scientology is the 'Science of Certainty'. Knowledge itself is certainty; knowledge is not data. Knowingness is certainty. Sanity is certainty, providing only that that certainty does not fall beyond the conviction of another when he views it. To obtain a certainty one must be able to observe accurately what is. One is certain on a plus-or-minus basis and one can be equally certain on either. One can be certain a thing is real or one can be certain it is not real.

There are three sides to this. One can be certain a thing is his own created illusion - this is the highest level. One can be certain that a thing is a MEST universe reality. And one can be certain that a thing is a delusion.

CERTAINTY PROCESSING, The processing of certainties. The anatomy of 'maybe' consists of uncertainties and is resolved by the processing of certainties.

CHAIN, A succession of incidents, occurring at various intervals along the time track, that are related to one another by some similarity, whether of subject, general location, people or perception. Such a succession of similar incidents may span a brief or a very long period of time. The first (earliest) incident on any chain is its Basic Incident.

CHAKRAS, Sub-control centres of the Genetic Entity. Of great significance in various Eastern practices but of no significance at all in the task of freeing a thetan.

CHANGE, A shift of location or orientation in space. Essentially the redirection of energy. When change is either too rapid or too slow and violates a person's own acceptable randomity, then the level of both beingness and havingness suffer. Change is a basic effort to get rid of things and solve things.

It is one of the five buttons which it is essential to handle fully in order to Clear someone. The others being Help, Problems, Create, and Responsibility.

CHANGE OF CHARACTERISTIC, Any shift from one to another of the ten main needle actions of an E-meter. A change of characteristic occurs when we hit on something in the preclear's bank. The meter, on a certain question or statement, may have its needle shift into a different action than it was in. It occurs only when and each time we ask that exact question. It resumes its old action when the preclear's attention moves off the question. As the question or item alone changes the needle pattern, we must assume that that is the correct item and we use it in particular (not all) processes.

CHANGE OF SPACE PROCESSING, The goal of Change of Space is bringing the preclear up to present time in all MEST spaces. Originally it was conceived that only the place where the preclear is was in his present location. However, it was found that to the degree that the preclear has attention fixed on past unresolved incidents, he was not only out of present time,

but also he was not in his present space. Change of Space processing remedies this by getting all areas into present time.

CHANGE OF VIEWPOINT, The primary requisite of a viewpoint is that it has a position relative to the points viewed. Consequently a change of viewpoint necessitates a change of position rather than a change of idea. The change of position is primary; the change of idea is secondary.

CHANGE PROCESSES, The preclear, believing that he is safe where he is and that any change in that position is somehow dangerous, will be resistant to any attempt at change brought about by auditing, and so will oppose the auditor's intentions. (This includes about eighty per cent of the new preclears you get.)He cannot run another's auditing command cleanly as he never really runs the command but runs something else.

Therefore this must be handled and so processes dealing specifically with the preclear's willingness to change must cleaned of all possible charge. There are many, many versions of Change Processes. To get the best result, adapt a process to the preclear.

CHANNEL, Any individual's or group's activity needs to be directed towards the attainment of its goals or it will soon devolve into a random motioning in a vague direction, attaining nothing worthwhile. So one needs to channel a basic purpose. A channel has a direction of flow and it has two boundaries - one on either side of it.These boundaries are set so as to not allow the person to be sidelined by activities which detract from the goal.

CHAOS, An inability to predict particle motion. In a chaos all particles are in motion and no particle is fixed. Everything is going everywhere all the time with no possible prediction of what is going where. There's nothing travelling in one direction and there's nothing in alignment with anything else. *[see Confusion]*

CHAOS MERCHANT, The slave master; the fellow who's trying to hold everybody down; the fellow who's trying to keep everybody shook up one way or the other so he can't ever get up again; the fellow who makes his money and his daily bread out of how terrible everything is. *(See also Merchants of Chaos; see also Suppressive Person: see also Insanity)*

CHARGE, The stored quantities of energy in the Reactive Mind. The two opposing forces of (a) life happening, and (b) his protest against it, generates energy, and this energy is stored as charge in the Reactive Mind. This charge can later be restimulated (re-activated) when circumstances appear to be similar to those that were present during the incident.

Harmful energy or force resulting from the conflicts and unpleasant experiences that a person has had in the past is accumulated and is stored in the Reactive Mind.By charge is meant anger, fear, grief, or apathy contained as misemotion on the case. It is the sole thing that is being relieved or removed from the Reactive Mind by auditing. The auditor's entire purpose is to remove charge from the Reactive Mind.

Note that the Reactive Mind *is* those portions of the Time Track which are charged. *(see refs.)*

CHARGE UP, Charge that is restimulated but not released causes the case to "charge up", in that charge already on the time track is triggered but is not viewed and as-ised by the preclear, and so does not get released. Each time that charge is restimulated and not released an additional lock is created which gives the engram more and more power as it enturbulates more theta, and it becomes more powerful in its effect upon the individual. *[see By-passed Charge]*

CHART OF ATTITUDES, A chart of the attitudes people have towards life. This might be called a "button chart" for it contains the major difficulties people have. It is also a self-evaluation

chart. You can find a level on it where you agree and that is your level of reaction toward life. A chart on which are plotted - together with the corresponding numerical values of the emotional tone scale - the gradient of attitudes that fall between the highest and lowest states of consideration about life. Example: top - FULL CAUSE; bottom - FULL EFFECT; and between the two the various transitional stages are given.

CHECKOUT, The action of checking and verifying a student's knowledge of material on a course.

CHECKOUT MINI COURSE,This course was a pre-requisite to all major Scientology and Dianetic training courses. The end result of the course is the ability to do a standard starrate checkout and the knowledge of what happens when those policies are not applied. Now normally included within the checksheet of the major course or as part of the Study Course.

CHECKSHEET, A list of study materials and actions, divided into sections, that gives the theory and practical steps which, when completed, gives one the ability to effectively apply the knowledge contained in the course. The items on the checksheet all add up to the required knowledge and skill of application of the subject.

They are arranged in the sequence necessary to form a gradient of increasing knowledge and ability on the subject. After each item there is a place for the initial of the student or the person checking the student out. When the checksheet is fully initialled, it is complete, meaning the student may now take an exam and be granted the award for completion. Some checksheets are required to be gone through two or more times before completion is granted.

CHECKSHEET MATERIAL, The policy letters, bulletins, tapes, mimeo issues, reference books or any materials listed on the checksheet.

CHEMICAL RELEASE, Drugs or alcohol give an enforced moment or period of release. They are surrounded in mass. They are deadly because they give the sensation of release while actually pulling in mental and physical mass.

CHEW ENERGY, *Slang.* Just "chewing the energy around" by a preclear in auditing doesn't lead to him as-ising anything. All he is doing is moving mass "A" to position "B." Anybody who is doing this gets no cognition out of it at all. He is waiting for that piece of energy to tell him something, and this tells you a great deal about the preclear who can't run an engram. He is waiting for the mind to say something to him.

CHRONIC CHARGE, (see Charge) The impulse to withdraw from that which can't be withdrawn from, or to approach that which can't be approached, is like a two-pole battery. It generates current. This constantly generated current is chronic charge. It results in the anger, fear, grief or apathy and misemotion which, in some cases, is more or less constantly in restimulation.

CHRONIC ENGRAM, An engram which is being more or less continuously restimulated, so that it appears to have become an aspect of the individual's character or personality. He sees it as being “just the way I am”.

CHRONIC HIGH TA, Refers to the Tone Arm position on the E-meter. It is one which is found high in two consecutive sessions. "High" means around 4.0 or above. But 3.8 can also be called "high" if it occurs at session beginning too often. *(see also High TA)*

CHRONIC INSANITY, One which, having appeared, does not subside but holds the individual in an abnormal state.

CHRONIC SOMATIC, Psychosomatic illness, as it is called in the field of medicine, is named in Dianetics a 'chronic somatic', since it is not an illness and cannot be diagnosed as such, but is only some former pain which is in restimulation.It is being held onto by the preclear, and appears as a stuck moment on the time track. In other words it is the stable datum which once "resolved" a confusion for the preclear *[see Defs]*. Simply an area of randomity, a facsimile of past pain, effort, or counter-effort, that has swamped the individual. It throws him all out of whack. He suffers pain.

CIRCUIT, A part of an individual's bank that behaves as though it were someone or something separate to him, and that either talks to him or goes into action of its own accord, and may even, if severe enough, take control of him while it operates. A tune that keeps going around in one's head is an example of a circuit. A circuit has no real life or livingness in it. It is simply a motivated mass.

A circuit is an attempted escape from perceiving and knowing what is real in the present. It is "knowingness" presented as a substitute for a lack of perception and knowing. When a person seeks to escape from knowing, when he doesn't want to find out or know but yet has to function in society, he sets up a circuit. Similarly, it can be set up as a substitute for Doingness or even Havingness.

LRH - SHSBC-072: "Well, what's a circuit? Well, a circuit is a kind of a subsidiary valence. A circuit is a mechanism which modifies a valence. A circuit is a solution to the realization that the valence can often be wrong, so therefore needs (instruction) or needs things (kept) hidden from it. So you've got a circuit. And so you set up a valence that can think, allegedly, and then you set up a circuit to modify the thinking of that valence. All of which happens, of course, when the thetan, as a valence, has run into a problem where the *valence* has failed."

"You see what these circuitry things are, you see? They're things to slow down or speed up. They're things to show or to hide things. They're occlusion circuits or demonstration circuits; they're picture circuits. They are all kinds of wild things. They're secondary thinkingness apparatus (automaticity) that modifies the basic thinkingness which is built into the valence."

CIRCUIT CASES, The auditor will encounter many cases which resolve very rapidly in auditing. These will account for most of the people who come to him. But he will also encounter some people whose cases are a bit resistive, and he will encounter a small handful where nothing the auditor does has any effect on the person in the preclear's chair. Factually, in these cases, there *is* no one in the preclear's chair. The thetan is not really there - there's literally no one home. These are classified as "circuit cases" in that a bunch of circuits have completely replaced the thetan who should be running the body. There's just a circuit operating the body and answering questions, or more commonly, deflecting questions.

The characteristic of these cases is that they are occluded - which is to say that they are studying the significance of things, that they always think before they look, that they want to know before they go, that they are relatively motionless in space, and that they are holding motion in many ways.

The Iroquois Indian had an illness which he called "the sickness of long thinking." The auditor would do well to keep this illness firmly in mind when processing these resistive cases. They are sick of thinking and they will go on thinking and go on computing until they are quite dead, for they cannot be brought to *look* without rather extraordinary means.

CIRCUITRY, Consists of "you" phrases in the reactive mind. They are the phrases addressed from an exterior "I" to the "you" who is the preclear. These phrases are received from persons who seek to nullify the self-determinism of others. The phrases often set themselves up as

repeating circuits in the person's mind. They are a form of hypnotic implanting where the recipient continually repeats the command given to him.

CIVILIZATION, A civilization is an economic engine that runs on ideas, whose products are the survival of its Dynamic components and the expansion of its Knowledge, Responsibility and Control, its Affinity, Reality and Communication, its Matter, Energy, Space and Time, and its Ethics, Tech and Administration.

CLASS (of Auditor), Refers to the level of training of an auditor. They range from Class Zero to Class Twelve. A Class One auditor has been trained to deliver everything up to Grade One, and so on.

CLASS VIII C/S-6, A prepared list used in repairing past auditing.

CLASS VIII DRUG RUNDOWN, One of the steps in a complete drug rundown. It consists of listing and rehabbing all drug releases, 3-way recalls, secondaries, and engrams of taking and giving drugs. *[Good data on this style of rehab and reasons for it working etc is given in detail on Class 8 Lecture 16]*

CLASSIFICATION, GRADATION AND AWARENESS CHART, The route to Clear, the Bridge. On the left side of the chart (when facing it) there are various steps called the grades of release. The right-hand side of the chart (when facing it) describes the very important steps of training on which one gains the knowledge and abilities necessary to deliver the grades of release to another.

It is a guide for the individual from the point where he first becomes dimly aware of a Scientologist or Scientology and shows him how and where he should move up in order to make it to the top. Scientology contains the entire map for getting the individual through all the various points on this gradation scale and for getting him across the Bridge to a higher state of existence.

CLAY DEMO, Abbreviation for 'clay demonstration'. A Scientology study aid whereby the student demonstrates definitions, principles, etc. in clay, so as to obtain greater understanding by translating theories and significances into actual mass.

CLAY TABLE CLEARING, An auditing process of clearing words and symbols by representing them in clay. The auditor, with the aid of an E-meter, finds the words that has the preclear in confusion. Then using a dictionary and a clay table gets the preclear to fully demonstrate the meanings of the words. It results in increased IQ and a lessening of reactive restimulation.The entire effort by the auditor in a session of clay table clearing is to help the preclear regain confidence in his ability to achieve things by clearing away the misunderstoods which have prevented that achievement.

CLAY TABLE HEALING, Gets the preclear to demonstrate in clay and in great detail the unwanted condition that he or she wants to get rid of. Clay Table Healing is a very precise action and is complete only when the condition has vanished.

CLAY TABLE PROCESSING, The preclear is made to demonstrate in clay and labels whatever he or she is currently worried about or hasn't understood in life. The essence of clay table processing is to get the preclear to work it out. In auditing the preclear tells the auditor. This is still true in clay table processing, except that now the preclear's itsa-line is via the clay. The preclear handles the mass and demonstrates everything in clay. The auditor does not suggest subjects or colours or forms. The auditor just finds out what should be made and tells the preclear to do it in clay and labels. And the auditor keeps calling for related objects to be done in clay.

CLAY TABLE TRAINING, The student is given a word or auditing action or situation to demonstrate. He then does this in clay. *(see Clay Demo)*

CLEAN HANDS, An auditor needs "clean hands" if he wishes to audit others. In order for an auditor who is regarded as a security risk to be considered to have clean hands, it is necessary for him to receive a Clean Hands Clearance Check. If on completion there are questions which are reading on the E-meter, or if there are any missed or partial withholds, the person must have them cleaned up before he is considered to have clean hands. If no questions are reading and there are no missed or partial withholds, then the person will be considered to be in good standing and trustworthy as an auditor.

CLEANING A CLEAN, Attempting to clean up or deal with something that has already been cleaned up or dealt with, or that was not troublesome to the person in the first place. There is nothing there, yet the auditor tries to get it and so the preclear ARC breaks. This is cleaning a clean.

CLEAN NEEDLE One which flows smoothly, producing no pattern or erratic motions of the smallest kind, with the auditor just sitting looking at it and doing nothing. A clean needle is not just something that doesn't react to a particular question - that could be a stuck needle. It's a lovely slow flow, usually rising and falling, sweeping from side to side*. (see Floating Needle)*

CLEAR, Is a person who is knowingly at cause over his own mental matter, energy, space and time. That means he can knowingly mock up or unmock *mental* matter, energy, space and time. He is a being who is no longer the unwitting effect of his own reactive mind - he can be, and is, at cause over it.

And, no, it's not the *conduct* of the person in life that makes a Clear - never. It is his ability to be Cause over the contents of his Reactive Mind. That is what matters. And that is all that matters. This does not mean that he has total and perfect recall of everything that has ever happened to him or that he is a genius. But when he encounters something in his mind he can immediately be at *cause* over it, rather than be at the *effect* of it.

A Clear is not an all-knowing being, but is one who has overcome the automatic reactive mechanisms of the Time Track and is now able to be rational, in that he forms the best possible solutions he can on the data he has available to him and from his own viewpoint.

A *completely* cleared individual would be completely self-determined. He or she has, through auditing, fully regained his basic individuality. He would be completely unaberrated. This would be the ultimate in being Clear. However, Clear is not a gradient scale; it has certain definite attributes which are either present (and he's Clear) or not present (and he's not Clear).

You'll find a lot of people discussing this state and talking about it as a gradient—that there are people "more Clear than other people," and so on. And this horrible fact comes out in the wash as there is somebody who is *almost* Clear, and there is somebody who is *more than* Clear - but there isn't somebody who is 'clearer' than others.

There are probably several kinds of Clear and several conditions of being Clear. A Clear does not instantly grow wings or sprout a ten-kilowatt aura. He is not superman. But he has his advantages. The Clear has the advantage of not retaining, hidden from himself, pain and painful situations in his past which, being restimulated by the environment, enturbulate his reason and sicken his body.

The State of Clear is attained through *auditing* - and not through anything else. He needs to, on a gradient, confront and handle everything in his past that he has not confronted and handled;

he needs to take responsibility for what he has done; he needs to become real, knowing, CAUSE over his entire mental apparatus and his memory banks. Then he will be Clear.
(see also Mest Clear, Theta Clear & Cleared Theta Clear. Also: Road to Clear)

CLEARED CANNIBAL, An individual who is without engrams seeks survival along all of the dynamics in accordance with the breadth of his own understanding. This does not mean that a savage who has been cleared of all his engrams would immediately discontinue eating missionaries if he were a cannibal by education; but it does mean that he would be as rational as one could be about eating missionaries; further, it would be easier to re-educate him about eating missionaries if he were a Clear.

CLEARED THETA CLEAR, Next level above Theta Clear. A person who is able to create his own universe; or, living in the mest universe is able to create illusions perceivable by others at will, to handle mest universe objects without mechanical means and to have and feel no need of bodies or even the mest universe to keep himself and his friends interested in existence. All of a person's engrams have been turned into conceptual experience. He is clear all the way along the track. He can really deliver the horsepower.

CLEARING, The gradient process of de-aberrating a thetan. What is clearing but regaining the awareness and confidence of an immortal, spiritual being? Clearing is a *qualitative* return of confidence in self, and not a *quantitative* handling of bank. By returning confidence, one achieves clearing in a short while.

CLEARING COMMANDS, Before a preclear can be expected to successfully answer an auditing question he needs to understand the question. It is the auditor’s task to ensure that this is the case before he audits a process. When running a process newly or whenever the preclear seems confused about the meaning of the commands, one clears the commands with the preclear so that he fully understands what he is being asked to run.

CLEARING MECHANISM, The mechanism of Clearing is simply that when you've erased the basic the guy realizes he's mocking it all up, then he doesn't mock up any more of those things which he knew he was mocking up. [Lect. 68.10.08]

CLEAR MOCKERY, A rare condition in which the person is so disconnected from all reality that he appears to have no aberrations and can be found to have a wide floating needle with the Tone Arm at the Clear position. He’s not Clear at all - he’s just gone. He will confess to the most horrendous overts and get not a flicker on the needle. There’s no responsibility for anything whatsoever. *[see False Clear]*

CLEAR OT, Our definition of an operating thetan is that of a Clear Operating Thetan. He is no longer creating a Time Track and is not the effect of any Time Track he has created in the past. This is a proofed-up being who no longer has a bank, and who has experience. This is a completely stable state - a being who won't hit the banana peel again.

CLEAR READ, It was at one time supposed that there was a meter phenomena which would indicate that the person was fully Clear. This has proved to be not the case. A Clear can be anywhere on the E-meter and can produce any read. All that can be said with certainty is that Clears often do read on thought alone, and not on mental mass. So an auditor needs to be wary of this.

CLEAR THINKING, Completely clear thinking would have no "mental voices". He would not think vocally. He would think without articulation of his thoughts and his thoughts are not in voice or verbal terms. He thinks at such speed that the word stream of consciousness would be left at the post. Clear thinking consists of Observe, Decide, Act.

CLOSED TERMINALS, When one begins to identify oneself with the terminal at the other end of the comm-line, one has "closed terminals" with it, and believes one terminal is another terminal. One tends to lose control of one's own position and the communications one puts on the comm-line are then not one's own communications but those of the other terminal. *(see also Snapping Terminals, Valence.)*

CLOSURE MECHANISM (of problems), Problems close in on one as an actual mental mass when one invents solutions for them. By then holding the solution in place one also holds the problem in place, since the solution only has meaning in relation to the problem, and so the problem solidifies.

The real "solution" would be to remedy the preclear's scarcity of problems. When one invents problems or conceives of problems as simply problems, the mental mass moves away from him in space. This can be demonstrated to a preclear (who can experience mental mass) by having him invent some solutions. A mental mass will move in on him. But when he invents problems the mental mass moves away.

COACH, To train intensively by instruction, demonstration and practice. In training drills, one twin is made the coach and the other the student. The coach in his coaching actions, coaches the student to achieve the purpose of the drill. He coaches with reality and intention following exactly the materials pertaining to the drill to get the student through it.

CO-AUDITING TEAM, Where two people audit each other alternately. A audits B; B audits A. There is also the three-way team, in which three people co-audit. A audits B; B audits C; and C audits A. This has the advantage of keeping altitude for each auditor, since in the triangle, no one is being processed by anyone he is auditing.

CO-AUDITOR, One who audits with another co-auditor under supervision and after training at a given level. *[See Co-auditing team, above]*

CODE, The basic intent of an individual is in the direction of a code he holds within himself. It is a code that doesn't really need to be written because it is inherent to the individual. An unaberrated individual follows this code instinctively.

The proof of this is that every time and every place it has been violated it immediately results degradation for that individual. The more a person breaks his own code, the less self determined he is, and the more he will continue to break the code. It is a dwindling spiral of aberration and ill health from there on. Man's degradation always stems from his first breakage of his own Code of Honour. He breaks it, and after that he starts going downhill and he gets worse and worse and worse because his trust in himself is broken. Therefore, he can't trust his own space or his own energy or anything else.

The rehabilitation of a person's own Code is therefore clearly a vital step in the freeing of a thetan.

CODE OF A SCIENTOLOGIST, The Code of a Scientologist was evolved to safeguard Scientologists in general, and is subscribed to by leading Scientologists. It is the code of conduct which details the only acceptable conduct of an auditor in session *vis-a-vis* his preclear.

CODE OF HONOUR, An ethical code in Scientology; The Code of Honour clearly states conditions of acceptable comradeship amongst those aligned to the shared purpose of bringing about a better world for all. As an ethical code, it is also a voluntary code, since any attempt to enforce it would demand that the person submits to an other determinism, and doing that would require him to first abandon his own determinism. And that, by definition, is unethical.

CODE OF MORALS, *[see also - Moral Code]* A written up or agreed-upon code of acceptable conduct in any given group of people. If it can be stated as a rule that has to be followed then it is part of a *moral*, not ethical, code. It is the collection of other-determined rules that one has to obey in order to remain in the good graces of the group one is a member of.

COFFEE GRINDER, *Slang.* An alternate name for Facsimile One. *(see def.)*

COFFEE SHOP AUDITING, When an auditor suddenly starts auditing someone in an informal setting, disguising it as being part of normal conversation. The person finds himself being a preclear - much to his surprise, and without much consent on his part, and it isn't in a normal auditing environment. It's in a coffee-shop or somewhere.

Auditing inevitably gets done casually out of auditing rooms by auditors on friends even when you try to prevent it. Auditors all do it; so what? Doesn't really matter. It's just not good form, that's all. And the auditor could suddenly find himself in too deep and needing an e-meter.

COFFIN CASE, A preclear who lies in the position of a dead man, with arms folded. This is a grief engram having to do with the death of some loved one, and with the preclear in the valence of the loved one. *(see also Corpse Case)*

COG, see Cognition.

COGNITION, A sudden new insight and awareness about life or about one's own case which results in a blowing of mental mass and a shift of viewpoint. A realization of new concepts of life which the preclear has discovered for himself or herself. Factually, a cognition is a returned memory.

Example: An individual has been studious since age five. Preclear is run on studiousness. Preclear says, "Well, I'll be darned!" Auditor says, "What happened?" Preclear says, "I have been studious since I was five years of age! This is remarkable in view of the fact that until this very moment I never had the slightest notion that I was being studious. Remarkable."

This is an example of COGNITION. The awareness of a condition in the person's case permits the lessening or vanishment of that condition. The awareness of a dramatized scarcity in the person's case permits the lessening or vanishment of that dramatization.

Cognition is of the highest importance in processing. A process used, when it is the right process for the case, would normally bring about a cognition on the part of the preclear, and when there has not been a cognition the process is not the correct process, or it has not been run fully.

The most important communication lag is the cognition lag. A process should not be left until there has been a cognition on the process or on the considerations addressed in the process.

Something a preclear suddenly understands or realizes "Ah Ha! That's why ..... What do you know about that! Wow!" It is a recognition of the underlying truth that has been suppressed (covered over) by some painful event in the past or by some aberration, with a resulting new realization about life. It results in a higher degree of awareness and consequently a greater ability to succeed with one's endeavours in life.

The path of a person progressing in Scientology is a concatenation of cognitions.

COGNITION SURGE, A release of electrical charge seen on the meter a moment before the preclear has a cognition. *[see Blowdown]*

COLD, An extreme stillness, motionlessness.

COLONEL WEBSPREAD, Colonel Webspread is a cartoon character made up by L. Ron Hubbard. He is portrayed as an adventurous duck and is rated as Chief of the Northern High Flying Duck Weather Warning Patrol. He featured in the Orders of the Day (OODs) on the Flagship Apollo in the early 1970s.

COLOUR-VISIO AND TONE-AUDIO, When a person can create mental mock-ups in terms of colour motion pictures with audible sound.

COMANOME, The original name for an Engram, now long out of use. *(see Engram)*

COMATIC REDUCTION, Boil-off was originally and sedately named "comatic reduction", but such high-flown erudition has been outvoted by the fact that it has never been used. *(see Boil-off)*

COMBINATION VALENCE, One which has all of the characteristics of both the terminal and opterm. *(see Goals-Problem-Mass)*

COMBINED TERMINAL, An item or identity the pc has both been and opposed produces therefore both pain and sensation when it is "late on the track," which is to say, after the fact of many terminals and opposition terminals. The combination terminal is the closure between terminal and opposition terminal lines which possesses attributes of both and the clarity of neither. It signifies a period toward the end of a game. It is found most commonly when the preclear's case is only shallowly entered. They exist on all cases but are fewer than terminals and opposition terminals. *(see Goals-Problem-Mass)*

COME ALIVE, On a second or third assessment items which were at first null or reading poorly will be found to "come alive" and read well. The preclear by being audited has had an increase of ability to confront. The result is that items beyond his reach previously (and which did not read well on the E-meter) are now available and can be run easily.

COMM, (*see Communication)*

COMMAND PHRASES, Statements recorded in an engram which command some type of action by the person. *(see Action Phrases)*

COMMAND POSTS, Epicenters which stand along the nerve channels of the body and are like switchboards.

COMMAND SOMATIC, A somatic brought from a different part of the time track by some command phrase, such as "My head always hurts." Command somatics mostly occur where the preclear is out of valence.

COMM CYCLE, (see Communication cycle)

COMMENT, A casual statement or remark by the preclear which does not refer to his case or himself. It is aimed only at the auditor or the room or something. It indicates a momentary out-of-sessioness of the preclear.

COMM LAG, (see Communication lag)

COMMUNICATION, Communication is a huge subject, as will become apparent shortly. It follows the basic Cycle of Action in this universe of Cause-Distance-Effect, or Create-Survive-Destroy, or Start-Continue-End. A thousand different wordings can be given, all describing the

same fundamental concept. Everything in this universe, including the universe itself, follows this pattern.

The decline of a being in this universe is described in the Know-to-Mystery Scale defined elsewhere in this dictionary. Initially one starts in tis universe at Full Knowingness. This declines into not being able to just Know and so one does not-know and has to find out. This is done by Looking, or Perceiving, in order to find out about something, so that one can Know it.

One continues to decline until one reaches the level of "Symbols" and now one can only find out by exchanging symbols which have an agreed-upon meaning, and Hey Presto! We now have communication as the only way to get to get to Know something. Some agreed upon Symbol has to be formed by us out of Mest, this symbol then has to be transmitted across a distance to another who has to receive it, and – having agreed the inner meaning of it – he now Knows what is meant.

> *[If you think this is completely nuts, then you are well on the way to becoming a Scientologist. But it is the way the universe operates.]*

So, communication is an interchange of ideas between two beings who are each aware that the other person is present. Communication is the interchange of ideas across space via mest particles and a mest carrier wave.More fully and correctly stated: It is the consideration and action of impelling an impulse or particle from a source point across a distance to a receipt point with the intention of bringing into being at the receipt point a duplication and understanding of that which emanated from the source point.

Here is the full and exact definition for communication:

"Communication is the consideration and action of impelling an impulse or particle from source-point across a distance to a receipt-point, with the intention of bringing into being at the receipt-point a duplication and understanding of that which emanated from the source-point."

That is one cycle of communication and you will readily grasp that it expresses the same mechanism that I gave above as the basic Cycle of Action.

The formula of communication is: cause, distance, effect, with intention, attention and duplication with understanding. The component parts of communication are consideration, intention, attention, cause, source-point, distance, effect, receipt-point, duplication, understanding, the velocity of the impulse or particle, nothingness or somethingness.

A non-communication consists of barriers. Barriers consist of space, interpositions (such as walls and screens of fast-moving particles), and time.

A communication by definition does not need to be two-way. When a communication is returned, the formula is repeated, with the receipt-point now becoming a source-point and the former source-point now becoming a receipt point.

The most intimate communication which you have is right now probably your tactile sense. You touch something, that's communication. Another sense of communication is sight, another one is hearing. These are communications. The use of sound and words are highly specialized communications. All perception is communication. Any sense channel that you have and with which you perceive can be use as a communication vector.

COMMUNICATION BRIDGE,When used in auditing, it simply closes off the process you were running, maintains ARC, and opens up the new process on which you are about to embark.

The reason we use a communication bridge is so a preclear will not be startled by change, for if we change too rapidly in a session, we stick the preclear in the session every time. We give him some warning; and that is what a communication bridge is for. (see Dunnage)

COMMUNICATION CHANGE, An auditor is always observant of any changes in the preclear during the running of a process. By communication change i.e. any changes in the preclear's communication pattern we also include 'perception change', being changes in the preclear's perception of his environment.

COMMUNICATION COURSE, A basic introductory Scientology course consisting mainly of data about the Communication Cycle and practice in the lower TRs. The course gives people a bit of a reality on Scientology and makes them aware of communication in their daily lives.

COMMUNICATION CYCLE, Consists of just a single cycle of action going from Cause, across a Distance, and producing an Effect; with intention, attention, duplication and understanding.

COMMUNICATION FORMULA, The simple formula of communication is: Cause, Distance, Effect with Intention, Attention and Duplication with Understanding.

COMMUNICATION LAG, The length of time intervening between the asking of the question by the auditor and the reply to that specific question by the preclear.

The question must be precise, and the reply must be precisely to that question. It does not matter what intervenes in the time between the asking of the question and the receipt of the answer. The preclear may outflow, jabber, discuss, pause, hedge, disperse, dither or be silent; no matter what he does or how he does it, between the asking of the question and the giving of the answer, that time is the communication lag. The near answer, a guessing answer, an undecided answer, are alike imprecise answers, and are not adequate responses to the question.

On receipt of such questionable answers, the auditor must ask the question again. That he asks the question again does not reduce the communication lag; he is still operating from the moment he asked the question the first time. And if he has to ask the question 20 or 30 times more in the next hour in order to get a precise and adequate answer from the preclear, the length of time of the lag would be from the asking of the first question to the final receipt of the answer.

COMMUNICATION LAG INDEX, The quickest and simplest method of determining a person's case state. A person who answers quickly (and rationally) is in much better condition than a person who answers after a long period of thought.

COMMUNICATION LINE, The route along which a communication travels from one person to another. When you think of communication ordinarily, you think of it in symbolic terms - letters, talk, that sort of thing. That is not a communication line. A communication line has to do with *perception*, and the essence of perception is *observation*.

COMMUNICATION PROCESS, Any process which places the preclear at Cause and uses communication as the principal command phrase.

COMMUNICATION SCALE, Refers to the individual's ability to communicate with other people as determined by his position on the tone scale.

COMMUNICATIONS RELEASE, Expanded Grade Zero release. The preclear now feels significantly more free to engage in two-way communication with anyone, anywhere and on any

subject. He is and feels released from his earlier barriers and inhibitions to such communications.

COMPARABLE MAGNITUDE, Of similar or equal importance.The value or importance of a datum can only be determined by comparing with another similar datum.For example, how big is "big"? One needs to compare it to something and say "bigger than an elephant".

COMPARTMENTING THE QUESTION, Reading the auditing question word by word and phrase by phrase to see if any one word or any one phrase reads on the meter rather than the question as a whole.

COMPETENCE, The competence of a person exists in direct ratio to his degree of alertness and his perception and awareness of his environment. Competence is directly proportional to those things. How conscious he is, and his width of awareness, is what demonstrates his competence. When a person is competent, nothing can shake his pride. The world can yell, but it doesn't shake him. Competence is not a question of one person being more clever than another. It is one person being more able to do what he is doing than another is. Confidence in one's position as Source-point and the correct estimation of effort required to control one's environment - that's competence.

Competence is no more than this: it is the ability to predict or move into line and predict the new position or new consecutive positions of two particles. That's competence.

COMPLETE CASE, A case is not complete unless the lowest incomplete grade chart action is complete and then each succeeding action is completed in turn.

COMPLETE LIST, A list which has only one reading item on list. *(see Listing and Nulling)*

COMPLETION, The completing of a course or an auditing grade, meaning it has been started, worked through and has successfully ended with full ability attained. A final valuable product.

COMPLEXITY, The degree of complexity of anything is directly proportional to the degree of non-confront in that area. The more complicated life appears to be, the less it is being confronted. The more complicated the auditor is being the less certain he is of the tools of his trade. This at once tells us something about psychiatrists who assure us that the mind is an immensely complicated thing which no one really understands.

COMP MAG, *(see Comparable Magnitude*.)

COMPOSITE ILLNESS, *[A Dianetic term]* An illness composed of many and varied psychosomatics, each with its own chain of incidents.

COMPULSION, Things a person feels compelled to do. An engramic command that the person *must* do something.

COMPULSIVE COMMUNICATION, An outflow which is not pertinent to the surrounding terminals and situations. In other words, compulsive communication is an outflow which is not relevant to the existing reality.

COMPULSIVE EXTERIORIZATION, A manifestation which we call in Scientology "doing a bunk," in other words, running away from his body or area where he should be.

COMPUTATION, A self-created, stable datum of beingness, introduced into a confusion in order to resolve that confusion. It resolves the maybe's in the confusion by introducing a new stable datum of beingness which then governs his actions thereafter.

It is an aberrated postulate, made by oneself, that one must consistently be in a certain state in order to survive. The computation thus may declare one must be dignified in order to succeed, or that one must be rich in order to live, or aloof in order to be unaffected by others. A person lower on the Tone Scale would compute that in order to elicit the assistance of others in survival he needs to be weak, sick or disabled.

A computation is simply stated. It is always aberrated. A computation is as insidious as it pretends to align with survival. All computations are non-survival.

Note: Computations are held in place wholly to invalidate others, to make them wrong, dominating them, impeding their survival, thereby resulting in enhanced survival for self.

COMPUTATIONAL ALTITUDE, Signifying that the individual has an outstanding ability to think and to compute with data. Albert Einstein had computational altitude.

COMPUTING PSYCHOTIC, Here the individual is taking orders solely from a facsimile of some past moment of pain and is acting upon the advice of that "circuit" and is calling it his own thought. The psychotic personality is distinguished by its irrationality and its perversion of values. The distinguishing characteristic of the computing psychotic is his utter inability to change his mind. He's figured it all out, he's has got explanations for all of it. His psychosis is derived because these are crazy explanations. He's obsessively solving a problem that does not exist.The computing psychotic passes quite commonly for a normal.

CONCENTRATION, Persistence of focused attention in present time.

CONCEPT, That knowledge which is fully understood by the thetan and which is not encoded in any Mest form in his memory.

CONDITION: The state in which a person or thing is and does. The set of circumstances under which a person or thing exists and acts. The current state of any person or group can be plotted on a scale of conditions which shows the degree of success of that person or group in attaining its survival goals. These conditions relate directly to the current state of Beingness, Doingness and Havingness of that person or group. *[see Ethics Conditions]*

CONDITIONS BY DYNAMICS, A comprehensive Ethics action where the person finds and handles the condition of each of his dynamics in turn.

CONDITIONS OF ATTENTION, Since attention is a "focused, interested awareness" there are consequently three conditions of attention: one is no-attention - it being undirected, idling or incapable of fixing; the second is attention so thoroughly fixed and stuck that it cannot be shifted; and the third one is the optimally free placement and shifting of attention - in other words, a person can change the focus of his attention at will. And this third one also describes an important part of self-determinism: the ability to shift one's attention at will, know where he is shifting it and then be able to shift it again.

CONDITIONS OF EXISTENCE (1), There are four conditions which, acting in concert, bring about the entire Mest universe as we know it. They are:

> **AS-IS-NESS** is the condition of immediate creation or un-creation which is present at the moment of the creation postulate and at the moment when the creation postulate ceases. It is different from other considerations in that it is timeless and does not contain any persistence.

ALTER-IS-NESS means the action of altering or changing the reality of a creation. When one denies the truth of a creation and sees it differently to what it really is, or tries to make it different to what it really is, then he is doing an alter-is; in other words, he is altering the way it is. This could be as simple a change as denying one's own authorship of a creation one has made. It results in a persistence of the creation.

IS-NESS, Is-ness is what is. It is that which exists and is persisting in a time-stream. When agreed upon, this is called reality. Is-ness is the apparency of existence of this universe and is brought about by the continuous alteration of an as-isness. Isness is never a *was-ness* nor is it ever a *will-be-ness*. It is always *now* - always an **is**-ness.

In spite of this, and by an apparent contradiction, is-ness is an entirely hypothetical state. For existence to persist it has to be altered. This means that the physical universe has to be continuously altered in order for it to persist. So what we are looking at when we look at "reality" is either (a) a never ending moment by moment alter-isness, or (b) a continuously repeating as-isness.

NOT-IS-NESS, Trying to put that which one has priorly created (postulated into existence as an isness) out of existence by counter-postulate or overwhelming destructive force.

(also see each of the above in their separate entries in this dictionary)

CONDITIONS OF EXISTENCE (2), There are three conditions of life present in existence. These three conditions manifest wherever there is life in this universe. They are BE, DO and HAVE.

Being is defined as the assumption (taking on) of an identity. This is essentially a positioning of oneself in a game, and it is the role one takes on in the playing of that game. Beingness is therefore assumed by oneself or given to one or is attained. Aspects of one's beingness would be one's own name, one's character, one's profession, one's physical attributes, one's role in a game, the degree to which one is able to confront, one's "theta stature" - each and all of these are aspects of one's beingness.

By **Doing**, we mean communication, action, function, changing, the striving towards goals, the pursuit of purpose, any causative changing of position in space.

By **Having** we mean accomplishing one's goals, attaining one's purpose, taking charge of objects, energies or spaces, reaching out and interacting with, owning, possessing.

These three conditions are given in an order of seniority where life is concerned.

[see also Beingness, Doingness and Havingness in this dictionary]

CONDUCT SURVIVAL PATTERN, The conduct survival pattern is built upon the equation of the optimum solution. It is the basic equation of all rational behaviour and is the equation on which a completely unaberrated person would function. It is inherent in man's basic nature. In other words, the best solution to any problem is that one which will bring the greatest good to the greatest number of Dynamics.

CONFESSION, Confession, the unburdening of oneself of one's misdeeds, has from the very beginning been an integral part of Scientology. In contrast to other practices though, in Scientology each perceived overt (misdeed) is tracked back to earlier similar overts, all the way down to the basic on that chain of overts. When the basic overt is confronted and relieved then all of the guilt on that line of overts is discharged. One can then go further and get the preclear to confront the problem that the overt was intended to solve, and also the confusion prior to

that which brought about the problem. In this way a very thorough handling of the behaviour is achieved.

CONFIDENCE, Confidence is composed of being oneself plus the know-how and ability to control the environment one is in plus the certainty one has that one's postulates will be effective. The ability to predict is part of it all. Knowing what other people do and knowing they are doing it or will do it. Confidence is confirmed by continuing survival.

CONFIDENTIAL DATA, From Power Processing on up Scientology data was kept confidential. Materials below that were released freely and to everyone. Since the break up of the CofS in the early 1980s and the establishment of the internet almost all Scientology materials are freely available to everyone. However, people on auditing lines are still required to leave the upper level data alone as their inadvertent restimulation can make it more difficult for the auditor to navigate the preclear through lower levels.

CONFRONT, To face the present reality without flinching or avoiding. Direct observation, uncoloured by any opinions or mental aberrations one may have. To be able to see what is or isn't before one. The ability to comfortably be there and perceive whatever is present.

A person's ability to confront is proportional to the amount of free theta he has available to him, and that, considering the present state of humankind, depends on the amount of charge *removed from the bank* - not to the amount of confronting the person has done on the bank.The pc suffers from the CHARGE in the bank, and not from the significances of its contents.

CONFRONT PROCESS, Simple processes designed to get any stuck attention a person may have on the past and bring it into present time. It should move preclear on the track, going further into the past and easier and easier into present time. The preclear's ability to see pictures should improve on a confront process. These could be used at the start of the session, between any two processes run in the session, or after the main body of the session has been completed.

CONFUSION, It could be called an uncontrolled randomness. No one is in control and events are all happening randomly.A disordered condition of life or things. There is no one there to exert control, the thetan having abandoned the scene.

Only those people who can exert some control over that randomness can handle confusions. Those who cannot exert control actually breed confusions.

A confusion consists of the failure to locate and impose position on particles in space and time, and the failure to predict changes of particle location in space and time. The basis of this is a complete failure to properly locate *oneself* in space and time. *[see Orientation Point]*

CONFUSION AND THE STABLE DATUM: A confusion is only a confusion so long as all particles are in motion. So until one selects one datum, one factor, one anything in a confusion, the confusion remains. One thing, selected as a stable point, can then become the orientation point for the remainder. Grasp one piece and locate it thoroughly. Then see how the others function in relation to it and you will have steadied the confusion. Relate the other things to the stable datum you have grasped and you will soon have mastered the confusion in its entirety. In Scientology we consider the only really acceptable stable datum to be oneself in present time.

CONFUSION FORMULA, The formula of the condition is: Find out where you are. The steps for handling the condition of confusion are:

(1) Locate the area in which you have reactively been (some past location in which you were and where you got stuck).

(2) Comparing where that is to present time.

(3) Locational Reach and Withdraw on the past location.

(4) Locational Reach and Withdraw on one's present location.

These steps are continued until one moves out of the past location and into the present.

CONFUSION LEVEL, You can test a communication by its confusion level. If someone has to read a whole long paragraph to find out what it's all about, he won't read it. So the delivery of your message has to be sharp, clear and fast. Your listeners have to get your message at once. So know what your message is and get it across to your listener in such a way that they can grasp what you are saying instantly and with the least effort.

CONNECTEDNESS, Thetans are so connected to mest that they have become totally stuck in mest to the point of being fully identified with it. To remedy this we improve not his efforts to disconnect from mest, but his freedom to connect with it by choice, and his willingness to have mest connect with him. So connectedness processes address the association of theta with mest. All forms and kinds of association can be run, including being caught in traps. All connections are prone to become identifications. Connectedness processes put the thetan at cause in making mest (or people) connect with him.

CONSCIOUSNESS, Awareness of now. Consciousness is awareness, and awareness itself is perception.

CONSERVATION, The cycle of action has at its exact centre - conservation. Start, increase, no change, decrease, stop. There is a complete maybe right in the middle of the cycle of action. That would be the null point between increase and decrease. It would be the null point between growing and decaying. There is a plateau in there. It's an effort to maintain the *status quo.* The way you maintain the state is to have a maybe - maybe I'll go this way and maybe I'll go that way. You get an apparent stop, and that is what we call conservation, or conservatism. It's the maybe point between growth and decay.

CONSERVATIVE, When one is stuck on the time track it may seem pretty difficult to envision a future. In politics this is called "reactionary" or "conservative." These mean any resistance to change even when it is an improvement. The bad old days seem to be the good old days to such people. Yet the old days will not come again. One has to make the new days good.

CONSERVATISM (In politics), At 3.0 on the Tone Scale we have the person who is democratic, but who is somewhat more conservative than the liberal at 3.5 in his attitudes and more given to social regulations, being more in need of them. This is the mid-point on the Tone Scale between Survive and Succumb. *(see Conservation)*

CONSIDER, Think, believe, have an opinion, suppose, postulate.

CONSIDERATION, A consideration is defined as an attitude or thought or idea about what is. All a consideration really is, is an enduring or continuing postulate or an ongoing and enduring agreement with someone else's postulate. It's a postulate that continues or endures, and you agree with it. It's an opinion or a thought about something which you hold on to and reckon is right - you agree with it. Having and holding a consideration is the highest capability of life. It is senior to the laws and mechanics of space, energy and time.

LRH: "Now, a consideration is different than a postulate. A consideration includes the acceptance of, or agreement with, an idea. In other words, somebody postulates something and then you consider that this is so -- you agree with it. You then have a consideration which you did not postulate. Therefore, a consideration has some slight difference from a postulate.

"All a consideration is, is a continuing idea, which you might say more aptly, "a fixed idea," since all continuance is in itself an illusion.

"A consideration, then, is a fixed or continuing (less aptly said) idea or opinion.

"A postulate can be of very finite or almost infinite duration.

"The whole subject of considerations is contained within the subject "postulate", so that consideration is a specialized behavior of a postulate. Got that? It's a specialized sort of postulate. Therefore, we say "postulates and considerations." That's because we do not at once assume that you would give a postulate as much force or duration as you would give a consideration, because a consideration is permanent and sort of fixed in most cases. It can be, of course, quite brief and quite passing.

"But we think, "Well, that which you consider to be so is so." We say, "This universe is a consideration. We consider that it is here, so it is here," and so on. We don't -- this is not apt, then, to say just "postulate," and then let you define postulate as also consideration, as this and that and the other thing, and get a whole bunch of categories here which are just postulates in various forms. Because a postulate can be so brief that it is just a breath.

"A postulate is something that is originated. A consideration could also be originated by a postulate, but could also be the agreement with a postulate. Thus we have a slight difference between these two items, which must be understood."[57.02.07a Summation]

CONSTRUCTIVE CRITICISM, There is no such thing as constructive criticism; there just isn't any. Any criticism is criticism. Criticism always stems from the concept that something is bad to some degree. The whole idea of constructive criticism is just a 1.1 mechanism which permits one to play the game of "you're bad".

This does not mean that one can never advise someone on how something could be done more effectively; but if the advice is in the slightest way tainted by any attitude of a person's creation being not good enough, then it is nothing other than a very covert way of destroying him.

CONTACT ASSIST, The most common assist for minor accidents and injuries, which consists of touching the injured body member exactly on and in the place where it was injured. The person moves slowly through the accident just like it happened, over and over again, recreating the original incident as closely as possible until the exact somatic turns on and then blows off. A sudden pain will fly off and the injury, if minor, lessens or vanishes. This is a physical communication factor. The body member seems to have withdrawn from that exact spot in the physical universe. Such a restoration of awareness of a location and time is often necessary before healing can occur.

The prolongation of an injury - i.e. the slow recovery therefrom - occurs in the absence of physical communication with the affected area of the body and/or with the physical universe location where the injury happened.

CONTAGION OF ABERRATION, Aberrated people under stress dramatize engrams. Such dramatization usually involves the enturbulation of others present and the creation of a

dangerous and unpredictable environment for others to live in. It may even go so far as to bring about the deliberate or "accidental" injury of another person so as to render him "unconscious." The "unconscious" person then receives the dramatization as an engram.

Entheta, in proximity to theta, always makes entheta out of it. From this we have the contagion of aberration.

CONTAGION OF ERROR, On a course where the students audit each other a contagion of error can occur. For example, student A does a bad assessment on student B. Student B, taking what he experienced with A as an example of how things ought to be done, is then likely to give a bad assessment to his next preclear and you soon have a whole rash of bad assessments. A similar phenomenon occurs when students are permitted to get the answers to their queries from other students.

CONTEXT, The interrelated set of circumstances which make up the environment within which something exists or occurs.

CONTINUOUS MISSED WITHHOLD, A continuous missed withhold occurs when a person continually feels some way and anyone who sees him misses it. Example: a doctor lacks confidence in his skills. Every patient who sees him misses the fact that he is not confident. This acts as a missed withhold. It is based upon some earlier bad incident, usually of an engramic intensity, that destroyed his confidence.

CONTINUOUS OVERT, This is not quite the same as The Continuing Overt Act. In that type the person is repeating overt acts against something or someone who is usually named. In the continuous overt a person who believes he is harmful to others may also believe that many of his common ordinary actions are harmful. He may feel he is committing a continuous overt on others. Example: a clothing model believes she is committing a fraud on older women by displaying clothing to them in which they will look poorly. In her estimation this is a continuous overt act. Or a school teacher who believes that the history he is teaching to his pupils is false and that he is misleading them. This too would qualify as a continuous overt act.

CONTINUING OVERTS CASE, Continually committing overts before, during and after processing. The person who is not getting case gains is continually committing overt acts against others. Here's the one that commits anti-social acts daily during auditing. He's psychotic, he'll never get better, his case always hangs up. But we can even solve that case.

CONTRARY FACTS, Whenever two statements are made which are directly contrary to each other, we have contrary facts. Previously we classified this illogic as a falsehood, since one of them must be false. But in doing data analysis one cannot offhand distinguish which is the false fact and in fact both of them may be false. Thus it becomes a special out-point.

CONTRA-SURVIVAL ENGRAM, A bit of a misnomer actually, since all engrams are contra-survival. However, since we have the phenomena of some engrams appearing to be pro-survival - in fact this is the sole reason why the person keeps it in restimulation -we have to categorize the other engrams as being contra-survival. So any kind of engram which lies across the dynamics and has no alignment with the person's purpose in life. A contra-survival engram contains physical pain, painful emotions, plus all other perceptions and menace to the organism. And it also contains an apparent or actual antagonism to the individual himself. *(see Assist Engram; Pro-survival Engram)*

CONTROL, First and foremost in the requisites to playing a game is the ability to exert control. One must be able to control something in order to participate in a game. The rehabilitation of control is the rehabilitation in the ability to play a game.

Control is the *imposing of a predictable change* on someone or something. It is knowing positive postulating (which is intention) and the doingness thereof, by way of Starting, Changing and Stopping that which one is controlling.

The cycle of action is Start, Change and Stop. This is also the anatomy of Control. Almost the entire subject of control is summed up in the ability to knowingly and intentionally impose positive Start, Change and Stop on one's activities, one's body and one's environment. *(See also "Levels of Control".)*

When you totally control something, you are actually expressing a willingness to be it. If you succeed in controlling somebody, you have succeeded in being willing to be that person.

LRH: "Now, it is not always true that an individual should, at all times, be in control of his environment. That is not necessarily true at all. Do you realize, if that were true, no motion-picture image would ever unfold before you on the screen; you would simply stop the projector. See? Because you don't control that which entertains you. You have to be able to control things or leave them uncontrolled at will. And the definition of good control is to control or to leave totally uncontrolled at will. That's the two sides of control. Neither one is more important than the other. They are both important.

"To be able to do either of those two things at your own determinism determines the happiness and success of your own life. And that's for sure. To control or leave uncontrolled anything in your environment at will. Boy, this is really superman stuff, see? You would certainly exteriorize at will. You're busily controlling the body and all of a sudden you don't control the body. Well, you would be elsewhere if you weren't controlling the body at all. Do you see that clearly?" *Lecture 56.11.08a - Simplicity*

CONTROL CASE, The person who feels that he must be totally in control in order to be rational is what is called in Scientology a "control case" The case with a computation to be always in command of everything. His control is obsessive and other-determined - he's controlling things out of reactive compulsion or fear. On examination he will be found to be very far from being as rational as he might think himself to be. Such people ordinarily cannot experience emotions or pleasure, since they are too busy being "in control". They are quite sick people.

CONTROL CENTER, The thetan in charge of the body.

In the early days of Dianetics prior to the isolation and recognition of the thetan, the term 'Control Centre' was used to describe this function in a person's make-up.

The control center is that centre which is aware of being aware and which has charge of and responsibility for the organism along all of its dynamics. Everybody may be considered to have a control center. This could be called the "awareness of awareness unit" of the mind, or it could be called simply "I". The control center is always Cause. It directs, through emotional relay systems, the actions of the body and the environment. It is not a physical thing.

CONTROL CIRCUIT, The control circuit may conduct itself as an interior entity which takes the preclear out of the auditor's hands. When preclears are very hard to handle and try to run their own cases despite anything the auditor may do, they are running on control circuits, recorded commands which make the preclear misbehave under auditing.

CONTROLLING ONE'S BODY, "Now, phrenology (mice-ology) has us believe that walking is controlled by a bunch of relays in a brain. And I've tried and tried to get my brain to make my body walk, and it won't do it. It just does not do it, that's all. When my body walks anyplace, I'm afraid I have to walk it. In other words, I have to walk. It isn't even "I have to walk my body." See, that's too many vias. I have to walk in order to have my body walk.

"Now, I can become unaware of the fact that I am making my body walk, and still have my body walk. But am I really in control of it? A person is really in control of his body only to the degree that he is aware of the fact that he is making it do what it does. It's as simple as that." *(LRH Lecture 57.02.04 - Procedure CCH)*

CONTROL PROCESSES, Processes which place the preclear's body and actions under the auditor's control in order to demonstrate to the preclear that control is possible, and thereby to invite control of the body and actions by the preclear himself.

CONTROL TRANSFER, A specialized kind of transfer wherein the thetan, having dedicated himself to a mest body, now begins to control the environment and other people for his body's sake, much as he controls the body itself only for the body's sake. The body's goals and purposes have become his goals and purposes, and all of his actions are now aligned to achieving that. His own theta goals have now been sidelined.

CONTROL TRICK, The number one trick of control used in this universe on a thetan is to make the thetan postulate that he himself can be damaged. One has to make him conceive that he is energy and that energy can be damaged by which he then has it proven to him that he can be damaged. One can only damage a person thoroughly and enormously by making this identification between a spirit and energy or mass.

CONVICTION, Conviction is the result of an enforcement of knowingness. Enforcement of knowingness is the actual intention of whoever is declaring something to be 'important'.

COPE, I've had an insight into what cope really is. It is the process of finding and correcting out-points without ever discovering a Why and without ever organizing any return to the ideal scene. A coper goes, "Out-point found - correct it; outpoint found - correct it; out-point found - correct it." This perpetual cycle never finds or corrects why these out-points keep occurring. So it just gets worse and worse.

COPY, *noun.* A duplicate - but not a *perfect* duplicate - in that it does not necessarily occupy the same space, same time, nor use the same energies as the original. A mental copy is a copy that a thetan, on his own knowingness and volition, made in his mind of some object in the physical universe.

CORPSE CASE, A preclear who would lie upon the couch with his arms crossed neatly all ready for a lily and would always audit in this fashion. The preclear is so fixed in a death that he is trying to make everything unreal, and the only real thing, to him, would be the unreality of death.

> Note: In the early 1950's preclears were audited while lying down on a couch. This is no longer the practice. *[see also Coffin Case]*

CORRECTION LIST, A list of prepared questions which is used by the auditor for the repair of a particular situation, action, or rundown. There are various correction lists designed to find by-passed charge and repair a faulty auditing action or life situation. *[see Canned List]*

COUNTER-CREATE, Any creation that seeks to counter or oppose an earlier creation. [see CREATE - COUNTER-CREATE] *(see 'Problem' in this dictionary for a fuller understanding of this term and its consequences.)*

COUNTER-EFFORT, The force which counters, or opposes, one's own survival efforts. This force can be motionless (such as a parked car or a building bumped into) or in motion (a train at a crossing, a fist, a bullet, etc.). It is any effort the environment can exert against you.

Counter-effort is an effort for which you do not accept responsibility - it is something outside of you acting against you. The concept of counter-effort would include the force of an engram in the mind. The force of impact which gave the preclear an engram in the first place is a counter-effort, and the affect of the engram in his mind on him is another counter-effort.

COUNTER-EMOTION, Any emotion that is countering an existing emotion of yours. So for example, if you are feeling griefy and someone gets angry at you for feeling that, his anger would be a counter-emotion - he is opposing your emotion with his.

COUNTER POSTULATE, An individual who has made a postulate on a subject and someone else makes another postulate countering his one.

COUNTER-THOUGHT, You think one thing somebody else thinks another which blocks your own thought. Their thought is counter to your thought.

COURAGE, The theta force necessary to overcome the obstacles encountered in surviving. One of the main components of courage is persistence of effort. It is also the ability to confront.

"Now let's take up courage. Courage could be said to be the ability to resist with aplomb. The bridge between courage and cowardice is pain. No individual anywhere on the track has failed to have the experience of fighting like a lion and dying like a coyote. It's very important to you - the recognition of this. Courage is a sort of a persuasion. It's a persuasion that the individual should face up to certain things. It's a cult. It's a philosophy. It's balderdash.

"Take a little kid and they teach him he's got to face up to a lot of things. Nonsense. All he's got to do is change his wave length and they go straight through him. That's right. Making a little kid face up to blows, face up to resistances. Be courageous. That is so filled with nobility and beauty on the whole track, and is supposedly so great and so grand that it's mislaid your operating thetan, mislaid all of his abilities, misplaced him in the whole universe. He started in by being courageous, and he fought like a lion and died like a coyote.

"There isn't any man, I don't care of what magnitude, who doesn't break across the bridge of pain. A study of the records of the Inquisition, which I undertook, demonstrated rather adequately that the Catholic church had something there. They could make a cur out of anyone. Jeanne D'Arc, for instance, after a consistent and continuous torture, broke, and went to the funeral pier like a dog. Interesting, hmm?

"Well, courage is a sort of a lower toned mockery of serenity. Serenity is just serenity, no further qualification. And courage is serenity in the face of something one has to resist, which is an enforced serenity. One desires to be serene, and then one desires to be courageous. Sort of goes down scale like that.

Courage is actually, for one living in this universe and in this time, almost missing. Man has dropped so far below anything that even faintly resembled courage, and his ability to reach serenity, which is considerably above it, is very materially impeded. Thus your operating thetan, I'm afraid your operating thetan sort of starts out below the level of a death of a coyote. Let's just be terribly factual. And he's got a long way to travel to get up to a certainty of serenity." LRH *[540125a 3rd ACC Goals of SOP 8-0]*

COURSE MATERIALS, In Scientology course materials are defined as those books, tapes, magazines, HCO Bulletins, HCO Policy Letters and other authorized technical issues listed on the checksheets of courses designated for study by the students.

COURSE SUPERVISOR, The person in charge of and in control of a course and its students.

COVERT AUDITING, Some students covertly audit. In "talking" to someone they also seek to audit that person "without the person knowing anything about it." This of course is nonsense since auditing results are best achieved in a session and a session depends upon a self-determined agreement to be audited. *(see Coffee Shop Auditing)*

COVERT HOSTILITY,Around 1.1 on the tone scale we reach the level of Covert Hostility. Here the hatred and antagonism of the individual has been socially and individually censured to a point where it has been fully suppressed, and the individual no longer dares to openly demonstrate hate as such. He yet possesses sufficient energy to express some feeling on the matter and so what hatred he feels comes forth covertly. All manner of subterfuges may be resorted to. The person may claim to love others and to have the good of others as his foremost interest; and yet, at the same moment, he works, unconsciously or otherwise, to injure or destroy the lives and reputations of other people and also to destroy their property.

CRACKED CASE, Case unmistakably improved and running smoothly and with the preclear fully aware of it.

CRAFT, A highly skilled and often artistic activity commonly employing only one or a small number of persons throughout the making of a product. A craft connotes the requirement of years of training in order to make or assemble precision parts to attain the product. Silversmithing and watchmaking are crafts. Auditing is a craft.

CRAFTSMAN, A highly skilled person who through substantial education and experience in a particular area is now accomplished in the range of activities covering all phases of producing the product of his trade.

CRAMMING, A section in the organisation where a student is given intensive instruction after having been found slow in his studies or failing his exams or in the application of his knowledge. The cramming section trains students and auditors in what they have missed.

This would also include trained auditors who need to be brought up-to-date on current technical developments.

CRAMMING ORDER, A written order for a person to go to cramming *(see def.)* to be corrected on some mis-application of the Tech. A cramming order is written to handle a specific situation. If that is not handled, the situation will worsen, thus the cramming order.

There is a certain technology on how to write up a cramming order: (1) isolate the exact outnesses in the preclear folder; (2) order those HCOBs or PLs to be crammed; (3) now look in a slightly wider circle around the action flunked and get which basic is involved (i.e. Auditor Code, TRs, metering, handling the session, handling the pc as a being, etc.) and get that crammed as well.

CRASHING MISUNDERSTOOD, A misunderstood word which is the key misunderstood on why a person crashes (becomes and remains incompetent) in some given area or subject. Usually he would have a wrong meaning for the word - rather than a 'no-meaning' - and this wrong meaning will lead to a false stable datum upon which he structures his "understanding" of the subject. Hence the subsequent crash.

CREATE, Make, manufacture, construct, postulate, bring into existence.

CREATE-COUNTER-CREATE, To create something against an earlier creation, to create one thing and then create something else against it.

CREATE-CREATE-CREATE, Create continuously one moment after the next = SURVIVAL.

> *[There is missing data in the above - is persistence achieved by Create Counter-Create? Or by Create-Create-Create? Or is it in fact by neither of these but by creating one thing and then altering the truth of that creation and so introducing a lie into it? For example it wasn't me who created that, it was someone else. LS]*

CREATIVE IMAGINATION, Imagination, whereby in the field of aesthetics the urges and impulses of the various dynamics are interwoven into new scenes and ideas with potentials of their own.

CREATIVE PROCESSING, Creative processing consists of having the preclear make, with his own creative energies, a mock-up. The exercise by which the preclear is actually putting up the physical universe.

Creative Processing is a nice old-time process which had as its keynote having the preclear make out of energy of his own creation various forms, objects, distances, spaces and the basis of its *modus operandi* has to be very clearly understood before it is workable and that is gradient scale. Creative Processing has to be done by gradient scale.

CRIME, (1) Crime could be defined as any act intended to reduce of the survival level of another being along any one of the eight dynamics. The urge to commit crime stems totally and entirely from a consideration of a lack of belonging to that to which one actually does belong, and lack of understanding thereof. The criminal or juvenile gang is a substitute for society. It is an outlaw pack at the throat of that which – it believes - forced it not to belong.

There are two types of crime: there are the crimes of commission and there are crimes of omission. In modern society very little attention is paid to the crimes of omission. If you want to reduce any crime of commission down to its absolute basics then it consists of just these two things: being there and communicating. Those are what are what is normally penalised in this society - being there and communicating. But there are also crimes of not being there and not communicating. These usually get ignored by society.

(2) Factually, "there is there's only one crime in this universe that has any real consequence — there's only one crime—and that is denial of self. Unfortunately, denial of the other guy has had very little to do with it. Deny the other fellow all you please, but don't deny yourself. Denial of self. Don't ever fall into this one." LRH

CRIMINAL, One who is unable to think of the other fellow, unable to determine his own actions, unable to follow orders, unable to make things grow, unable to determine the difference between good and evil, unable to think at all on the future. Anybody has some of these qualities; the criminal has ALL of them. They are people who are frantically attempting to create an effect long after they know they cannot. They cannot then create decent effects, only violent effects, destructive effects. Neither can they work.

The criminal is trying to get even with people. That's his common denominator. He does it by covert omissions or overt violence. It all amounts to the same thing.

Do you know that there is not a criminal anywhere in any prison who is not a criminal because he was degraded and lost his personal pride? I have done a very thorough cross-check of this - what they call "bad women," "criminal men." Their badness and criminality is immediately traceable to a loss of their powers and personal pride. And after that they were bad, they were dangerous.

If you want to rehabilitate a criminal, just go back and find out when did he lose his personal

pride. Rehabilitate that one point and you don't have a criminal anymore.

Real criminals have such a low reality on their actions that they often do not even read on the E-meter. E-meters read only on things within the reality, or borderline reality, of a person. Overts are only perceived as overts by people who are still operating out of their basic goodness. Criminals have abandoned that.

CRIMINAL THINK, Whether theft or threat or fraud is used, the criminal think is to get something for nothing; to get something in for him without putting out anything for anyone else. *[see Exchange (Criminal)]*

CRITICAL THOUGHT, A symptom of an overt act having been committed. These are always indicators that the person being checked has committed an overt against what he or she is criticizing. Critical thoughts, comments and attitudes toward something always indicate a prior actual overt. A critical preclear = a withhold from the auditor.

CRITICISM, Most criticism is justification of having done an overt against someone. By portraying that other person as being less deserving than he is the critic attempts to lessen his overt.

There are rightnesses and wrongnesses in conduct and in society and in life at large, but the random, carping 1.1 criticism, when not borne out in fact, is only an effort to reduce the size of the target of the overt. All criticism is an attempt to damage coupled with an inability to actually do so. *[see Fight]*

CROSS ENGRAM, An engram which embraces more than one engram chain.

When the command phrases or dramatizations demanded by the two chains conflict with one another, the cross engram will often be accompanied by a "nervous breakdown" or the sudden unexplained insanity of an individual.

For example, one chain may demand that the person run away screaming while the other demands that he lie down and pretend to be dead; these conflicting commands making impossible demands on him can easily tip him over the edge of sanity. *(see also Break Engram)*

CROSSOVER, The area in the center of a GPM is the crossover. Crossover means where the individual ceases to be himself striving for his own goal, and goes into the valence of the opterm and starts to oppose the goal he was previously seeking to attain. *[see TROM materials for more data on this]*

C/S, A case supervisor's written instruction of what to audit on a pc.

C/S, Case supervisor.

C/S 53, A prepared list for the use of auditors to get the preclear's TA into normal range.

C/SING IN THE CHAIR, The auditor may not C/S in the auditing chair while auditing the preclear. If he has no case supervisor he writes the C/S before session and adheres to it in session. To do something else and not follow the C/S is called C/Sing in the chair and is very poor form as it leads to Q & A.

CS-1, A general C/S instruction to educate the new preclear in the basics of auditing. The product is an educated preclear who knows how auditing works and can run Scientology or Dianetic processes and get case gain. Its purpose is to give preclears new to Dianetics or

Scientology the necessary data and R-factor on the basics of the auditing procedure so that he understands it and is able and willing to be audited successfully.

CULT, In modern times a group is viewed as being a cult when it seeks to control its members by cutting their comm-lines to the outside world and by preventing access to information or knowledge which may contradict the teachings of the leader of that group. A cult has other hallmarks too but these are the two most easily recognisable ones.

IF YOU CAN QUESTION IT, RESEARCH IT, ANALYZE IT, TEST IT, AND SHARE YOUR CONCLUSIONS THEN IT"S CALLED 'SCIENCE', IF YOU ARE NOT ALLOWED TO QUESTION IT , IT'S CALLED 'PROPAGANDA' OR A 'CULT'.

CULTURAL LAG, The delay that occurs between the discovery of a scientific truth and the acceptance and adoption of that truth by society.

An example is Dr. Semmelweis's discovery of the cause and cure of childbed fever. For over a half a century after that discovery women still died in agony after childbearing. Eventually the culture caught up to it and the illness which had accounted for a huge percentage of female deaths ceased to exist. Dr. Semmelweis's discovery of its prevention was "ahead of its time." Pathetically scoffed at and disbelieved, he even died to prove he was right.

CULTURE, An awareness of the aesthetic qualities of a third dynamic. The aesthetics of the pattern of life in the society - all factors of the society, social, educational, economic, etc., whether creative or destructive. The culture might be said to be the theta-body of the society. An accumulated ethos which permeates a group and is exemplified in many of its members and which persists even after the death of those particular members via other individuals or even other groups.

CUMULATIVE INSANITY, The actual point between where a person who is sane goes insane is a very precise point. It is when he refuses to help and begins to compulsively stop things. At that moment he is insane. Now he is insane on that one subject at first and then he can get another *idée fixé* and become insane on another subject and you do get cumulative insanity but there is no doubt of his insanity on that one subject.

CURVE, To "throw a curve" means to divert a course of action from its agreed upon direction. It shifts an agreed upon and expected reality onto something else. Example: People are involved in an activity, happily contributing to its success believing that the activity is directed at achieving a particular purpose. Then they find that the leaders have secretly changed the purpose of the activity - instead of, for example, working to make people more able and free they are now working to make money by selling bits of technology at exorbitant prices without any regard to increasing ability and freedom. A curve has here been introduced into the subject.

CUSTODIAN OF TECHNOLOGY, Every single Scientologist in existence is responsible for ensuring the survival of Scientology as a subject. It is the responsibility of each and every one of us. No backseat spectators are allowed here. Who is the Custodian of Technology? You are. You have the hat. Wear it.

CUTATIVE, An invented word to mean the impulse to shorten or leave bits out, or the thing left out. After 1966 when LRH left the post of Executive Director, a new condition set in. Checksheets, processes, intensives, grades began to be cut down, shortened. This was then called a "cutative impulse"; shortening things in order to produce a quicker - and always poorer, result.

CUT COGNITION, If the auditor indicates the F/N too soon (F/N indicated at the first twitch) he cuts the cognition and leaves by-passed charge (a withheld cognition) on the preclear.

CYCLE, A span of time with a beginning and an end - a section of the totality of time with a beginning and an end - in beginningless and endless time one can set out periods which do have a beginning and an end insofar as action is concerned. In Scientology, a cycle just means from the beginning to the conclusion of an intentional action.

CYCLE OF ABERRATION, LRH Lecture 61.10.18 SHSBC 072: "Now, if we look carefully over how a thetan got aberrated, we will see that he went through a cycle of: action, confusion. Confusion is caused by overts and withholds against the people he's in action with or the things he's in action with . . . And of course he was in action because he wanted to do something. The mores of the group, his goal, the goal of the group, and so forth—this is all part of motion and action; it's a goingness-doingness proposition. That is followed by overts and withholds, and that culminates in a problem which is a stop. And the problem which is a stop is then followed by a change which is a solution to the problem. Now, we get that anatomy repetitively. It goes over and over and over and over and over and over and over. And it's been going on for the last two hundred trillion years."

- snip -

"And he always set himself up for a new cycle, and every cycle is like every other cycle. And this is the—this is the sameness which runs as the woof and warp of life. That is the cycle of action of a thetan's aberration and a thetan's doingness and so forth, but basically the cycle of action of his aberration. And it doesn't matter what aberration he winds up with or how that aberration manifests itself, it all goes back to the same anatomy. There's no difference of the anatomy at all."

CYCLE OF ACTION, The sequence that an action goes through, wherein the action is started, is continued for as long as is required and then is completed as planned. The creation, growth, conservation, decay and death or destruction of energy and matter in a space. Cycles of action produce time. Simply put - start, change and stop comprise a cycle of action.

A cycle of action is basically a postulate into which Time has been added. The postulate contains the two aspects of the Self Determined postulate and the Pan Determined postulate. For example "I am hungry" and "feed me". Where the postulate is successful the cycle of Action will then be Start - Change - Accomplish, which point then becomes a new Start point for further postulates. Should the postulate have failed then Start - Change - Stop will be the more likely Cycle of Action. *(see also Double Cycle of Action)*

CYCLE OF ACTION OF LIFE, The cycle of action of life is Birth, Growth, Maturity, Decay, Death. These can be summarized as Creation, Survival and Destruction, or Start, Change, and Stop.

CYCLE OF AN ORGANISM, The cycle of an organism, a group of organisms or a species is inception, growth, re-creation, decay and death.

CYCLE OF AN OVERT, It goes like this:

(1) A being doesn't get the meaning of a word or symbol.

(2) This causes the being to misunderstand the area of the symbol or word (who used it, whatever it applied to).

(3) This causes the being to ARC Break and feel different from (individuated or separated from) or antagonized toward the user or users of the symbol and - in his mind - this makes it all right to commit an overt against that user.

(4) Having committed the overt, the being now feels he has to have a motivator and so feels caved in.

This is the stuff of which Hades is made. This is the trap. This is why people get sick. This is stupidity and lack of ability.

Note: Every ARC Break is not necessarily preceded by a misunderstood word, but every individuation or blow of the person *is* preceded by an ARC Break and will result in the person either departing the scene, or committing overts against the others present.

CYCLE OF A UNIVERSE, Could be said to be the cycle of creation, growth, conservation, decay and destruction. This is the cycle of an entire universe or any part of that universe. It is also the cycle of life forms.

CYCLE OF MIS-DEFINITION,

(1) A person didn't grasp a word, then

(2) Didn't understand a principle or theory, then

[At this stage he ARC Breaks with the material which he does not understand. With this ARC Break there is a distancing of himself from it, an individuation, as is always present in an ARC Break.]

(3) Became different from it, commits and committed overts against it, then

(4) Restrained himself or was restrained from committing these overts, then

(5) Being on a withhold (inflow) pulled in a motivator.

Not every word somebody didn't grasp was followed by a principle or theory. An overt was not committed every time this happened. Not every overt committed was restrained. So no motivator was pulled in. But every nattery or non- progressing student or preclear is hung in the above 1,2,3,4,5 cycle. And every such student or preclear has a mis-defined word at the bottom of that pile.

CYCLE OF OBSERVATION AND CONTROL, There are certain conditions necessary for accurate observation:

First is a means of perception whether by remote communication through various comm lines or by direct looking, feeling, experiencing.

Second is an ideal concept of how the scene or area should be.

Third is familiarity with how such scenes are when things are going well or poorly.

Fourth is understanding plus-points or rightnesses when present.

Fifth is knowing out-points when they appear.

Sixth is rapid ability to analyze data.

Seventh is the ability to analyze the underlying situation.

Eighth is the willingness to inspect even more closely the area of outness.

Then one has to have the knowledge and imagination necessary to handle. One could call the above the cycle of observation. If one calls "handle" number nine it would be the cycle of control.

CYCLE OF RANDOMITY, The cycle of randomity is from static, through optimum motion, through randomity sufficiently repetitious or similar to constitute another static. *[makes no sense to me - LS]*

CYCLE OF SURVIVAL, Conception, growth, attainment, decay, death, conception, growth, attainment, decay, death, over and over again.

CYCLE OF THE ROCK, A person

(1) Failed to communicate himself;

(2) Started using something (a substitute for self, a via) to communicate with;

(3) Put the last item on automatic and it created for him;

(4) It failed.

The rock, itself, when first located will be a solution to many earlier cycles as described above. And so, a rock is peeled off cycle by cycle as above. (see also Rock)

CYCLIC CASE, The cyclic case (gains and collapses routinely) is connected to a person with counter postulates to his own, either directly or in restimulation in his bank. *(see also Roller Coaster)*

CYCLIC PROCESS, A repetitive recall process which causes the preclear to cycle on the time track - i.e. he goes early then recent then early then recent - further from present time, then closer to present time, etc. The process is ended only with the preclear in the present.

CYCLIC PSYCHOTIC, A psychotic who becomes completely enturbulated during certain periods of the day, or of the week, or of the month. This type is generally running on a time factor contained in the engram. The incident may have occurred at Christmas time and so the psychotic goes insane every Christmas. *(see paragraph 2 under Blackness)*

D

DANGER CONDITION, *[see Ethics Conditions]* Means there is a non-optimum situation present which was known about but which was not handled, and this now immediately threatens one's continued good survival. It results from an Emergency situation being neglected and not handled.

For a person coming up the conditions it is often because the new environment is still largely unknown and needs to be learned fast, dangers in that environment need to be recognised and dealt with.

DANGER FORMULA, The original third dynamic formula is:

(1) Bypass (ignore the junior or juniors normally in charge of the activity and handle it personally),
(2) Handle the situation and any danger in it,
(3) Assign the area where it had to be handled a danger condition,
(4) Handle the personnel by ethics investigation and Committee of Evidence,
(5) Reorganize the activity so that the situation does not repeat,
(6) Recommend any firm policy that will hereafter detect and/or prevent the condition from recurring.

The First Dynamic Danger Formula is as follows:

(a) Bypass habits or normal routines,
(b) Handle the situation and any danger in it,
(c) Assign self a Danger Condition,
(c) Get in your own personal ethics by finding out what you are doing that is out-ethics and use self-discipline to get honest and straight,
(d) Re-organize your life so that the dangerous situation is not continually happening to you,
(e) Formulate and adopt firm policy that will hereafter detect and prevent the same situation from continuing to occur.

Note that these Ethics handlings and Conditions Formulas are the remnants of earlier CofS handlings of the matter. Long experience has taught that attempting to handle an ethics situation on the third, or any later dynamic *only* is certain to fail. One has to fully handle the basic ethics situation of the being to the fullest extent possible at his state of case level before attempting to handle any higher dynamic. These basic formulas are still followed - as they are inherently correct - but they need to be adapted for the individual to uncover and handle the underlying situation.

DANGEROUS, That which one cannot confront and which one fears will become cause over one. People consider those things which they are afraid to communicate with, dangerous. What's the definition of dangerousness? Afraid to communicate with. So you can just turn this around and say "don't communicate with this very much" and they'll believe it's dangerous.

DANGEROUS AUDITOR, An auditor who is afraid to find out, who is "too polite" to insist that the preclear answer the question, who is afraid of being startled in session, afraid to discover something, afraid of what they will discover. The auditor who only gets off safe withholds is dangerous. An auditor who will not pull dangerous withholds from the preclear is a dangerous

auditor. This phobia prevents the "auditor" from flattening anything and makes missed withholds on the case a certainty.

DANGEROUS ENVIRONMENT, An environment which contains much that is antipathetic to the person's survival. These are all things he is unwilling to communicate with.

DATA, Consists of the postulates or the assignments of value by thetans.

DATA ALTITUDE, Signifying that the individual has a fund of knowledge gathered from books and records, or sometimes from experience, with which others are not familiar. The college professor has a data altitude.

DATA ANALYSIS, By studying and isolating the principles that make a situation illogical, one can then see what is necessary to make it logical. This gives us a subject that could be called "illogicality testing" or "irrationality location" but which would be better described as data analysis, for it subjects data, and therefore situations, to tests which establish the source of any falsity or truth.

DATA TRAIL, The data trail of out-points from a highly general situation (e.g. an observation like "declining productivity") will lead one to the basic situation, and then a closer look (also by out-points) will lead to the real Why and permit fast handling. A data trail is a trail of out-points.

Let us say you see the Machine Division is failing. Now if you simply take masses of data about it and just start turning over 10 or 12 sheets at a time looking for out-points only and keep a tally of what they are and to whom they belong, you will wind up with your situation area and probably your situation without reading any significances at all.

DATE FLASH, The auditor says to the preclear, "When I snap my fingers, a date will flash. Give me the first response which comes into your mind," (snap!). The preclear then gives the first date which comes into his mind. *(see also Flash Answer)*

DATE/LOCATE, An auditing technique by which the auditor gets the preclear to establish the exact date and exact location of an incident. It requires a very competent auditor.When the time and place are established with a high degree of exactness the incident will blow.

DATUM, A piece of knowledge, something known. Anything of which one could become aware, whether the thing existed or whether he created it. Anything which proceeds from a postulate. *(see Data)*

DAYDREAM, A person who sits around and daydreams all the time has an effort just to daydream, but the daydreams are toward a goal. It apparently is aimless, only it isn't aimless at all because its first goal is to keep one amused so that one will stay in motion.

The daydream is keeping one in motion, keeping one alive, it's something to do - practicing the estimation of effort, doing test situations, estimating future efforts because some day, he may make those efforts. It is action of a sort because one has not been able to achieve real action. So it becomes symbolized action. It's almost as tough he is doing a test-run by using pictures in his mind.

DB, see Degraded Being.

DEAD BODY, Physical universe matter, energy, space and time minus life energy.

DEAD HORSE, *Slang.* Attempting to list items from a non-reading or improper list question will give you a "Dead Horse". *(see Listing and Nulling)*

DEAD-IN-'IS-'EAD CASE, *Slang.* A case totally associating all thought with mass - he simply has no idea at all that consciousness can exist outside of a meat body. Thus he reads peculiarly on the meter. As he is audited he frees his thinkingness so that he can think without mass connotations.

DEADLY QUARTET, These processes are four in number. They are designed as classes of processes to handle these four points:

(1) help factor,
(2) control factor,
(3) pc communication factor,
(4) interest factor.

Unless these four points are present in a session, it is improbable, in a great number of cases that any real, lasting gain will be made.

DEAD THETAN, Doesn't put out any current. Doesn't react on a meter. Only the body reacts so it looks like a clear read (false clear). He thinks of himself as dead and he is totally incapable of influencing the E-meter. He's so "dead in his head" he thinks he's elsewhere while he's there. An ARC break of long duration reads the same way on the meter.

DEAFNESS, Most deafness is occasioned by entirely mechanical trouble with the body's recording or communication systems, but other deafness, particularly when partial, is psychosomatic and is caused by mental aberration. In psycho-somatic deafness the individual is simply shutting out sounds.

DEATH, A state of beingness entered into after the body has been abandoned by the thetan who was formerly identified with it. It means the body no longer has a thetan directing it. Death is abandonment by theta of a life organism or race or species where these can no longer serve theta in its goals of infinite survival.

A cessation of creation. An individual becomes sufficiently morose on the idea of creation that he can actually bring about the condition of inability to create. This equals death.

DEATH TALKER, At 1.5 on the tone scale is the death talker who is going to save something from destruction by creating great havoc. This person will not listen to a creative and constructive plan unless he can see ways and means of using it to destroy. Warmongers and dictators are markedly in this band. "The way to achieve peace is to shoot everyone."

DEATH WISH, Succumb postulates.

DEATH ZONE, Below 2.0 on the tone scale is the "death zone" since the emotions all tend to drive the thetan further downscale towards death. he is acting on an automaticity by which "survival" gets perceived as being "get rid of this body and replace it with another". As the tone lowers increasingly, the danger exists that all the remaining theta will suddenly become entheta in one fell swoop.

DE-BUG, To get the snarls or stops out of something.

DECAY, Decay is everything going towards death when it should go towards life.

DE-CERTIFICATION, Cancellation of an auditor's certificates and right to audit. This gets done when the auditor repeatedly uses Scientology and/or auditing for purposes other than the

freeing of the preclear. He has some other agenda and it is not to the preclear's benefit. Such an auditor is not to be trusted and his right to audit will be revoked.

DECISION, A resolution to act or behave in a certain way, take a certain course, hold a certain attitude, etc.

DECLARE, An action done after a student or preclear has completed a cycle of action or attained a state of release. A declare completes his cycle of action and is a integral part of the cycle.

DED, A term used in the early days of Dianetics and not often used any more. It means an incident one does to another for which one has no motivator - in other words he punishes or hurts or wrecks something the like of which has never hurt him. Now he must justify the incident. He will dub in (invent something) and use things which didn't happen to him. He claims that the object of his injury really DEserveD it, hence the word DED, which is a sarcasm.

DED-DEDEX, The overt-motivator sequence inverted by dub-in. You hit Joe, then he hits you. Although it went this way you then dubbed in that it was all the other way around - you had it figured out that he must have hit you first. So you invent something that he did to you to motivate your hitting him.

LRH: "Now, the overt act-motivator sequence is the general term that applies to this. Something happened to the individual and then he did this to somebody else. That's really a basic overt act-motivator sequence, see? That the motivator is when something happened to the person and the overt act is when he did it to somebody else.You got that? Simple. Something happened to him and then he did it to somebody else.

"There's another situation whereby he did it to somebody else before it happened to him. Now he goes around - we call this the DED-DEDEX. You needn't be troubled too much with the term, but you realize that the overt act - motivator sequence can be in reverse - he did it to somebody, then he went around all the time expecting it to happen to him. See? He ran over somebody. You find most people in traffic accidents who have inadvertently run over somebody, who themselves have not been run over, will now start worrying about getting run over. See? That's the DED-DEDEX. That's just the flip. Overt act - motivator sequence means that it happened to him and then he made it happen to somebody else." [59.04.09 SHPA-07 Reality Scale]

DEDEX, An actual incident which happens to a person after he has a DED. It is always on the same chain or subject, is always after the DED. It means the DED EXposed. It is a motivator, only it comes after the overt. This is why the action was deserved. This is why he blew Joe's head off, because twenty years later a fellow by the name of Sam tapped him on the temple.

DEEP PROCESSING, Deep processing addresses basic causes and locates and reduces moments of physical pain and sorrow. Dianetic processing. Light Processing, by contrast, consists of recalls of pleasure moments and keying out minor losses and such things.

DEFINITION PROCESSES, The first thing to know about definition processes is that they are separate and distinct and stand by themselves as processes called Remedy A and Remedy B. The purpose of definition processing is fast clearing of jammed thinking because of misunderstood or misapplied data preventing someone getting on with studying or auditing in Scientology. *[see Remedy A, Remedy B, and Method One Word Clearing]*

DEFINITIONS, TYPES OF, As mentioned in The Logics:

(a) Differentiative definition - one which compares unlikeness to existing states of being or not being.

(b) Descriptive definition - one which classifies by characteristics, by describing existing states of being.

(c) Associative definition - one which declares likeness to existing states of being or not being.

(d) Action definition - one which delineates cause and potential change of state of being by cause of existence, inexistence, action, inaction, purpose or lack of purpose.

To which one may add:

(e) Experiential definition which defines in terms of a person's experience of it. For example Space is defined as a "viewpoint of dimension", or Time being manifested by change.Both of these are defined in terms of a person's experience of the concepts being defined.

DEGRADATION, Degradation comes about through a considered inability to create. That is the earliest degradation. It is an inability to handle force and is the lower harmonic of apathy.

Degradation begins when the thetan is interiorized into unwanted mass (such as a meat body). It is completed when, having developed an appetite and a compulsion for having a heavy mass, he is denied the freedom to have it or is forcibly exteriorized from it.

DEGRADED BEING, A being upholding no ethical or moral standard and who is seeking only to succumb on all dynamics. A sick thetan who is all caved in can't direct a postulate at anything. When he tries, he lets it wobble around and go elsewhere. The degraded being is not necessarily a natively bad thetan. He is simply so PTS and has been for so long that he requires a lot of Scientology to get him up and out of his condition. A harsh term but a true one. The difference between a degraded being and an OT is simply that the DB can't put out a postulate or intention and make it hold good. He postulates harm onto others but these all get pulled back onto himself.

DEGRADED BEING COMPLEX, An organization that goes mad on "process the whole staff' continually, regardless of duties, has a degraded being complex ("us poor equal thetans"). In such an org the degraded beings outnumber the big being staff members. Such an org is not at cause over the environment but is a sort of mutual aid society or a self-treating mental ward where the inmates use Scientology to treat each other and are but dimly aware of the outer environment.

[Organisation staff should only be audited to their own level of auditor training. If they cannot succeed in being trained as an auditor then they have no business being on the staff of a Scientology Organisation and should be dismissed.]

DELUSION, A fixed belief in something which is contrary to fact or reality resulting from deception, misconception or misassignment of Cause. It is what one person thinks is real, but others don't necessarily agree. This is a lower band of self-protection. Delusion is imagination gone out of control which is perceived as truth.

DEMO, A study aid. An abbreviation for demonstration. Usually refers to either a clay demo or to a demonstration done with a "demo kit." Getting a student to demonstrate Scientology concepts or procedures with his hands or bits of things. The reason for this is that in memorizing words or ideas the student can still hold the position that it has nothing to do with

him or her. It is a total circuit rote action and therefore very glib. The moment you tell him to demonstrate that word or idea or principle, the student has to get involved with it and the glibness shatters.

DEMO KIT, Demonstration kit. Consists of various small objects such as corks, caps, paper clips, pen tops, batteries - whatever will do. These are kept in a box or container. Every student should have one. The pieces are used while studying to represent and demonstrate the things in the materials one is studying. It helps hold concepts and ideas in place. A demo kit adds mass, reality and doingness to the significance and so helps the student to understand the materials.

DEMON, *Slang.* A demon in Dianetics and Scientology is something in the mind which gives voice to thoughts or which echoes the spoken word interiorly or which gives all sorts of complicated advice like a real, live voice - but it's all in the head. They are simply animated thoughts caught in perpetuated matter, energy, space and time. So a demon or a ghost or something that shows up in a case is actually a *created* pseudo-living thing which is really a thought or a stable datum in some kind of a machine combination of these other things. Probably an electronic mechanism of some sort. A circuit in the mind, called demon because it was long so interpreted.

DEMON CIRCUIT, A heavily charged portion of the analytical mind which has been captured by the reactive mind and does its bidding, walled off by charge into the appearance of a separate entity. It is a mental mechanism set up by an engram command which, becoming restimulated and super-charged with secondary engrams, takes over a portion of the thetan's attention units and acts as though it was a separate individual being.

Underlying a demon circuit is usually a command, received into the reactive mind, which contains a very forceful and overwhelming "YOU . . . " and seeks to dominate or nullify the individual's judgment. It doesn't become a real live demon circuit until it picks up secondary engrams and locks and becomes heavily keyed-in.

DEMONIC POSSESSION, The condition of being possessed by a demon or demons. *(see definitions above)*

DENYER, An engramic phrase which denies or obscures a part of track by implying it is not there or is elsewhere or should not be viewed. Any phrase that you could think of in any language that would deny a person knowledge of something could be classified as a denyer. Example: "I'm not here," "This is getting nowhere," "I must not talk about it," "I can't remember," etc.

DEPLETION OF HAVINGNESS, Note the definition of Havingness as being: "The feeling of validity and 'hereness' one gets when one's postulates are seen to be effective." The converse would be a feeling of ineffectiveness one gets when one observes that one's postulates are not working - this would be low or depleted havingness.

A person who has a Reactive Mind has it by his own postulate. Through auditing portions of the Reactive Mind get erased - as-ised. While this gives the preclear an increased ability to reach and pervade his environment it also, occasionally, can create a momentary feeling in the preclear that his postulates are not working, since something he created and has held onto (a portion of his bank) has now disappeared.So the appearance is there that auditing runs out havingness.This phenomena is known as a "depleted havingness" and is the reason why an auditor should remedy the preclear's havingness in session by means of a suitable havingness process whenever it is needed.

DEPOSIT, A deposit is a confused solid ridge area in the body.

DERAILER, A type of phrase in an engram which throws the preclear "off the track" and makes him lose touch with his Time Track. This is a very serious phrase since it can make a schizophrenic - and something of this sort is always to be found in schizophrenia. Some of its phrases throw him into other valences which have no proper track, some merely remove time, and some throw him bodily out of time. "I don't have any time" is a derailer. "I'm beside myself" means that he is now two people, one beside the other. "I don't know who I am any more" are key phrases to identity confusion, and many more.

DESCRIPTION PROCESSING, Processing which uses as-isness in present time to remedy the restimulations experienced by the thetan. The total command content of description processing is the phrase "How does . . . seem to you now?" This is used over, and over, and over by the auditor. In the blank he puts any difficulty the preclear is having.

DESTIMULATE, To take away the restimulation. Destimulate does not mean the erasure of the original incident, it means simply to get the person to disconnect from that portion of the bank that was keyed-in. Simply knocking out the key-ins of the original charge - you wouldn't be knocking out the original incidents, you just knock out the moments when the original incident was keyed in.

DESTROY, Create + counter-create = to create something against an already existing creation = to create one thing and then create something else against it = destroy. Note that the person or thetan is not ceasing to create the original thing nor is he uncreating it in any real way - he is continuing to create the first thing and is then seeking to obliterate it by creating something against it. This equals destruction. But all of the matter, energy, space and time of the original creation is still there, albeit in altered form.

DESTRUCTION, *[see Destroy, above]* Destruction, in terms of the cycle of action, is the creation of something against a creation of something else. One has a creation of a pretty garden - and against that one creates - in the same location - a ploughed field. That's destruction.

There is another type of destruction and this is 'no more creation'. If one stops creating the garden, stops tending to it and allows it to fall into neglect, then it no longer exists for one. This too is destruction.

The apparent cycle of action contains destruction, but the actual cycle of action tells us what destruction is, but "destruction" really does not exist. It is simply either an opposing creation, or no creation at all.

Destruction as an impulse has as its goal the removal of the need to confront. When one can confront he does not need to destroy.

DETACHED, The person that takes no responsibility for anything in life. He isn't anywhere near where he is pretending to be, you see, he's detached from existence, he hasn't got anything to do with it. Existence is up here and he's sitting back there saying "It all has nothing to do with me." He is totally and chronically out of valence to the point of no case gain. This equals the Ethics condition of Confusion.

DHARMA, The name of a legendary Hindu sage whose many progenies were personified as virtues in religious rites. Dharma is a mythological figure and we have the word Dharma almost interchangeable with the word Dhyana. But whatever you use there you are using a word which means "knowingness". That's what that word means. It is how they expressed "Knowing how to know" and is the closest they came to Scientology.

DHYANA, Dhyana would be literally the Indian word for Scientology, if you take its real meaning.

DIANETIC ASSESSMENT LIST, A list of somatic items and things the preclear wants handled and written down by the auditor with the reads marked that occur on the meter.

DIANETIC ASSIST, Running out a physically painful experience the person has just undergone - accident, illness, operation or emotional shock. This erases the incident and speeds recovery to a remarkable degree.

The auditor may take an individual who has recently been injured and run the injury as an engram, even though it contains extensive unconsciousness. The most recent engram on the case has had relatively little chance to become charged up by locks and secondaries, and so is available for auditing regardless of any pre-existing engrams on the case.

DIANETIC AUDITING, The application of Dianetic procedures to an individual to help him or her become well and happy. Dianetic auditing includes, as its basic principle, the erasure of all the restimulated chains of mental image pictures containing pain and loss from a person's Time Track. By eradicating mentally recorded pain and overwhelm from the Time Track of an individual, the auditor returns the individual to rationality and sanity.

DIANETIC AUDITOR, An auditor who is trained and skilled in the procedures of Dianetic auditing.

DIANETIC CASE COMPLETION, A healthy, happy, high IQ human being; free from those things which make a person susceptible to, or "hold in place" physical illness. All somatic chains that were in restimulation have been traced to basic and blown. The preclear is now happy and healthy. Other engrams and chains can exist back on the track but as they are not in restimulation they have no effect on the person.

DIANETIC CLEAR, There is such a state. He has certain cognitions in session and blows the mental mechanisms whereby engrams are effective on his body. A Dianetic Clear, as does any other Dianetic preclear, now goes on up through the Expanded Grades of Scientology and onto the proper Clearing Course.

DIANETIC END PHENOMENA, A really thorough end phenomenon in Dianetics would include (a) full erasure of the charge in the incident. (b) full perception and realization of all of the significances contained in and resulting from the incident, (c) ability to fully pervade the time and space in which the incident occurred, and (d) full recovery of all of the beingness, activity level and reach that the person had prior to the incident.

DIANETIC FLOW TABLE, A chronological list of Dianetic items run, from earliest to latest, with the flows that have been run on the preclear.

DIANETICIST, A Dianetic Auditor. A skilled user of Dianetics.

DIANETIC LIST, In Scientology L&N lists there's only one right item. *(see Listing and Nulling)* On Dianetic lists there can be a dozen or more items, for a Dianetic list isn't really a list in the Scientology sense. It isn't trying to isolate the one big mental trouble of the pc. A Dianetic list is simply a list of the preclear's physical aches and pains.

DIANETIC PRECLEAR, One who is being processed on Dianetics towards the objective of a well and happy human being.

DIANETIC RELEASE, A preclear who has deleted the majority of his emotional stress from the reactive mind. Has had many large gains from Dianetics but is not yet a Dianetic Case Completion. The release has reached a point where he no longer has psychosomatic illnesses, where he has good stability and where he can enjoy life. If one simply took all the secondary engrams off a case, one would have a Dianetic Release.

DIANETICS, From *DIA* (Greek) "through" and *NOUS* (Greek) "soul". Dianetics can be defined as a system of coordinated axioms which, when applied correctly, resolve problems concerning human behaviour and psychosomatic illnesses.

Dianetics is a forerunner of Scientology. It is a subject dealing with the mental recordings of life experiences, plus decisions made about those experiences, and their potential effects on the being in the present.

All life-experience is recorded in the mind in the form of "Facsimiles" or "Mental Image Pictures" The contents of these can be restimulated (triggered and made active) by later events, and when this happens they impinge themselves on the thinking, behaviour, feelings and bodily condition of the person.

Dianetics is a precision method of counselling which deals with the recovering those mental recordings and erasing of the charge in them, with the consequent freeing of the person from the mental effects of past traumas. Abbr. Dn. *(see definitions of Facsimiles, Mental Image Pictures, Charge)*

DICHOTOMY, A pair of opposites, such as black-white, good-evil, love-hate. Two directly opposite things, recorded in the mind with a tension between them, which when interplayed, result in confused action by the person. The tension is brought about by the person flip-flopping between the two poles and failing to hold either one of them.

A dichotomy is a pair of opposites. Where the did this word come from? Actually it comes out of horticulture. It is really a grab at the moon for a word but it means positive—negative. It is an effort to express in the field of language and human behaviour the positive and negative quality of poles, and that's what a dichotomy means. It's a positive and negative quality of poles that you would find in electricity expressed in human nature. So we have such a dichotomy as "I can–I cannot," "hate–love," so on. "I can hate–I cannot hate." "I can control–I cannot control." That's a dichotomy. It means the opposite polar sense of the livingness.

DIFFERENCES OF CASES, What accounts for the basic difference amongst cases and people? That difference lies in the ability to knowingly CAUSE. Bodies are the same, they all react alike. Banks differ only vaguely and only in content and significance. Engrams are engrams and they all behave alike. There is only ONE DIFFERENCE amongst preclears. We called this BASIC PERSONALITY in BOOK ONE. We can be a lot more simple about it now that I have my teeth into the subject a few more feet. The difference is degree of ABILITY TO BE AT CAUSE KNOWINGLY.

What do we mean by CAUSE? The basic, old Scientology definition is still at work. CAUSE-DISTANCE-EFFECT. Joe knowingly shoots Bill. Joe is at Cause, Bill is at Effect. Mary gives John a present. Mary is at Cause, John is at Effect. Bill says Boo to Joe. Bill is at Cause, Joe is at Effect. But when we introduce *KNOWING* CAUSE and CAUSE *AT WILL* into this CAUSE-DISTANCE-EFFECT idea we see we have something else added. The person at Cause is there because he knows he is there and because he is willingly there.

The person at Cause is not at Cause because he does not dare be at Effect. He must be able to be at Effect. If he is afraid to be at Effect, then he is Unwilling Cause and is at Cause only because he is very afraid of being at Effect. Education can show a person he can be at Effect without liability. Then he can be at Cause without HAVING TO BE BECAUSE HE DOESN'T DARE

BE AT EFFECT. Auditing in its whole operation is teaching the preclear this. A preclear slides from terrified effect to tolerated effect to knowing cause with regard to any incident he contacts IF HE IS AUDITED PROPERLY. The preclear who has to get rid of all his engrams because he has to get rid of them because it's all too horrible winds up, with good auditing, into a tolerance of the pictures since he has learned he can tolerate them, and so can swing around to Cause.

So we have this great difference in preclears. DEGREE OF KNOWING CAUSE-ABILITY is the extent that he is willing to be at Cause and the extent he is willing to know he is at Cause plus the ability to cause things.

DIFFERENTIATION, The ability to tell the difference between one person and another, one object and another, etc. It indicates a person is sane. As soon as one begins to confuse one's wife with one's mother, or one's coat with one's father's coat, one is on the road toward insanity. Essentially, the ability to locate things in their own positions in time and space. *[see A=A=A]*

DILETTANTISM, Is encountered in people who have their attention spread out over many locations and focused on none. It is supposed to mean they're good at many things, but actually I would rather extend its meaning a little bit to saying it is one who is very unprofessional at everything he does.

DIMENSION, The distance and direction from the point of view to the anchor point - that is in space.

DIMENSION POINT, Any point in a space or at the boundaries of space. For example, the corners of the property one lives on. Certain dimension points - those which demarcate the outermost boundaries of a space or its corners, are called "anchor points" in Scientology.

DIRECTION-REVERSAL, Someone who confuses left and right.

DIRECT STYLE AUDITING, *(Level IV style)*, By direct we mean straight, concentrated, intense, applied in a direct manner. By direct, we don't mean frank or choppy. On the contrary, we put the preclear's attention on his bank and anything we do is calculated only to make that attention even more direct. Very focussed auditing.

DIRECT VALENCE, A valence which the preclear has taken on from someone who has directly confronted him at some time.

DIRTY NEEDLE, One that jerks, tips, dances, halts, is stuck or has any random action on it with the auditor sitting looking at it doing nothing. Ragged, jerky needle, not sweeping.

DIRTY READ, A dirty needle as an instant response to something the auditor said.

DISABILITY, Any disability in the bank is based on a disability in creation. And any apparent disability in creation is actually only an unwillingness to create. [1st MACC-19]

His 'disability' is merely his inability to do something simple. And that is the primary disability of this world and culture at this time. The inability to do something simple. And if one were to define disability, one would say, "An incapability of acting with simplicity." That would be disability.

DISAGREEMENT REMEDY, An auditing procedure for handling disagreements.

DISASSOCIATION, A condition wherein an individual sees two things as being different when they are actually the same. *[see Differentiation]*

DISCHARGED, An incident which is discharged has had all of its charge *erased* through auditing and is no longer capable of restimulation. It is not a matter of merely bleeding off the charge in an incident - it is the complete *erasure* of all charge connected to it. "Discharged" means that the incident is now incapable of ever being restimulated. That's the end of it. The memory of it may still be there but there is no charge whatever connected to it.

DISEASE, All disease is, is the chaos which ensues after the cessation of control. It could be stated much more simply. Where control has been dropped, disease will ensue. Disease is simply a chaos which follows the loss of control (communication, of course) and so on . . . (snip) . . . All disease is a symptom of a failure of communication. And what is called bugs, insects, blight, bacteria, malformations of form, mishmashes of one kind or another—these things are simply—they come under the heading of things that occur with chaos. See, these are forces which are left unmanaged, uncontrolled, unassisted, and in smashing together, one way or the other, result in misalignments of growth, misalignments of form, misalignments of this, misalignments of that.

DISENTURBULATES, Ceases to be turbulent or agitated and disturbed. Often referred to as "chilling out" in modern times.

DISHONEST, Disposed to lie, cheat, defraud or deceive.

DISHONESTY,One would not be dishonest unless one wished to seek advantage for self or his group at the expense of some other self or group.That's dishonesty. It is seeking an illegitimate advantage and it's illegitimate just because it violates somebody else's survival too much.

DISPERSAL, An outflow with no particular directional vector. It just randomly flows out all over the place without any control over its direction. A dispersal is just a large number of directions for a flow.

DISPERSED, A person is dispersed when his attention is so uncontrollably distracted and so randomly flitting about from place to lace that he is almost completely absent as a being. *(see Buttered all over the Universe)*

DISSEMINATION DRILL, The drill used in disseminating Scientology has four exact steps that need to be done with a person you are disseminating to. They are: (1) Contact, (2) Handle, (3) Salvage from ruin, (4) Bring to under-standing. There is no set patter, nor any set words you say to the person. *[see also Ruin]*

DIVIDING LINE (ON THE TONE SCALE) From up above 2.0 the person is tending towards survival and from 2.0 down they are tending towards destruction and death. The reason why - two things: The mechanism of death becomes necessary after the individual is no longer able to assist life in its conquest. And the other one is that he's getting down to a point where below 2.0 the individual is more than 50 percent being handled by the exterior environment. The people and items around him are regulating his conduct to such a degree that his conduct is irrational. It is as rational as his environment. If everybody around him is acting rationally, then he'll act rationally; if not then not. This is what underlies mass hysteria and group-think.

DIVISION OF TA, On the e-meter. One division of TA is from 1 to 2 or similarly from 2 to 3. It doesn't matter which way it moves - up one division up or one division down. TA going up means person is getting deeper into his bank. Division down means the bank is discharging.

DOING A BUNK, An English slang term which means "run away or desert." The body goes collapse; the heart is still beating, the lungs are still breathing (because the G.E. runs those) but the thetan, the person himself, - he's done a bunk. The person shoots out of his head and he's on his way, blown out of his skull. (He'll be back soon enough)
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DOCTRINE OF THE STABLE DATUM, Any confusion can be stabilised by selecting one thing to be motionless and then relating all other things to that one steady thing. So the person is all spinny and dizzy and everything is moving at once - *sit the person down*, and have that as a stable datum.

Until one selects one datum, one factor, one particle in a confusion of particles, the confusion continues. The one thing selected and used becomes the stable datum for the remainder. It is simply the one thing that keeps other things from being in a confusion and to which the others are aligned. *(see Confusion and the Stable Datum)*

D OF P, Director of Processing. The person in charge of all auditors and auditing in a Scientology Organisation. He is not the Case Supervisor who supervises the technical application of Scientology by the auditors. The D of P arranges auditing schedules, sees to it that auditors audit, that they have the materials they need, that any needed crams get done, that preclears are happy and are getting what they want and so on. He keeps the place rolling along.

D OF T, Director of Training. The technical expert in charge of all training in an organisation. Sees to it that all courses are being properly run and administered and that students graduate correctly when they complete their courses.

DOG, *Slang.* A case nobody can make anything out of. The preclear is not running well and nobody can figure out why. Such a case is always the result of prior flubbed auditing. An auditor who cannot audit, whose TRs are out, whose metering is bad and who never keeps the code always blames his preclears, calling them "dogs."

DOING, The action of creating an effect. Putting an intention into reality is called "doing".

DOINGNESS, The action of creating an effect. By 'doing' is meant action, accomplishment, function, the attainment of goals, the fulfilling of purpose or any change of position in space.

DOMINATION, Forcing the other person to do exactly what is desired with the mechanism of recrimination and denial of friendship or support unless instant compliance takes place. It seeks by anger and outright criticism, accusations, bullying and other mechanisms to pound another individual into submission by making him less. A most discreditable practice which denies the other person any validity at all.

DOMINATION BY NULLIFICATION, This is covert, and quite often the person upon whom it is exerted remains unsuspecting of it beyond the fact that he knows he is very unhappy. This is the coward's method of domination. The person using it feels that he is less than the individual upon whom he is using it, and he has not the honesty or fortitude to admit the fact to himself. He then begins to pull the other individual "down to size" using small carping criticisms. The one who is seeking to dominate surreptitiously seeks to weaken the other, and if at any moment the target challenges the nullifier, the person using the mechanism claims he is doing so solely out of friendship and a desire to help, or disavows completely that it has been done. *(see Covert Hostility)*

DOPE-OFF, The phenomenon of a person getting tired, sleepy, foggy (as though doped) in auditing or study. A state of lessened awareness, still above unconsciousness, and manifested principally by communication lag. One of the phenomena of going past a misunderstood word. Dope-off can also be caused by impaired havingness. (see also Anaten; Boil-off)

DOUBLE ACKNOWLEDGMENT, Double Acknowledgement occurs when the pc answers up, the auditor then acknowledges, and the pc then finishes his answer, leaving the auditor with

another acknowledgement to do (and also leaving the auditor with no session). It shows poor form in the auditor's failure to keep track with the preclear.

Double acknowledgment is not merely the giving of more than one "good" or "thank you" in answer to a preclear's itsa. It is interrupting the preclear's itsa with an acknowledgment before he has completed it, and then giving a second one when he has (hopefully) completed it.

DOUBLE ASSESSMENT, For example, taking various parts or terminals of the preclear's environment, as mentioned in worksheets or health form, such as "home" "job" "Ohio" etc, making it into a list, assessing it for best read (assessment number one) and then taking that item (such as "home") and listing out the pains, sensations, emotions and attitudes connected with it (assessment number 2) and running it with Dianetics or other processing.

DOUBLE CYCLE OF ACTION, LRH: **"**The cycle-of-action is terribly important. And recently, I developed the double cycle. And the double cycle answers the problem of: there's two girls, one is Marybelle and the other is Annabelle. And you threaten to kick Annabelle and she does what you want, but you threaten to kick Marybelle and she practically scratches your eyes out. Well, is there any explanation for this which is fast and easily stated? Yes, there sure is. There sure is. It's a double cycle-of-action.

"There are six combinations of the cycle-of-action. Be: Create-create, survive-survive, destroy-destroy, that's quite straightforwardly three of them. But then there's surviving in order to destroy, there's creating in order to survive, there's destroying in order to create. See, there's all these interactions. It's a double cycle. Any one part of the cycle can be combined with any other part of the cycle, and we get one of these weird ones.

"Now the funny part of it is that a person sits on a double cycle, not a single cycle, which is one of the things that's been baffling about people. We say this fellow just manages to get along all right because he is surviving. And we don't know why everything goes to pieces around him. Well, this fellow is destroying there in order to survive here, don't you see?" *[60.08.07b - LCDH 2 - Presessioning]*

DOUBLE QUESTION, The auditor asks a question. The preclear answers. The auditor asks a second question, this time about the answer just received instead of about the original subject of questioning. *(see Q and A)*

DOUBLE TERMINALING, An process used in the early 1950s.You mock up four of the persons, or two of one person and two of another person, in such a way as to give you four terminals with an identical line.

One double terminals as follows: he has the preclear mock up something or someone facing its duplicate, then he gets another such pair beside the first pair, in any position. It will be noted that the mock-ups discharge one against the other like electrical poles.

A double terminal may also consist of an unmatched pair such as a mock-up of a husband facing a wife and, parallel to this, the husband facing the wife again. Or a person facing an inanimate object, then, beside that pair, the same person as another mock-up facing the same object as another mock-up. It will be observed that when TWO pairs are used, there are, even so, only TWO COMMUNICATION LINES. The lines are more important than the terminals; one wants two communication lines, parallel to each other. This, of course, requires four terminals.

DOUBLE TICK, A dirty needle on the e-meter.

DOUBLE WORK, This is the way you do double work. You pick up a dispatch or a piece of work, look it over and then put it aside to do later, then later you pick it up and read again and only then do you do it. This of course doubles your traffic just like that.

DOUBT, When one fails to decide which beingness, group, or activity to align oneself with and commit oneself to, then a condition of doubt exists. There are always two sides in any Doubt situation – to be this or to be that; should I do this or should I do that; am I really a part of this group or would I rather be somewhere else? This flip-flopping between the two creates doubt. *[see Dichotomy]*

DOUBT FORMULA, The formula, for the Ethics Condition of Doubt, is:

(1) inform oneself honestly of the actual intentions and activities of that group or project brushing aside all bias and rumour.

(2) examine the production statistics of the individual, group, project.

(3) decide on the basis of "the greatest good for the greatest number of dynamics" whether or not it should be attacked, harmed or suppressed or helped.

(4) evaluate oneself or one's own group, project or org -as to intentions and objectives.

(5) evaluate one's own or one's group, project or org's statistics.

(6) join or remain in or befriend the one which progresses toward the greatest good for the greatest number of dynamics and announce the fact publicly to both sides.

(7) do everything possible to improve the actions and statistics of the person, group, project or org one has remained in or joined.

(8) suffer on up through the conditions in the new group if one has changed sides, or the conditions of the group one has remained in if wavering from it has lowered one's status.

[See note under Danger Condition Formula]

DOWN ON THE LEFT, A description of the person's OCA profile.

Down on the left below the centre line = Out of valence;
Down on the right = Evil Purpose = Nuts.

DOWN-BOUNCER, An action phrase in an engram which tells the person to "get down" or "get back" and keeps the preclear below, i.e. at a point earlier on the Time Track, than the actual incident which he should be running.

DOWN SCALE, To go down the Tone Scale one must decrease one’s awareness.

DOWN THE TRACK, Means he has his attention stuck somewhere down the Time Track. Not in present time.

DRAMATIZE, Thinking or acting in a manner that is dictated by forces contained in the reactive mind. When dramatizing, the individual is like an actor playing his dictated part and going through a whole series of irrational actions. It is to act under the influence of past incidents as dictated by the content of those incidents in the bank. The guy is replaying something now that happened in the past, out of its time and context and out of his control. Complete dramatization is complete identification with an engram.

The best example of dramatization is an old-time player piano-roll. The roll goes through the piano and the piano plays and there's no player sitting there. Well, that's a dramatization. Only in this case the dramatization is a mock-up or a facsimile of some kind or another and that's the player piano-roll and the preclear just goes on and plays the piece. He could no more stop himself or start himself in this piece than anything. What he is doing there, he is the effect of drama. Curious business.

The first thing one should know about dramatizations is there's only one thing ever being dramatized. The common denominator to all dramatisations is an ARC break. That is what is dramatized constantly and continually - an ARC Break and the person's attempt to get away from it.

DRAMATIZED SANITY, You'll get a case of obsessive control of self after a while. You'll get in a case of 'dramatized sanity'. That's one of the wildest things you ever saw. Have you ever known anybody that totally dramatized sanity? He can never let his hair down, he can never have a good time, he can never do anything because he has to be sane all the time. No spontaneity.

One of the things that goes along with this is he can't tolerate motion in his vicinity at all - all motion is restimulative to him. he wants to keep everything still. A total intolerance of motion.

DRAMATIZING PSYCHOTIC, The dramatizing psychotic lives in the delusion of his own facsimiles with their surroundings - not the actual present time surroundings. He is definitely not in present time at any time.

He is not always looked upon as insane. Whether or not he is classified as insane depends upon whether or not he is an obvious menace to others. He is controlled by his environment to the extent that anything in his environment keys him in and turns on his dramatization.

DREAMS,A dream is the imaginative creation by an entity – not the thetan normally in charge of the body - in a sort of mini-universe into which he places experiences and memories and dramatises fears and what-not, all in an effort to get himself located and to sort himself out. In a confused way the entity is giving himself an auditing session - and it should be recognised as such. But since it is being created as an activity in a space *within one's own space,* one therefore has the possibility of "looking in" and experiencing it all as a participant too. One can even have a causative influence on the entity's creation and thereby have what is called a "lucid dream".

It is a frantic effort by an entity to orientate, just to locate himself, so that he can feel more secure, that's what a dream is. It is the imaginative reconstruction of areas of randomity or the re-symbolization of the efforts of theta, all done in an effort to resolve the situation he finds himself in.

Excerpts from lecture SHPA 25:

> *"By the way, the reason persons gets dreams is interesting just as electrical phenomena. A person gets dreams because he gets lost. And he dreams up a dream so he can orientate himself. He's so dependent on his environment to tell him where he is that when he goes to sleep and hasn't got an environment the best way to handle it is to mock up an environment and that tells him perfectly where he is. So he takes composites of other environments and has himself a dream. It's totally a problem in "how do I locate myself?"*

"And then of course you add the ingredients of fun and adventure and games and that sort of thing and you get, well, if you've got somebody who believes that every environment is kind of wrong, then any environment he mocks up to take care of himself, the automaticity overcomes him at that point to have something go wrong. So you have what's called a nightmare or something of the sort. A nightmare has no characteristic other than the facsimile that gets kicked off and is run through.

"Of course it's a mock-up and it's a much wilder mock-up than you would suspect. It's not accurate mock-up at all, either. Oh, you get something, you - like the centre of Africa with Saint Paul's Cathedral coming out of the middle of the sands, you know, and four or five jet planes from Mars cruising by overhead. And that's just a perfectly acceptable theme and that's a good orientation. That's fine. That's fine. That's a good orientation. Then something starts going wrong and he has to mock it up and make it come out right. Dreams are very fascinating.

"There are other things to sleep but not other things to dream. A dream is a dream and it's just a series of mental image pictures or a series of electrical phenomena of some kind or another or a series of sensations of one kind or another."

"Now, disorientation is for one thing the source of dreams and delusions. Disorientation. Person has a dream - Well, if you have a dream - you're worried about having nightmares, something like that; you want to cure yourself of having nightmares - or when you wake up, out of the nightmare, well, look it over and figure out how the nightmare spotted you somewhere, how it located you. And figure out where you are, and locate yourself. After you've done that a few times you become so un-anxious about locating yourself that you don't have nightmares. Interesting, isn't it?

"Thetan's in the skull and he can't find out where he is, the eyes are closed and the body is asleep, he can't find out where he is so he puts up some pretended or false knowingness as to where he is. And so the false knowingness as to where he is then makes this sequence known as a dream or a nightmare, or whatever. And that's all that is. It's a pretended knowingness about location is what a dream is."

The question is just *who* is doing all the mocking up of these pictures? It could be the fellow himself, or, more often than not, it is created by one of the entities he carries with him.

DRIFT DOWN, Not actual tone arm action. The preclear is just drifting toward the read of an item. In this the tone arm does not go up or down, back and forth. It just drifts slowly and evenly down and stays there.

DRIFT UP, Occurs during prep-checking or listing. The constantly rising needle gradually raises the tone arm up to a high read which finally just stays there. This drift up is not actually tone arm motion. It is just the preclear's refusal to confront what is going on in the present, i.e. a bit of protest.

DRILLING, That practical action done over and over until it is smooth, competent and professional.

DRILLS, The aim and object of drills are to make the task assigned to the auditor so well known and so well understood that he will dependably perform them even under abnormal conditions. They are disciplined, repetitive exercises done as a means of teaching and perfecting a skill or procedure.

DRIVE, The dynamic thrust through time toward the attainment of the goal.

DRUG CASES, Cases who seek from Scientology processing the same delusions or madness which exhilarated them while on drugs.

DRUG RUNDOWN, An audited program designed to remedy the ongoing mental effects of past drug taking.

DRUGS, The problem that Scientology has with drugs is the following: All drugs - leaving aside antibiotics and a few others - seek to reduce, in one way or another, a person's experience of Reality. These may be alcohol or marijuana or pain killers or uppers or downers or sleeping pills or whatever they are called - by and large they all somehow reduce the person's direct interactions with Reality and his experience thereof. The reality of pain, the reality of boredom, the reality of depression, of stress, of disappointment, and so on. Even the reality of his own tiredness with a "wake-up" pill. They provide a "solution" to these unwanted feelings by removing the person from them, or by removing the feelings from the person (same thing). So they apparently "solve" the problem of real reality by removing the person from that reality - and they do so with great effectiveness.

This then becomes an ingrained habit-pattern in the person and he applies it in all other areas of his life, including auditing. Whenever something or someone is unpleasant or uncomfortable his immediate solution is to remove himself from that unwanted thing or person - either physically, or if he can't leave the area, he goes dull and robotic - merely going through the motions without participating in any way. This is the WRONG solution.

Elsewhere in this dictionary you will find an entry for the Black Panther Mechanism. Have a look at it.

Drugs are essentially poisons. The degree to which they are taken determines the effect. A small amount acts as a stimulant. A greater amount acts as a sedative. An even larger amount acts as a poison and can kill one. This is true of any drug.

By drugs (to mention a few) are meant tranquilizers, aspirins, opium, cocaine, marijuana, magic mushrooms, amphetamines, LSD and crack. Any medical drugs are included. Drugs are drugs. There are thousands of trade names and slang terms for these drugs. Alcohol is included as a drug and receives the same treatment in auditing.

Even something like coffee or chocolate which the person simply must have a daily dose of can be treated as a drug and can be included on the rundown.

DUB-IN, Any unknowingly created mental picture that appears to have been a record of the physical universe but is in fact only an altered copy of the time track. He thinks he was the Queen of Sheba and he says he was the Queen of Sheba but he gets no TA action on it, no somatics ever turn on and there is never an erasure. It’s all dub-in.

DUB-IN CASE, This guy is manufacturing incidents and saying they're real.

DUNNAGE, *Slang.* Polite noises. Extra and relatively meaningless talk aimed solely to stay in communication with the preclear.

Dunnage done with ease relieves the preclear of tension and awareness that he's being audited, and that it gives him a feeling of freedom—that this is not serious and it can be a game.

Not to be done *during* the running of a process - only *between* processes.

DUPLICATION, Cause, distance, effect, with the same thing at effect as is at cause.

DWINDLING ROCK SLAM, One which diminishes item by item, written thing by written thing. It's less and less and less and less, and finally a dirty needle. Then there isn't even a dirty needle and it's gone.

DWINDLING SANITY, A dwindling ability to assign time and space to things in the environment.

DWINDLING SPIRAL, As life progresses, more and more theta becomes fixed in reactivity as entheta, and so less and less free theta is available to the person for purposes of reason. This is called the dwindling spiral. It is so called because the more entheta there is on the case, the more theta will be turned into entheta at each new restimulation. It is a three-dimensional vicious spiral which carries the individual down the tone scale.

DWINDLING SPIRAL OF CONTROL, One must be willing to leave certain parts of life uncontrolled. If he cannot, he rapidly drops downscale and gets into a situation where he is obsessively attempting to control things which he never will be able to control and thus renders himself unhappy, begins to doubt his ability to control those things which he actually should be able to control and so at length loses his ability to control anything. And this, in essence, is what in Scientology we call 'the dwindling spiral of control'.

DYNAMIC, *(adj.)* 1. The ability to make desired changes in any universe. The ability to translate one's postulates into reality. It is one's tenacity to life and vigour and persistence in survival. In Scientology the dynamic principle of existence is considered to be *Survival*; and survival here means making progress in the attainment of ones goals. It is seeing in the Mest universe the evidence that one's postulates are effective.

(noun) See Dynamics

DYNAMIC ASSESSMENT, An auditing action used in finding areas of accessible charge on a preclear. You get the preclear to describe and discuss each dynamic in turn and watch for any dynamic that gives a change of needle pattern, or any dynamic which makes needle fall no matter how slightly. The auditor then homes in on that dynamic and does a further hunt for terminals on the case. This gets those dynamics that are charged and handles them. Improves social personality and even can shift valences.

One pays particular attention to items the preclear has misplaced on a dynamic, for example if he gives 'clean running water" or "the sun" as being representative of the Eighth Dynamic. If he declares that he has no given dynamic then it will be useful to run Help and Failed Help on that dynamic.

DYNAMICS: *(noun)* A person lives life (or fails to live) across eight inter-dependant areas, or fields, each of which has to survive in order for the person to fully survive. We call these the eight *Dynamics*. A person is a spiritual being who exists and acts and lives his life across all of the dynamics at the same time.

These could be described as eight urges (drives, impulses) in life. None of these dynamics can stand alone - any action done to or by any one dynamic has a ripple effect extending through to all of the others. Complete survival for any individual is only attained when survival for all of these dynamics is attained.

Each Dynamics can be inverted multiple times and this can lead to enormous confusions for the individual seeking to sort them out in his life.

Each higher Dynamic embraces all of the lower ones as well, and they should all be in harmony with one another.

The **First Dynamic** is the urge towards existence as one's personal self as a thetan *living in* a human body. It is the "self" dynamic, and includes one's knowledge, one's memories, one's state of case, one's own goals and purposes, one's education and so on. It is the Dynamic of self-determinism and self-preservation.

The first dynamic is NOT the MEST body - Dynamic One is the Theta body. The body is mest and mest is the 6th Dynamic. The body's *concern* with the Theta body is Dynamic One coupled *(vice versa)* with the Theta body's concern for the mest body.

When you say about somebody, "He's is all on the first dynamic, he is number one, he is taking care of himself, and he is getting things." He is actually getting things for this MEST body. He is doing things for this MEST body to get ahead - this, that, and so on. It's his own MEST body alright, but he is actually doing something for another object than himself, and he can get pretty psycho. He can get very protective on this line, Oh! he can really go a long distance from there. You think this is the first dynamic - No! It's not! The mest body and the Theta body are mutually concerned for each other.

One's relationship with one's body comes into this since, on this planet at this time, bodies are regarded as an essential part of one's existence. Care for one's body – its health and good appearance and so on, are included in the first Dynamic.

Where a person goes to extremes and denies his spirituality and considers that his physical existence is all there is and that his own survival is all that matters – such a person is on an inversion of the first Dynamic and is dramatizing the sixth and eighth.

The **Second Dynamic** is the urge towards the creation and survival of one's family, extending as far as, and including, all known living family members, deceased ones who are still remembered and also family records and traditions that are kept alive among its members. It also embraces one's marriage partner and the family one creates through one's partner and children and extending downwards through their children and their marriage partners and so on. And then there is the connection to the families of all those who have married into one's own family, thereby extending the group of people involved even further. It is an enormous dynamic, although one would normally focus on those members who are near and dear and try to heal any breaches of ARC where these may exist and where one's influence can be effective. One would seek to forward the coherence of the family, strive for its success in the broader world, honour its successful members, care for the aged members, and tend to those in need of help.

This dynamic of course includes the sexual act itself and the survival and well-being of one's sexual partner. Such a partnership is always seen as being part of the larger family group, which in our society is usually formed through marriage.

The second dynamic is very much the dynamic of the future - children, future and sex are the same operation. When a second dynamic activity does not include *future* as a component then it rapidly becomes debased. The beingness of the second dynamic is in the realm of the imaginative postulating of a future to be strived for cooperatively by the family members, and the bringing of that postulated future into reality.

In our society family names and possessions are generally passed along the male line of descendants. In other societies the female line is dominant. This is just a matter of local culture and convention.

Note that two people whose activities are focussed solely on having sex and enjoying the physical sensations thereof, are involved in an *inversion* of a true second dynamic, since it contains neither creation nor any establishment of family or future.

The **Third Dynamic** is the urge towards survival through groups of individuals. Any group or part of an entire class could be considered to be a part of the third dynamic. The school, the church, the society, the town, the nation are each a third dynamic activity, and each one is a third dynamic. It could also transcend the entire world in terms of, for example, professional groups. Any group smaller than the fourth dynamic is a third dynamic.

People who are not actively contributing towards the well-being of the group they are part of are parasitic on that group and are therefore operating on an inversion of the third Dynamic.

The **Fourth Dynamic** is the urge towards the survival of mankind seen as a whole - the entire human species. The successful interactions between nations is included here, where these further the survival of all mankind and not just one's own country. The international monetary system or the Law of the Sea are examples of this.

The **Fifth Dynamic** is the urge towards existence and survival of all other living beings - all other life-forms are included here. All of them, whether vegetable or animal. The fish in the sea, the beasts of the field or the forest, grass, trees, flowers, or anything directly and intimately motivated, or animated, by theta. The huge and complex interaction between all living creatures forms this dynamic.

The **Sixth Dynamic** embraces the existence of the entire *physical* universe. The physical universe is composed of Matter, Energy, Space, Time, Form and Location. In Scientology we take the first letter of each of these words and coin a word MEST. When we speak of the "survival" of this dynamic we refer to the purity of the air we breathe, the water we drink, and so on. We use Nature's forces and resources in our efforts to survive, and so all of the laws of physics, chemistry and engineering come into play here.

LRH: "The sixth dynamic does not really mean the MEST universe. It means universes. See, it means that dynamic which is the survival of the universe in which the person happens to be in the time stream of. A universe is a time continuum. That is the definition of a universe. It's not even space and energy. It is a time continuum.
LRH lecture 54.11.11

The **Seventh Dynamic** is the urge towards spiritual existence. Anything spiritual, with or without identity, would come under the heading of the seventh dynamic. It is the dynamic of pure Theta acting freely in the Mest universe and has the potentiality of creating matter, energy, space and time, location and form. It includes all art and aesthetics.

The **Eighth Dynamic** is the urge towards existence as the postulated reality which embraces all of the foregoing and which extends further beyond it through to infinity - wherever that may be. In other words, anything below and every-thing that lies beyond the seventh dynamic - and we don't know what that may be - is lumped into the Eighth Dynamic. It is the "beingness of all that is." It has no other codification. It doesn't say that all is good, bad or indifferent; it just says it's ALL. So when we say an 'infinity' we mean an infinity of beingness including all of the preceding seven dynamics and everything that may lie beyond that.

This could be identified by some as the Supreme Being, but it should be carefully noted here that Scientology does not intrude into any descriptions of the who, what, where and how of such a Supreme Being.We leave that alone. We leave it to others to speculate on that.

Note that the universe itself evidences a "Cycle of Action". The most basic expression of a Cycle Action that we can make is: Nothing – Something – Nothing.

This expands into: Nothing – Differentiation - Creation – Association – Persistence – Identification - Games – Considerations – Loss – Disassociation – Failure – Collapse – Nothing.

There may well be – probably are – Cycles of Action above the 8th Dynamic, and there certainly are Cycles of Action below the 1st dynamic. As humans – thetans living in meat bodies – we are concerned here with the central portion of the cycle of action.

These eight Dynamics – going from 8 down to 1 - follow the progress of creation which brought about the universe as we have it today. Before the start - before Time began - the static was the Creator - this equates to the Eighth Dynamic. And we *don't* call that static the Supreme Being, OK? It is not a substitute word for "Supreme Being".

The static then *occupied* his creation, in other words considered that the creation he'd made was all that is. The creation was an emanation of itself and he acted as he chose to within it. This aligns with the Seventh Dynamic.

He next *identified* himself with the creation and declared *"This is who I am".* This was his "First Dynamic" at the time, as was each succeeding Dynamic in turn. (From where we view things today we count it as the sixth dynamic above the first that we are pretending to be now – on an inversion.)

From here onwards the thetan repeatedly reduced the portion of the created universe that he identified himself with, and he progressively abandoned all responsibility for the remaining portion.

So, in other words, he split his creation into two parts - one part he withdrew from and declared that "That is not me" and refused all responsibility for its existence, while the portion that remained, and for which he did assume full responsibility, was the "This is who I am" part. Today we see this portion as embracing all life forms everywhere and we call it the Fifth Dynamic.

That then split into the life-forms that he identified with and the life-forms that he declared to be "not me". In other words we now have the Fourth Dynamic.

When that Fourth Dynamic split we had a repetition of the "formula" and it again resulted in the portion that he identified with and the portion he denied all responsibility for. This brought about the Third Dynamic.

After the next splitting we had the Second Dynamic and after that we have that which we today regard as who we ourselves are. That which we identify with - a single human-being type organism.

From this viewpoint we can now look back up the Dynamics and we observe that each one spans a greater amount of time. The First Dynamics lives for - per the Bible - for three score and ten years. A family - well on my mother's side we have on record all of our forebears back to 1503 - so about 520 years.

Some Third Dynamics on earth can be traced back several thousand years - various religious groups and so on.

Mankind as a species is today supposed to be about one or two hundred thousand years old - though this may be a gross underestimate. But you get the idea here - earlier Dynamics lasted as an adopted beingness for much longer time-spans than the First Dynamic does today.

What is also apparent here, as I have mentioned above, is that each one of us lives and tries to survive through all Eight Dynamics simultaneously. The way to spiritual freedom requires the we each accept full responsibility for each dynamic. None can be abandoned.

DYNAMIC STRAIGHTWIRE, Do a metered survey on the preclear to discover any errors or nuttinesses in his descriptions of his own dynamics. You ask him what would represent the eighth dynamic and he says the Sun or running water or something crazy like that. Then you zoom in on that one and find the terminals there and audit the preclear on them. Straightens out his thinking to a marked degree.

E

EARLIER SIMILAR, In the reactive Mind charge in a recent incident gets held in place by the charge in an earlier similar incident. Charged experiences build up as "chains" *(see def.)* and each chain depends on its basic incident *(see def.)* which holds the entire chain in place. So in auditing - if the charge does not blow from the incident the preclear is talking about it shows that there probably is an earlier similar incident present which needs to be confronted and itsa'd.

EARTH, An insignificant planet on the fringes of the galaxy known to us as the Milky Way. It was at one time a game reserve visited by tourists. It fell into disuse when the societies using it as a vacation resort fell into decay. Later it became a testing ground for genetic mutation experiments, one of whose products is Homo Sapiens. Then it apparently got sold off to another space empire for use as a prison - basically a dumping ground for undesirables. This is what it still is today.

EATING, Eating is taking somebody else's mock-up and crowding it into close confines so as to drain the energy out of it. That's eating - that's stealing somebody else's mock-ups in order to go on living. It's an exterior energy source used a substitute for one's own creation of energy when one has conceived oneself to be incapable of generating any.

ECHO METERING, The preclear says, "You missed a suppress. It's . . ." and the auditor re-checks the meter asking for a suppress. That leaves the preclear with charge on being disbelieved. Never ask the meter after a pc volunteers a button. Example: You've declared suppress clean, preclear gives you another suppress. Take it and don't ask suppress again. That's echo metering. If a preclear puts his own ruds in, don't at once jump to the meter to put his ruds in. That makes missed charge in all his offerings. Just acknowledge TR-4 and continue as you should.

EDUCATION, The activity of relaying an idea or an action from one being to another, in such a way as to bring about in that other person an understanding and an ability to think with and apply the material so learned. The conveyance of ideas from one person to another for knowing retention and conscious use by the second person.

One expects an educated person to be able to accomplish certain things in the subject he is educated in. He should be able to accomplish the actions and results that are taught in the subject. You offer data for the assimilation and use of others and facilitate their absorption of it to the end of permitting them a better control of a better life. The process by which the individual is given the accumulated data of a long span of culture.

Old-time education could be defined as placing data in the recalls of others. Therefore, old-time education accepts hypnotism, does not really allow for the usableness of the information, does not analyze doingness and completely avoids any havingness, which of course permits nobody to be anything. Putting data into the recalls of others causes others to rely on memory, not perception.

Education would be the act or system of relaying an idea, an art or a skill or a datum from one being to another for the understanding and free use on the part of the other.

Education does not consist of relaying an art, a skill, an idea or a datum from one being to another so that the other will never afterwards be able to change his mind concerning it, so he'll never afterwards be able to think with it and will never afterwards be able to free himself of it.

The point here is that education embraces this idea of freedom of use and understanding of the art, the skill, the idea. It is not given to a student so that he will never afterwards be able to move out of it, you see? It's never given to him in this wise. It must be done so that he is able to think with it.

EFFECT, Receipt point, and what is being received at the Receipt point from the Cause point.

EFFECT GOALS, Ambition to be an effect rather than a cause. Examples - "To be happy", "To be loved", "To learn", "To be famous", "To be respected". All of these have the person at effect.

EFFECTIVENESS, The degree to which one's actions achieves one's purposes or goals. *(see Dynamic)*

EFFECT SCALE, The Effect Scale describes just how much Cause the individual feels he needs to be in order to create an effect upon another, coupled with the degree to which he is willing to be the effect of another. At the top of the scale the individual can give or receive any effect, and at the bottom of the scale he can receive no effects but he still feels he must create a total effect on others in order to handle them.

EFFICIENCY, The ability to utilize the least required resources – including matter, energy, space and time, as well as human labour input - to fully attain his desired purposes and goals. The level of resourcefulness one displays for achieving what is desired without the wastage of any time, personnel, materials, etc. The ability to play the game at hand. Inefficiency could be defined as an inability to play the game at hand.

EFFORT, Effort is the thetan's activity in translating intention and emotion into physical universe energy via his own physical body, with or without the additional use of tools or machines. Acting via the body, the being exerts Effort in order to effect change in his environment, either on his own initiative or as a response to overcome any counter-effort received from that environment.

It is a condensation of feeling and emotion. Effort is motion and direction coupled with an intention to produce a change. That is to say, you channel your theta postulate into physical reality via emotion and via your body into motion through time and space in a certain direction towards a certain result.

A sharp effort against an individual produces pain. A strenuous effort produces discomfort. Effort can be recalled and re-experienced by the preclear. The essential part in running a painful facsimile is in re-experiencing its efforts and counter-efforts, not merely its perceptions.

Effort is the attempt to overcome the inertia of mest with a loosely directed flow of mest particles. (See: Force)

Now, if you want to go into physics, effort is force and direction . . . When you apply an effort, you push against something or pull against something, try to change a direction of something - but it's always concerned with two precise things: either your effort to make something remain in a state of rest, or your effort to get or keep something in motion, and as a sub-unit, change. To remain in something, remain in a state of rest, keep something moving, or to change the speed or direction of a movement. And these are all the categories of effort there are.

Or one could say force is effort plus direction. The distinction between these two is not always clear. One could say one uses effort to manipulate forces external to oneself. Or, one uses effort in order to force something to go the way one wants.

EFFORT-POINT, That point from which a person exerted effort, and that area into which that person directed the effort.

EFFORT PROCESSING, The bank can be considered to have three layers: Effort, Emotion and Thought. Effort buries Emotion. Emotion buries Thought. Any physical aberration or physical disability is held in place by a counter-effort. [Understand that sentence very clearly - it is the person himself who is holding the aberration in place by (a) holding the effort in place, and (b) simultaneously holding the counter-effort in place.] Effort processing is aimed at removing the effort; this uncovers the preclear's own emotion and removes that emotion, which then uncovers and allows the preclear to blow his thoughts and postulates about the disability, as these are the true source of aberration. [Thought = Intention in the above]

8-C, Means good, positive control, accomplished with maximum intention and minimum effort. Also the name of a process where the physical body is knowingly and under full control placed in contact with the environment. [The '8' refers to 8.0 on the Tone Scale = Exhilaration. The 'C' refers to Control.]

EJECTOR, see Bouncer.

ÉLAN VITAL, Theta, life force, life energy, divine energy, the energy peculiar to life.

ELECTRICAL, As an experienced bodily phenomenon or somatic, it is viewed in Dianetics and Scientology as the bridge between sensation and pain and is difficult to classify as either pain or sensation when it exists alone.

ELECTRICITY, A flow manifestation of force. As a carrier wave it can be used to convey thoughts into a person's mind. It is a close mest harmonic of thought and for this reason has been effective in implanting thetans - while electrocuting them one can simultaneously implant ideas or considerations into their reactive minds.

ELECTRIC SHOCK THERAPY, (Psychiatry) The practice of administering an electric shock to the head of a patient in a supposed effort to treat mental illness. There is no therapeutic reason for shocking anyone and there are no authentic cases on record of anyone having been cured of anything by shock. The reverse is true. Electric shock often causes irreparable damage to the person in the form of brain damage and impaired mental ability.

It happens that some people assert they benefited from shock treatment - what it in fact did was give them some severe motivators to balance their overts and they feel better as a result. Beating a child with a stick works on this same principle and is just as effective.

EMERGENCY, One of the Ethics Conditions. Emergency is an unwanted circumstance which necessitates fast and unplanned handling in order to correct it. For a person coming down into this condition from Normal it means that a threat to the continued well-being of the individual has occurred. It needs to be handled fast before it deteriorates any further.

Such situations always arise from failures to predict events in the environment and from failures to predict the consequences of one’s own actions in that environment. It is the result of a lack of attention and intention. One needs to rapidly reverse the situation and produce in a big way so as to get back into Normal Operation.

E-METER, Short for electro-psychometer. An electronic device used for detecting mental charge in a person. It is not a lie detector. It does not diagnose or cure anything. It is used by auditors to assist preclears in locating areas of mental charge - these being areas of life where the person was either protesting something coming in on him (opposed by his effort to hold it off) or protesting something which was going away from him (opposed by his effort to hold onto it). It is an electrical means of measuring the effect the spirit is creating on the body. It's exactly what its name says, electro-psychometer. It's called E-meter for short.

The first person to use E-meter type devices in counselling people was - as far as is known - Carl Jung. There are photographs of him with such an early E-meter. However, in the Melbourne ACC Lecture 3 LRH says that these meters such as these have already been in use for about a hundred years.

The meter tells you when the preclear's mind "stiffens up" when he is made to think of something. The meter registers a moment *before* the preclear becomes consciously aware of the datum. It is therefore a *pre*-conscious meter. It passes a tiny current through the preclear's body - about half a volt. This current can be influenced by the mental masses, pictures, circuits and machinery of the mind. When the preclear thinks of something, these mental masses activate and impinge on the body, and this registers on the meter.

"You can take that machine (e-meter) and have some person hold on to it, and you can say things to that person which will produce vibrations in his brain which will relay to his mind. His mind then activates and transduces a thought into the physical universe (i.e. into the person's body) - and it is *that* which can then be measured by this E-meter.

But that meter is not measuring the *human mind*. It is measuring the human body's *reaction* to the human mind. You should always keep that in mind: that we're not doing a direct connection to the human mind. We're measuring the mind's physiological manifestation, and only in that way are we measuring a "mind".

So you're not looking at the mind itself; you're looking at the *physical manifestation* of the mind in the body." LRH

The E-Meter will read on what is real or realizable to the pc. The E-Meter reads on what is realizable. If the pc can have a reality on it, it'll read on the meter. If the pc can't have a reality on it you won't get a read on the meter. [Lecture 62.11.20a]

And do you know, that all you read on the E-Meter is what is still visible to the pc, minus, maybe, a half a tone. You're reading the *surface of the case* with an E-Meter. You're not reading the fundamentals and depths of the case. You're reading on that E-Meter what the pc can still almost reach by himself. The E-Meter reaches it quicker and before the pc does but that's because the pc is already reaching towards it. Simple. But, that's all that thing is. You are not reading the depths of the case. They are totally out of view to the E-Meter, to the pc and everything else. [Lecture 59.11.23 Melbourne ACC 22] *[see also "Read".]*

EMOTION, The thetan's intention to exert effort bridges into the body via emotion. In other words the bridge going from spiritual to physical is *emotion*. Emotion is an energy manifestation with a measurable wavelength; it is a condition of beingness which is the connector between thought and effort. The Tone Scale is a direct index of survival potential of any given emotion. A person's emotion stems from three things:

(1) engramic response to situations,

(2) endocrine monitoring of the body to meet situations on an analytical level, and

(3) the inhibition or the furtherance of life force.

These are particles a being creates to let other people know how the game is going. Motion and emotion are identical—the same thing. Emotion is a glandular manifestation of motion so as to speed up the carbon-oxygen engine and make it do various things.

In the English language, "emotional" is often considered synonymous with "irrational." This would seem to assume that if one is emotional one cannot be reasonable. No more unreasonable assumption could possibly be made. This word is redefined in Scientology and is given an opposite for comparison - "mis-emotion". As used in Scientology, emotion could be called the index of the state of being. It is the energy manifestation of affinity.

EMOTIONAL CHARGE, The being responds to a heavy contra-survival situation by attempting to either prevent it or restrain it - either stop it from coming in or prevent it from going away. The emotion with which the being translates this intention into reality manifests and locks up as the emotional charge in an engram or secondary, and it can then - potentially - become a template for future responses - 'template' here meaning a fixed method of dealing with something which gets copied and used in future similar incidents.

EMOTIONAL CURVE, The down-curve is the sudden and rapid drop from any high-toned position to a low-toned position on the realization of failure or inadequacy. It is easily recovered by preclears and should be run flat whenever encountered.

An emotional up-curve is the rise from a low-toned position to a high-toned position as the result of the intervention of another being coming to the aid of the low-toned person. Like Mummy comes to kiss it better or the cavalry comes galloping in to rescue the situation. The up-curve is similarly aberrative and needs to be run.

EMOTIONAL TONE SCALE, see Tone Scale.

EMOTION-POINT, That point from which a person emotes, or at which he directed his emotions.

EMPIRICAL FACT, One that is established by actual and valid observation, not by theory or supposition. A fact observed and proven by observation.

ENDING CYCLES, Actions which bring situations to a final conclusion. Ending cycles doesn't consist of shooting people. It consists of seeing that something gets handled so that it stays handled.

END OF CYCLE, A finite stop completing a cycle of action.

END PHENOMENA, Those indicators in the preclear and E-meter which show that a Dianetic chain or process is ended. It shows in Dianetics that chain and/or incident has been thoroughly *erased*, and in Scientology that the preclear has been r*eleased* from the charge that the process was intended to handle. Abbreviation: EP

The Scientology lower grades end phenomena are:
(1) Floating needle,
(2) Cognition,
(3) Very good indicators,
(4) Release.

Dianetic auditing has five definite reactions in the pc and meter which show the process is complete:

(1) Floating needle,
(2) Cognition,
(3) Very good indicators, (preclear happy),
(4) Erasure of the final picture audited.
(5) The underlying postulate uncovered and recognised. This may happen in conjunction with (2) above.

Note: A really thorough end phenomena in Dianetics would include (a) full erasure of the charge in the incident. (b) full perception and realization of all of the significances contained in and resulting from the incident, (c) ability to fully pervade the time and space in which the incident occurred, and (d) full recovery of all of the beingness, activity level and reach that the person had prior to the incident.

Upper level Scientology has end phenomena which are specific to the level being audited.

END RUDIMENTS, Rudiments to make the preclear feel OK by session end. They are to detect any residual charge left by reason of the session and they are to put the preclear in a frame of mind to end the session. The end rudiment today is the simple question: "Is there anything you would like to say or ask before I end the session?" This will detect where the preclear's attention is and will also serve to inform him that the auditor intends to end the session.

END WORD, The common denominator to the whole of an implanted GPM. The final word of a goal.

ENEMIES, Those beings who seek to deny one the freedom to Be, Do and Have in accordance with one's own Goals and Purposes.

ENEMY, An ethics condition. It means aligning oneself with a group's or project's enemies while yet appearing to be a friend of or part of that group or project. On the first dynamic a condition of enemy would exist if one in any way impeded or nullified one's own survival efforts. Any, but any, invalidation or demeaning of oneself or one's group is a clear indication of a condition of Enemy, since only a real enemy would so demean one. A friend never would.

ENEMY CONNECTED, Defined as related to, dependent upon or in communication with an enemy to oneself or one's dynamics.

ENEMY FORMULA, Find out who you really are. The person is clearly trying to hold (or be) two opposing viewpoints at the same time. He needs to sperate these out and decide which one is his own true viewpoint and which is not.

ENEMY LINE, Advocating a purpose or course of action similar to that which an enemy of the activity would advocate.

ENERGY: In Scientology we differentiate between Theta energy and Mest energy. Whether these are two distinct types of energy or not is not known for sure, but we make the distinction between them. There is Theta energy and there is Mest energy.

Theta energy is the energy which Theta can create and impose on the Mest universe – he can energise his own body and – if he is in good shape – can even transmit it to another. *[See lecture 54.01.20 – 3rd ACC-36]*

Mest energy is the energy of Physics and is motion, as in particles in motion, or with the potential of motion. Kinetic energy is the movement of particles in space. Potential energy is the potential for such movement. There are three forms of energy - there's a flow, and then there's

a dispersal, and there's a ridge. Energy derives from imposition of space between terminals of different magnitude and a reduction and expansion of that space.

ENFORCED AFFINITY, The demand on the individual that he experience or admit affinity when he has not felt it. People lower toned than the individual commonly demand his affinity; and when affinity is given but not felt locks are formed which can be quite enturbulative should engrams underlie such an enforcement.

ENFORCED COMMUNICATION, The demand on the individual that he experience or admit communication when he has not desired it. Enforced communication is productive of all manner of aberration and physiological changes in the individual. When the individual is forced to listen to something he would not ordinarily listen to if left to his own self-determinism, his hearing to that degree will be impaired. When he has been forced to touch something which he would not ordinarily touch, his tactile sense is thus impaired. When he has been forced to talk when his self-determinism says he should remain silent, his speech communication is impaired.

ENFORCED HAVE, Making someone accept what they didn't want.

ENFORCED OVERT HAVE, Forcing upon another a substance, action or thing not wanted or refused by the other.

ENFORCED REALITY, The demand on the individual that he experience or admit reality when he has not agreed to it. Any time a person is made to agree, by force or threat or deprivation, to another's reality and yet does not feel that reality himself, an aberrative condition exists.

ENGRAM, A mental image picture recording on the Time Track of an experience of overwhelm containing pain and unconsciousness with impact or injury and a real or fancied threat to survival. That is the *Dianetic* definition of an engram. Note that.

It is a recording in the reactive mind of something which actually happened to an individual in the past and which contained pain, and which so overwhelmed him that he went wholly or partially unconscious, all of which is recorded in the engram.

Engrams are a complete recording of the event, down to the last accurate detail, of every perception present in such an incident.

Engrams also contain an added bit that is actually more important than any pain and unconsciousness. That added bit is "the moment of shock". It is that period of realization by body and thetan that an overwhelm has occurred. Since unconsciousness is a method of not-being it follows that there must have been a moment of shock present where the thetan decided he could not be, and so he switched off. This point must be recovered wherever possible and the preclear has to take responsibility for his decision.

This is a subtle factor at work in aberration that is more powerful than the pain and unconsciousness of the engram

An engram is a buried memory of trauma, abuse, or indoctrination that gives rise to one’s subconscious fears, prejudices, and reactions, and which constantly gives meaning and colour to one’s experience of life – without one knowing why.

The mental recording of any severe physical impact which causes pain and which results in a cessation of analytical perception, shutting off the thetan thoroughly for a period of time. This, technically, is an engram, although any incident, painful or not, contained in the reactive mind, and occluded by anaten can be considered an engram. A moment when the thetan’s analytical

perception is shut down by physical pain, drugs or other means, and the reactive bank is open to the receipt of a recording.

The *Scientology* definition for an engram is a moment of pain and unconsciousness *and compulsive exteriorization* contained in a mental image picture, unknown to the preclear. *[see also Mental Image Picture; and Reactive Mind]*

ENGRAM BANK, A colloquial name for the Reactive Mind. It is that portion of a person's mind which works on a stimulus response basis.

ENGRAM CHAIN, A basic engram plus a series of similar incidents – secondaries and lochs - piled on top of it.

ENGRAM COMMAND, Any verbal phrase or intention contained in an engram.

ENGRAM - OTHER TYPES OF, There are actually four kinds of engram. There is the physical pain engram (as described above, and which is the basic type of engram), and there are three others which can impinge upon the person so heavily as to cause overwhelm and unconsciousness:

1. The painful emotion engram
2. The encysted communication engram
3. The invalidated reality engram

They could all be done forcefully enough, with enough sudden and abrupt shock value, and it could happen in such a very short space of time, so that a person would practically fold up and die right there. [50.11.22a - The Auditor's Code]

ENGRAMIC THOUGHT, Compulsive thought which impinges itself on the being and which demands immediate action without examination by the being. Irrational identity thought by which the mind is made to conceive identities where only vague similarities may exist. Engramic thinking can be stated by A = A = A.

ENLIGHTENMENT, True enlightenment is wisdom and an understanding of spiritual matters and of other living beings. That means it has to contain compassion and empathy.

ENMEST, A Scientology word meaning enturbulated mest. Mest which has been enturbulated by entheta or crushed too hard into theta and rendered less usable. Property, energy, or space which has been rendered less useful by neglect and poor treatment. Time which is wasted. A sick or injured body is also enmest. It is fighting to get free from theta and when it is severely enmested it will completely repel that theta. Death results.

ENTHETA, Means enturbulated theta (thought or life); especially refers to communications, which, based on lies and confusions, are slanderous, choppy or destructive, in an attempt to overwhelm or suppress a person or group. Irrational or confused or destructive thought, sly destructive suggestions, anger, sarcasm, despair, enturbulated thought - all of this is entheta. Entheta always receives all of its charge from Theta.

ENTITIES, Spiritual beings, just as you are one yourself, though usually much less able than you are. Generally they are below the level of being able to have and operate a human body and so they attach themselves to the body of another person. That person usually fails to distinguish between his own thoughts and intentions and the thoughts and intentions of the attached spiritual being.

Your recalls contain many instances whereby you sort of talk to yourself or even argue with yourself. One day you go out to do something, and then a little voice says to you, "Well, I don't think I ought to do that." And you go a little bit further and another voice says to you, "Well, you'll just fail anyway." And then you all of a sudden got the idea of failure and feel you are no good at all and you get quivery in the stomach - anxious about what would happen to you if you did this. You may remember sitting around and saying, "Should I?" "No, I shouldn't." "Oh, I think I will do it anyway." These are personalities arguing with personalities - just that. Each one is a separate and distinct whole human being occupying your body. *(see Spiritual Entity)*

ENTRAPMENT, The opposite of freedom. A person who is not free is entrapped. He may be trapped by an idea; he may be trapped by matter; he may be trapped by energy or space or time; or he may be trapped by all of them. The more thoroughly a person is trapped, the less free he is. He cannot move, he cannot change, he cannot communicate, he cannot feel affinity and reality. Death itself could be said to be man's ultimate in entrapment, for when a man is totally entrapped, he is dead.

It must always be remembered, as the Dynamic Principle of Existence mentioned in early Dianetics states, that man is *always* and *only* seeking to Survive. Consequently he is only trapped when he believes that doing the opposite of what he is doing will lead to his inevitable and total destruction. So he fixes himself in a meat body and stays there only because he believes - at a deep reactive level - that if he left it he would die. All entrapment is by choice, and it is always what the person believes is the *safe* choice. It is the safe solution to a dangerous alternative. *(see also Pretended Death Case)*

ENTURBULANCE, Turbulence or agitation and disturbance. Enturbulate: to cause to be mentally turbulent or disturbed. Often caused by random incidental temporary invalidations of minor stable data the person has. This produces an unwanted plus randomity for the being.

ENVIRONMENT, The surroundings of the person from moment to moment, in particular or in general, including people, pets, mechanical objects, weather, culture, clothing or the Supreme Being. Anything he perceives or believes he perceives. The objective environment is the environment everyone agrees is there. The subjective environment is the environment the individual himself believes is there. The two may not agree.

ENVIRONMENTAL ABERRATION, The result of aberrated persons and situations in the individual's present-time environment. It is the sum total of the influence which aberrated people in the preclear's environment have on him. This is normally temporary, but cumulative environmental entheta has a chronic effect in the case.

ENVIRONMENTAL CHALLENGE, When sane people exist in an aberrated environment that is convulsed with irrationality it takes very keen observation and a good grip on logic and fast action to stay alive. This is known as environmental challenge. A little bit of it is a good thing but it can be overdone. Too much challenge can overwhelm.

ENVIRONMENTAL THERAPY, There is a therapy, all by itself, of placing a person in another environment: environmental therapy. Merely by changing the environment you raise the tone of the preclear. If you've seen a preclear in somebody's home - this preclear is in somebody's house and his power of decision is being nullified continually in this house - by moving him to another house, you will bring him up tone scale to a point where he'll run much better. This hoped for therapy is also indulged in whenever one goes away on vacation.

EP, see End Phenomena.

EPICENTER, The epicenters would be such parts of the body as the "funny bones" or any "judo-sensitive" spots: the sides of the neck, the inside of the wrist, the places the doctors tap to find out if there is a reflex. Included are the "Chakras" of the Eastern cultures. These things are 'sub-brains' probably picked up on the evolutionary line. They have a monitoring effect on the body and the individual.

EPICENTER THEORY, The theory of epicenters merely states that there was an evolution of command posts in the body and that these command posts remain structurally visible in the organism. They can be found in the organism and they still behave as lower echelon command posts - control centres in other words. They are seldom addressed in Scientology, being recognised only as an odd remnant of some past evolutionary process.

EPISTEMOLOGY, A philosophical term meaning "the study of knowledge", the study of "meaning", e.g. what does "meaning" mean?

Ev PURP, see Evil Purpose.

ERASE, Causing something, such as an engram, to "vanish" entirely by auditing, at which time it is filed as memory and experience and ceases to be part of the reactive mind and therefore ceases to have any further influence on him. He is "clear" on that engram.

So the word "erased", when applied to an engram which has been confronted and recounted (audited), means that the engramic charge has been deleted (as-ised) and the only record of the former engram is now in the standard memory banks of the preclear. It has disappeared from the engram bank.

Erasure is vanishment. When something has been erased from the mind it is gone. Literally. All of it has vanished. It has not been suppressed, repressed, compressed or any other type of pressed. It has neither been adjusted to nor not-adjusted to. It has gone.

Full and proper erasure in auditing requires that the preclear directly views, by making full theta contact, with an event containing someone or something, duplicating and permeating it exactly and becoming cause over it by being able to mock-up or unmock any event containing someone or something of the past, present or future, at will in the exact time and space of the actual event.

ERASING AUDITING, Treating the session as a restimulative incident and erasing it as a lock with normal auditing.

ERRORS, Minor unintentional omissions or mistakes. These are auditing goofs; minor alter-is of tech or policy; small instructional mistakes; minor errors or omissions in performing duties and admin errors not resulting in financial loss or loss of status or repute.

E/S, see Earlier Similar.

ESPINOL, This planet Earth belongs nominally to a galactic empire called (in common English translation) the Espinol United Stars. This is sun twelve and it is one little tiny pinpoint. Their whole title is "Espinol United Stars, moons, planets and asteroids this part of the Universe is ours - this quarter of the Universe is ours" - it translates better as just "Espinol United Stars". LRH refers to this also as the Espinol Confederacy, a civilization, the duration of which was probably on the order of a few hundred thousand years, and which engaged in implanting.

ETHICAL CODE, A code of principles orientated towards survival which serve as a suggested mode of conduct in order to better the quality of one's life. They are guiding principles or policies which one follows, if one chooses to, in the living of one's life. A person conducts

himself according to an ethical code because he *wants* to or because he feels he is proud enough or decent enough, or civilized enough to so conduct himself. Such an ethical code can never be enforced and still remain ethical, since enforcing it would violate the person's own self-determinism and thus violate the basis of all ethics.

A *moral* code can be enforced upon people, but when you do so you depart considerably from anything like ethics. People obey a moral code because they are afraid of consequences. People are *ethical* only when they are strong, self-determined and unafraid. *(see also Code)*

ETHICAL CONDUCT, Conduct out of one's own sense of rightness, justice and honesty.

ETHICS [Not to be confused with Morals]**,** Ethics has two aspects - it deals with the basic being that one is, and the actions that stem from that basic being.

Ethics refers to the base from which one is operating as a being in this life. Ethics is the *where*, *what* and *who* one considers oneself to be. It is the stance one takes in life. It is the position from which one acts. Ethics is the base. It is *from this base* - which has a location and an identity encompassing honesty, justice and all other virtues - that one acts and does what one does in life. These actions that one takes in life are decided upon and exercised by oneself in accordance with one's belief in one's own honour, integrity and good reason, and are applied by oneself as the most optimum operating actions along one's own eight dynamics.

The subject of ethics in Scientology deals with the recovery and rehabilitation of that inherently good and strong being, and in the survival actions which then flow from him or her in accordance with and in harmony with one's own basic goodness. It brings into alignment and harmony one's BEINGNESS, DOINGNESS and HAVINGNESS.

Ethical conduct is the application of reason and good sense in the attainment of optimum survival. It would strive for the highest level of survival for the individual, the family, the group, mankind, and all else besides, taken collectively.

A being is as ethical as he is sane; he is as sane as he is ethical. The two words are exact synonyms

ETHICS CASES, Any person indulging in any self-invalidation or in the deliberate use of aberration in order to remain weak or in "need of help" from others. Such should go directly onto the Ethics program, even if they have "done it before".

ETHICS CONDITIONS, A scale of conditions *(see definition of Condition)* which reflect the degree to which a person is attaining survival (or not) across his dynamics. In a third dynamic context it shows to what extent an organization is aligned and productive in the attainment of its goals. These conditions align directly to Beingness, Doingness and Havingness and a thorough application of each condition's formula will bring these into alignment in any person or group.

The conditions are, going from the bottom to the top: Confusion, Treason. Enemy, Doubt, Liability, Non-Existence, Danger, Emergency, Normal Operation, Affluence, Power and Power Change. *[see definitions of each of these]*

ETHICS PRESENCE, Is being fully ethical on the first dynamic and insisting on all other dynamics being ethical as well. Ethics presence is a quality made up of personal presence, rightness,knowing what you are doing and making sure others do it too,leadership and endurance. The way you continue to have ethics presence is to be maximally right in your actions, decisions and dictates.

ETHNICS, Beliefs, mores, customs, patterns of thought or racial or religious stable data. It is the mores and customs of a group. It's what the people believe; it's what is right and what is wrong in that society. It is the set of solutions by which that society successfully overcame problems in its past, and is now held in common by them as "Good Conduct".

EUPHORIA, Gleeful happiness about something while also being disconnected from that something. One is "up in the clouds" with happiness, out of any actual contact with reality on the ground.

EVALUATE,To examine and judge the significance and condition of something and to estimate the amount of effort needed in order to change it. To judge or determine the significance, worth, or quality of; validity of, to determine whether something is true or false, or right or wrong, good or bad: to assess, to determine the value of or relative value of.

Evaluating for a person would be defined as the action of supplanting a person's own self-determined viewpoints and stable data with others - it displaces his own set of anchor points and attempts to place others onto him. This invalidates the person's freedom to be Cause and, if done to a preclear in session, unmocks exactly that which the auditor is trying to rehabilitate.

When youevaluate something, you're making a judgment, one that most likely results from some degree of analysis. Breaking down the nutritional pros and cons of dessert options isevaluating. ... The wordevaluatewas used as a mathematics term before it became part of standard usage.

By scientology definition, it means to compare it to every other datum of comparable magnitude, in the known universe.

EVIL, Any action which leads oneself or others away from inherent spiritual ability, freedom and power is *evil*. It is the determination to harm.

Evil is the opposite of good, and is anything which is destructive more than it is constructive along any of the various dynamics. A thing which does more destruction than construction is evil from the viewpoint of the individual, the future, group, species, life, or mest that it destroys.

EVIL PURPOSE, Destructive intentions. The definite obsessive desire to harm. It lies at the root of all insanity. *[LS: I'm not too sure about this. Huge ARC Breaks and wrong list-items have much to do with insanity too. This needs to be sorted out. LS]*

EVIL PURPOSE BOY, He's out to destroy the lot. His whole life is monitored by this, and he does it in the most remarkable way. Criminals and that sort of thing are motivated this way. And they are very hard to detect because they very carefully cover it all up while pulling the rug out from underneath anything.

EVOLUTION, There are evidently four evolutionary tracks:

(1) The evolution of the organism through random natural selection, accident and, the evidence suggests, downright planning and intervention.

(2) Mest evolution, brought about through the intention of life organisms to develop in a particular direction.

(3) Theta evolution, a postulated process of learning in theta as a whole or as individual entities. This may best be seen in the behaviour of the group-theta of the fifth dynamic.

(4) And ladder-of-support evolution in which less complicated organisms combine and co-operate to form more complicated organisms.

[For full data on these refer to LRH lecture 51.10.26 "The Evolution of Man According to Theta Facsimiles".]

EXAGGERATERS, Engramic commands which give the aspect of too much pain and too much emotion, such as "this is more than I can bear".

EXAMINER, The Examiner in a Scientology organization is there as a terminal for the preclear.The preclear visits him after every session and so has the opportunity to comment on the session to a person other than the auditor. The Examiner then also checks the preclear's TA and needle behaviour, and will indicate to him that his needle is floating, if it is. Also, if the preclear wishes to communicate anything to the Case Supervisor, he can do so via the Examiner - since the C/S never discusses the preclear's case with him directly.

On these, and on other occasions, the Examiner is there for the preclear and student.

EXAM REPORT, A report made out for the C/S by the Examiner when the preclear goes to Exams after session or goes on his own volition. It contains the meter details, pc's indicators and the pc's statement.

EXAMINER'S 24 HOUR RULE, The rule is: any goofed session must be repaired with 24 hours.

EXCHANGE, Generally, the trading of items or services of value.

EXCHANGE BY DYNAMICS, A person who doesn't produce and contribute to the betterment of his dynamics soon becomes mentally or physically ill, for his exchange factor is out. Underlying this is a fundamental out-ethics condition on the first dynamic. This has to be handled by way of the First Dynamic Ethics Program before anything else is done.

As part of this program the following simple remedy is also done. First one has to fully clear all of the concepts relating to Ethics, the Dynamics and Exchange. Then have the person draw up a big chart and say what he gives the first dynamic and what it gives him. And so on up the dynamics. Now, have him consider "his own second dynamic." What does his second dynamic give his first dynamic. What does his second dynamic give the second dynamic and what does it give him. And so on until you have a network of these exchange arrows, each both ways. Somewhere along the way he will have quite a cognition. That, if it's a big one is the end phenomena of it. And don't be surprised if you see a person now and then change his physical face shape.

EXCHANGE (CRIMINAL), Criminal exchange is nothing from the criminal "exchanged" for something from another person. Whether theft or threat or fraud is used, the criminal think is to get something for himself without giving anything in return. A gambler has the same approach to life - get something and give nothing in return. Career politicians are not far behind.

When you allow a person to exchange nothing for something you are factually encouraging crime. It is *exchange* which maintains the inflow and outflow that gives a person space around him and keeps his reactive bank off of him. One has to produce something to give to another in exchange for the money one receives. If he gives nothing in return for what he gets the money does not belong to him.

It is interesting that when a person becomes productive his morale improves. Reversely it should be rather plain to you that a person who doesn't produce becomes mentally or physically ill. For his exchange factor is out.

EXCHANGED VALENCE, The direct assumption of another valence. When one has directly superimposed the identity of another on top of one's own. Example: daughter views mother as having the ideal beingness to strive for, so she becomes her own mother to some degree.

EXISTENCE, That which is. An existing state or fact of being; life; living; continuance of being; and occurrence; a specific manifestation. Apparency, reality, livingness.

EXISTING SCENE, The existing scene is what is actually is, right now. Means the way things are here and now, and that may be something very different to the Ideal Scene. *(see Ideal Scene)*

EXOGENETIC, There are two kinds of illness: the first could be called autogenetic, which means that it originated within the person and was self-generated; and the other kind is exogenetic, which means that the origin of the illness was exterior to the person. Pasteur's germ theory would be the theory of exogenetic - exteriorly generated - illness. Dianetics and Scientology deal with autogenetic conditions in the person.

EXPANDED DIANETICS, *abbrev: XDn.* That advanced adaptation of Dianetics which uses Dianetic auditing in special ways and for specific purposes. Expanded Dianetics is not the same as Standard Dianetics as it requires special training and advanced skills. Its position on the Grade Chart would be just above Class 4. Its proper number is Class 4A.

The main difference between these two branches is that Standard Dianetics is very general in application. Expanded Dianetics is very specifically adjusted to the preclear. XDn uses Dianetics to directly address and change traits on the preclear's personality profile and on the Chart of Human Evaluation.

EXPANDED DIANETICS AUDITOR, A graduate of the Hubbard Graduate Dianetic Specialist Course. (HGDS). Processes taught are Expanded Dianetics basics, XDn set-ups, auditing of intentions and purposes, assessments and auditing to handle the present environment, past auditing, valences, emotional stress, chronic somatics, wants handled, hidden standards, responsibility, metalosis RD, PTS RD, assists and repairs and C/Sing on XDn against the OCA. End result is an ability to audit others to Expanded Dianetic case completion.

EXPANDED GITA, An extension of Give and Take processing. Expanded Gita remedies contra-survival abundances and scarcities in a preclear.

EXPANDED LOWER GRADES, That section of the bridge which encompasses a person's progress from first entry into the subject through to just before Power Processing.

At one time - during the 1960's - this part of the bridge was minimized with the intention of "getting him up to Clear as fast as possible". These were later referred to as Quickie Grades. Those persons going up the bridge then did not get all of the processing and ability-gains they should have had and when they subsequently went onto the OT levels they fell on their heads. *(see def.)* In 1970 an international project was launched to recover all of the "lost tech" and to reintroduce it into the Grades line-up - these then became known as the Expanded Lower Grades. Each Grade is audited until the preclear has fully attained - to his own satisfaction - the abilities and freedoms that the grade is designed to achieve. *(see Grades, for details of each Grade)*

EXPANDED NON-EXISTENCE FORMULA, The expanded non-existence formula is:

(1) Find and get yourself on every comm line you will need in order to give and obtain information relating to your duties and material.

(2) Make yourself known, along with your post title and duties, to every terminal you will need for the obtaining of information and the giving of data.

(3) Discover from your seniors and fellow staff members and any public your duties may require you to contact, what is needed and wanted from each.

(4) Do, produce and present what each needs and wants that is in conformation with policy.

(5) Maintain your comm lines that you have and expand them to obtain other information you now find you need on a routine basis.

(6) Maintain your origination lines to inform others what you are doing exactly, but only those who actually need the information.

(7) Streamline what you are doing, producing and presenting so that it is more closely what is really needed and wanted.

(8) With full information being given and received concerning your products, do, produce and present a greatly improved product routinely on your post.

EXPANSION, 1. An increase in living. To increase living and raise tone and heighten activity one need only apply the expansion formula to living. Clean away the barriers, non-compliance and distractions from one's basic purpose and reduce any opposition thereto and the individual or group will seem more alive, and indeed will be more alive.

2. The circumstance of increasing or extending the sphere of influence and action of an individual by such things as acquiring new facilities aiding survival, expanding into new endeavours, becoming active across more of the dynamics, expanding one's friendship base, taking over more territory, increasing one's real value to others, and other similar actions of growth. Proper and correct expansion requires that it can hold its territory without effort.

EXPANSION FORMULA, done as part of the First Dynamic Ethics Program.

1. Draw up a correct Admin Scale for yourself or for the activity concerned.

2. Fully understand the application of that Admin Scale.

3. Be strenuous in making sure it is followed through to completion, removing all distractions, barriers, non-compliance, and opposition to it.

EXPERIENCE, The doingness of a beingness and what was learned from it. Experience is merely a test of existence. An experience is a test or perception of existence.

Experience is a sort of Mest substitute for knowing, which is a function of Theta. We have seen how some quick-thinking individuals can learn an operation so rapidly that they appear to have known it all along, while others may experience the same operation many times and still make mistakes in it. These differences between individuals are very great, even as we observe them in daily life. There is no reason to suppose, however, that these great differences account for more than a very narrow band of the spectrum of Knowing. At the upper end of this spectrum, experience may be something which is just not necessary, or is necessary to such a slight degree that it could hardly be called experience.

EXPLOSION, A sudden, rapid and violent outflow of energy and particles from a single source point.

EXT, see Exterior.

EXTENDED HEARING, Ability to hear much more acutely, over a greater sound range and at greater distance than is normal. This can also become compulsive when there is a too high an alertness to sounds. It is accompanied, quite ordinarily, by a general fear of the environment or the people in it.

EXTERIORIZE, The fellow would just move out, away from the body and be aware of himself as being independent of the body but still able to control and handle the body. To move (as a spirit) out of the body; to place distance between oneself and the body.

Note that this does not always have to be a meat body - it could be a house, a marriage, an organisation or a country or culture. All of these, and much more, would qualify as being a "body" in this definition.

EXTERIORLY DETERMINED, see Other Determined.

EXTERIORIZATION, Exteriorization is the phenomenon of being in a position of space dependent on only one's consideration, able to view from that space, bodies and the room, as it is. The state of the thetan, the individual himself, being outside his body. When this is done, the person achieves a certainty that he is himself and not his body. The act of moving out of the body with or without full perception. A person who is exterior knows that he is exterior - this is a necessary condition of all exteriorization.

It should be noted that the individual will not always see and hear from that exterior location; he may still use the body as a comm-relay point for perception while being fully exterior to it. (see also Remote Viewpoint)

EXTERIORIZATION RUNDOWN, Going exterior from the body can act as a restimulator for earlier engramic incidents on this chain, resulting occasionally in personal instability and difficulties in auditing. A specialized auditing rundown, known colloquially as the Int/Ext Rundown was developed to handle this.

EXTRAORDINARY SOLUTIONS, Extraordinary solutions only get dreamed up when the basics of auditing are violated. It is that activity which some inadequately trained auditor thinks he ought to do with a preclear because he has been flubbing all of the basics of auditing. *(see also Unusual Solutions)*

EXTROVERSION, The preclear ceasing to keep his attention on his mind, but shifting his attention out onto the environment. We see this happen often where the preclear has the room suddenly become bright to him. He has extroverted his attention. He has come free from one of these communication tangles out of the past and has suddenly looked at the environment.

Extroversion means nothing more than being able to look outward. An extroverted person is one who is capable of looking around the environment. He can also work. He can also see situations and handle and control those things which he has to handle and control, and can stand by and watch those things which he does not have to control, and he can be interested in them if he so chooses.

EXTROVERT, One whose available energy is being applied to the world and people around him rather than being applied to the past, or even, to any degree, the present. He does a lot of future planning, a lot of action. Every effort is into the future.

F

FAC ONE, see Facsimile One.

FACSIMILE, Any mental picture that is *unknowingly* created and is held as part of the time track is a facsimile, whether an engram, secondary, lock, pleasure moment or anything else.

All physical perceptions, all effort, emotion and thought which a person experiences are continuously recorded in the mind - this is what the mind is: the accumulation of such recordings. These recordings are called "facsimiles"or "mental image pictures" - the terms are interchangeable.

They *are not physical recordings* in the sense that they are patterns recorded on a body cell; in fact they are not at all dependent upon the body for their continued existence - they are in the *mind*. Mental matter in a mental space which is analogous* to our physical universe space. Any facsimile which has been recorded is there to be recalled - when the individual has risen high enough on the tone scale and when he has regained enough of his self-determinism.
*[*analogous – performing a similar function but having a different evolutionary origin]*

A facsimile contains a time-index (when it happened) and a pattern of motion. As a lake reflects the trees and moving clouds, so does a memory reflect the physical universe. Sight, sound, pain, emotion, effort, conclusions, and many other things are recorded for any given instant of observation. Such a recorded memory we call a facsimile.

FACSIMILE BANK, Mental image picture collection; the contents of the reactive mind; colloquially, "bank."

FACSIMILE ONE,It is called Facsimile One as it is the first proven-up whole track incident which, after a long series of tests, was found to be present on the Time Tracks of *all* people, and when audited out was found to alleviate such things as asthma, sinus troubles, chronic chills and a host of other ills. The one basic engram on top of which all this life engrams are mere locks. It is a severe implanted engram which conditions the thetan into recording all experience as mental mass recordings in the mind. [Abbr. Fac One] *(see also Basic-basic)*

FACT, Something that can be proven to exist by visible evidence.

FACTORS, The Factors are a summarized description of how the material universe came into being as a result of the considerations of theta. They were worked out by L Ron Hubbard between the years 1923 and 1953.

FACTUAL HAVINGNESS, A process to bring about the preclear's ability to have or not have his present time environment and to permit him to alter any fixed considerations concerning this.

FADE-AWAY QUESTIONS, Auditing questions to which, because of the characteristics of the mind, there is no possible answer. One of these is "Give me an unknown time." As soon as the preclear starts to answer such a question, he of course has as-ised a certain amount of unknownness and will know the time. However, the answer to a fade-away question is measurable - it could be said arbitrarily to be answered when the preclear has as-ised enough unknownness to give a known time. There are relatively few of these questions.

FAILED CASE, A case in which Theta has become junior to Mest, and which can then always be overpowered by Mest. The preclear's inability to make his thinkingness prevail against Mest has failed too often and now he feels he himself cannot change - only Mest can change, and therefore for life to improve Mest must improve. This is well below zero on the Tone Scale.

FAILED HELP, Where a person is having difficulty contributing value to others he or she has become aberrated on the subject of Help. That's why we must train auditors well, so they won't fail to help. If the guy fails on enough preclears he'll stop auditing.

"FAILED SESSIONS" FORMULA, When you have an auditor giving a failed session, you ask the preclear what the auditor did wrong and you get the auditor straightened out.And then you ask the preclear what he did wrong and you clean that up on him.

FAILURE, At 0.0 on the tone scale, we have Failure. It is an emotion. It's just a little bit below apathy. It's a realization that one has failed. The power of a being is his ability to make his postulates effective, thus all failure is basically postulate failure. Failure causes the being to compulsively align himself with the postulate of his opponent.

You start some action and the action isn't going in the direction that you intended it to go, so you reach out with everything you've got and try to right that action and change it into a better course, and it still doesn't change. That is the anatomy of failure - the inability to change a course of action after it has been started.

Any time an individual makes a decision for the future and fails to live up to it or fails to reach it, he fails. But that is what failure is—not answering up to your own postulates. That is failure. That is the only failure there is. It isn't failure in the eyes of others and it isn't the failure that you haven't got eight million bucks. I have known some very happy hobos. *(see also: Success)*

FALL, A type of E-meter read. A movement of the needle to your right as you face the meter. It can take place anywhere on the dial. It can be a short movement or a long movement even necessitating adjustment of the tone arm to keep the needle on the dial. The movement can be either fast or slow.

They have been called falls, drops, dipsand registers – numerous words have been used over the years, but "fall" is actually the proper word now because it says "fall" on the needle dial.

FALL ON HIS HEAD, *Slang.* This refers to a person failing in one area or another. A preclear falls on his head when he has been improperly audited or attests to grades or actions he has not really attained and then is continued on higher actions or levels of auditing. An administrator falls on his head by failing to handle situations and apply correct policy to an area he is responsible for thereby causing the area and himself to fail. A US Western term meaning a person who has erred and fallen from grace, such as a horseman who is bucked off a horse.

FALSE, Contrary to fact or truth; without grounds; incorrect. Without meaning or sincerity; deceiving. Not keeping faith. Treacherous. Resembling and being identified as a similar or related entity.

FALSE CLEAR, A preclear whose circuits have been charged to the point where the auditor cannot find an engram and so assumes that he has a Clear, when he does not. There are far too many of these around. *(see also Dead Thetan)*

FALSE DATA, A falsehood which is being held onto as a truth by the person. As an example: the idea that one thinks with one's brain, that one is a meat body, or that the body's death will mean the end of all existence for that person.

It could also be a very simple falsehood which the person regards as naturally correct, e.g. my life began when I was born. Entire human cultures and religions can be based upon false data that are fervently held onto as being true. They are held on to in order to keep a confusion at bay.

FALSEHOOD,When you hear two facts that are contrary, either one or both of them are false. A false anything qualifies for this outpoint. A false being, terminal, act, intention, anything that seeks to be what it isn't is a falsehood and an outpoint. So the falsehood means, "other than it appears," or "other than represented."

FALSE PERCEPTION, One sees things that don't exist and reports them as "fact."

FALSE MOTIVATOR, When a person commits an overt of commission or omission with no motivator, he tends to dub in a motivator which he has not received and which does not in fact exist. This is a false motivator.

FALSE OVERTS, The person has been hit hard for no reason. So he dreams up reasons why he was hit - and which invariably include some idea that he deserved it for his past misdeeds - in order to "make sense" of the event.

FALSE PIANOLA CASE, A case with a lot of dub-in circuitry. It is a very highly super-charged control circuit. This person will seem to run on the track, go into this or that incident, and can go on like this for years and years. Evidently he has very good recall, complete with visio and sonic. The only trouble is "I" isn't even there. Nearly all of the material he gives you is strictly dub-in. *(see also Out of Valence and Wide Open Case)*

FALSE READ, If a rudiment question gets any comment, natter or protest or bewilderment, one puts in "false" and one cleans it: "Has anyone said you had a . . . when you didn't have one?" is the auditor's answer to protested ruds.) The underlying reason for there being false reads is contained in the Laws of Listing and Nulling.

FALSE SOLUTIONS, The pretended knowingness that you see on some cases.

FALSE TA, Two conditions in hands or feet can produce an incorrect TA position. The dry condition produces a false high TA. The overly wet condition produces a false low TA. The TA depends on normal hands. This does not mean the meter works on "sweat." It does mean the meter works only when there is correct electrical contact.

FALSE TA CHECKLIST, An action normally done early in auditing, especially if TA is high or low. Prevents unnecessary repair due to wrong sized cans or grip. Is usually only done once. Do not suddenly interject this action into the middle of a session nor change from cans to footplates mid-session due to TA going high.

FATIGUE, MENTAL, An introverted condition characterized by lack of motivation or interest in work, increasing difficulty in mental performance, etc. This is usually the result of continued mental activity such as reading, thinking, evaluation, making critical decisions, etc., without any actions taken to extrovert one's attention such as taking a walk or doing some physical exercise.

FATIGUE, PHYSICAL, A decrease in muscle coordination or motor response due to continued or excessive physical stress without enough in-between rest or rejuvenation to restore one's stamina.

FEAR, A dispersal of attention coupled with a compulsive urge to get away.

LRH: "And all of a sudden, one day, you were sitting there in your own universe and it went *kapow!* Gee, it'd startle you. And it would probably contain sound and electrical explosion. And that's the common denominator of fear: force wave with sound. If you want to scare anybody, use a force wave with sound and you've got it. People are very troubled about sound - much more troubled than they are about light. That tells them they couldn't handle sound." [52.11.06 - Thetan as an Energy Unit]

FEAR OF PEOPLE LIST, A series of audited actions designed to improve the causativeness of timid people.

FEELING SHUT-OFF, A case which manifests no emotions, or which cannot feel pain when both emotion and pain should be present in some incident, is suffering from a "feeling" shut-off. These will most likely be found in the prenatal area. The word "feeling" here means both pain and emotion: thus, the phrase "I can't feel anything," may be an anaesthetic for both.

FES, see Folder Error Summary.

FIELD, (1) A field in Scientology is that area of self-created mental energy which the preclear uses to bar his view of mental image pictures. It is a screen, subjectively viewed, which he considers himself to be surrounded with. A field is a dramatized not-know. He is not-knowing his pictures by creating this field which bars or negates his ability to see them.

All fields were originally mocked up as a solution to the unwanted perception of incidents, and as a preclear is the one who mocks up these incidents, all fields can be cleared by attaining knowing cause. *(see also Force Field)*

A field is anything interposing between a thetan and something he wishes not to see, whether mest or mock-up. Fields are black, gray, purple, any substance, or invisible. Underlying any field a preclear is the effect of is an incident where he was being kept from going away.

(2) A thetan has a field around him too which can be detected even when he is without a body. Oter thetans can usually detect it.

FIFTH INVADER FORCE, One of the old space-opera military forces which attacked and occupied earth a long time ago. The beings from these forces got "abandoned" here and are mostly still around. A thetan from the fifth invader force believes himself to be a very strange insect-like creature with unthinkably horrible hands. He believes himself to be occupying such a body, but is in actuality simply a thetan. They can occasionally be found still dramatizing this by having thin, hairy bodies and wearing thick-rimmed spectacles.

FIGURE-FIGURE CASE, *Slang.* A person who is compulsively and continually introverted and trying to discover why he is the way he is. He's on an endless quest of trying to figure himself out. This is also the person who will not ever admit to having done something to anybody. His confront on actual doingness is so low that he is uncausative in his own life and cannot admit to ever having done anything. The person cannot face any terminal subjectively for fear of having ruined it or for fear of ruining it.

FIGHT, A fight merely is the action of trying to convince somebody he's evil. Got that? Trying to convince somebody he's evil, that's all. That's all a fight is. That's all an argument is. All a criticism is.

FILE CLERK, Dianetic auditors' slang for the mental mechanism which responds instantaneously to the auditor. The auditor says "Go to five thousand three hundred and twenty two years ago" and the file clerk instantly goes there and presents the picture that is filed at

that date. Now the preclear's ability to see that picture may vary, but the picture is there. One could view the file clerk as a group of attention units with ready access to the reactive mind and to the standard memory banks, and which forwards data through to "I".

FIREFIGHT, A quarrel between an auditor and a preclear in session is called a firefight.

FIRST DYNAMIC ETHICS PROGRAM, A major program done by an auditor who has been specially trained on it. It recovers and rehabilitates the preclear's own beingness and gets him orientated and back onto his own basic purpose in life. It needs to be done before any other ethics formulas are attempted.

FIRST DYNAMIC DANGER FORMULA, The formula for handling a Danger condition on the first dynamic is to

(1) By-pass habits or normal routines.
(2) Handle the situation and any danger in it.
(3) Assign self a danger condition.
(4) Get one's your own personal ethics in by finding what one has been doing that is out-ethics (i.e. that denies one's own validity) and correcting that.
(5) Re-organize one's life so that the dangerous situation is not continually happening.
(6) Formulate and adopt firm policy that will hereafter detect and prevent the same situation from continuing to occur.

FIRST GPM, The latest (most recent) GPM on the track. Meaning the first one contacted by the auditor, not the earliest one on the track.

FIRST OVERT, Would be the first overt on a chain of overts. The basic overt on that chain. The first overts in this universe is convincing someone that there is such a thing as an overt and then convincing them that they committed one.

FIRST PHENOMENON,When a student misses understanding a word, the section on the bulletin right after that word is a blank in his memory. You can always trace back to the word just before the blank, get it cleared up and find miraculously that the former blank area is not now blank in the bulletin. The above is pure magic. *(see also Second Phenomenon) See also expansion under Second Phenomenon.*

FIRST POLICY, The first policy of a Scientology organisation, laid down on about 8th or 10th March, 1950, is: "Maintain friendly relations with the environment and the public."

FIRST POSTULATE, Prime cause, prime postulate: "To Be" or "Knowing".

FIRST VALENCE, The preclear's "own valence," which is strictly speaking not a valence at all. It is his own concept of himself.

FISHING FOR A COGNITION, This is general ARC Two-way Comm, 'answering the preclear's origin' process. When the preclear experiences a somatic, when he sighs, when he gives a reaction to a Tone 40 process, the auditor repeats the process two or three more times (random number) and then, pausing the process, asks the preclear, "How are you doing now?" or "What is going on?" and finds out what happened to the preclear just as though the auditor has not noticed that the preclear had a reaction. The auditor does not point out the reaction but merely wants a discussion in general. During this discussion he brings the preclear up to at least a cognition that the preclear has had a somatic or a reaction and then merely continues the process without further bridge. This is done randomly. It is not always done every time the preclear experiences a reaction.

FIXED ATTENTION UNITS, We can, by way of analogy, say that a person came into life with a thousand attention units. Through misadventure and aberration these progressively get locked up in traumatic incidents leaving the person with just a few attention unit with which to live his life. Those attention units which are caught somewhere down the time track in one incident or another in the form of entheta we call Fixed Attention Units.

FIXED IDEA, Is an uninspected, unevaluated idea which the person yet holds onto as a stable datum. It is a datum he accepted without personal inspection or agreement.

The *"idée fixé"* is the bug in sanity. Whenever an observer himself has fixed ideas he tends to look at them and not at the information before him. Prejudiced people are suffering mainly from an "*idée fixé*". It is the perfect "Authority knows best." It is the "reliable source." A fixed idea is uninspected. It blocks the acceptance of any contrary observation. Most reactionaries (people resisting all progress or action) are suffering from fixed ideas which they received from "authorities," which no actual experience alters.

That "British red-coated infantry never took cover" was one. It took a score or two of wars and fantastic loss of life to finally break it down. If any single fixed idea destroyed the British Empire, this one is a candidate.

Some people have this as a method of handling any and all unwanted situations in their lives. These people are so at effect they have some idea sitting there that "handles" situations. "Life is always like that." "I always try my best." "People are mean." "It will get better." "It was worse last year." They don't believe there is any use in trying to do anything about anything and so accept the datum that it is best just to try to get by and not be noticed - a sure route to suicide. Instead of seeking to prevent or raise a decline in life such people use some fixed idea to explain it. This is a confession of being in apathy. One can always make things go better. Hard work, foresight, initiative. That's the truth of it, and it needs no explanations. *(see Prior Confusion)*

NOTE: "Faith" is sometimes defined as "believing something to be true in spite of there being absolutely no evidence for it". And then there is "Blind Faith" which is defined as "believing something to be true in spite of having detailed evidence proving that it isn't". Both of these are Fixed Ideas.

FLASH ANSWER, The instantaneous reply, the first thing that flashes into the preclear's mind at the snap of the auditor's fingers. The first flash response, the first impression a person receives in answer to a question.

FLAT, Meaning that the incident has been discharged of all bad consequences to the preclear.

FLAT BY TA, Means no further TA action on that item. Prior to End Phenomena *(see def.)* being defined a process was run until it was "Flat by TA" or, before that, to "Three equal comm lags".

FLAT COMM LAG, The point at which the auditing question or command is no longer producing change of communication lag. A comm lag is flat when it is consistent. A person may have a habitual lag of ten seconds. He may say everything after a ten-second pause.

FLAT METER, A cadmium cell meter discharges very suddenly when it does go flat. In mid-session the meter can run out of battery. If the needle doesn't snap to the right hard or if it doesn't quite get there on test, then that meter will go flat in mid session and give false TA and no reads or TA on hot subjects.

FLAT POINT (on CCHs), Three cycles with no change in comm lag, no observed physical change and the preclear doing the command (i.e. not a circuit doing it).

FLAT PROCESS, A process is flat when:

1) there is the same lag from the moment the command is given until the time the preclear answers the command at least three times in a row,
2) a cognition occurs,
3) the tone arm action is flat,
4) a major cognition occurs,
5) an ability is regained. *[2, 4 & 5 are the most important, since these are directly within the preclear's reality and experience.]*

FLATTEN A PROCESS, To continue a process as long as it produces change and no longer. Flattening something means to do it until it no longer produces a reaction. *(see also End Phenomena)*

"How long does it take to flatten a process? I don't know. The nerve of you, asking me to predict the reaction of every PC! It takes as long to flatten as it takes the PC to familiarize himself with his bank in that sphere, to a point where the environment no longer restimulates him on it." LRH

FLINCH: *(See "Automatic Flinch)*

FLOATER, An engram which has not been restimulated in the individual during all the lifetimes succeeding it. A floater has not accumulated any locks since it has never been restimulated.

FLOATING NEEDLE, [Abbr. **F/N**.] It is the pattern of needle movement seen on the E-meter when a process is complete. It appears as an idle uninfluenced movement of the needle on the dial without any patterns or reactions in it. It can be as small as one inch or as large as dial wide. It does not fall or drop to the right of the dial. It moves lazily to the left at the same speed as it moves to the right. It can occur after mental charge has blown and a cognition or just moves into floating. The preclear may or may not voice the cognition. Good indicators will be evident on the preclear.

Floating needles and Free needles are two names for the same thing. Once you've seen one you'll never make a mistake on one again. For it floats. It ceases to register on the preclear's bank. It just idly floats about even at low sensitivity.

FLOATING TA, The preclear is so released and the floating needle is so big the needle can't be gotten to stay on the dial. The needle is swinging wider than the meter dial both ways from centre and appears to lay first on one side and then the other. The TA can't be moved fast enough to keep the extreme floating needle on the dial. One needs to turn the sensitivity lower in order to keep the needle sweeps on the dial.

FLOW, Something going in a direction. If I talk to you that's a flow of words going from me to you. If you kick me that's a flow of kick going from you to me. A flow is a progress of energy between two points. It is a vector.

The four flows used in processing are:

Flow One, something happening to self.

Flow Two, doing something to another.

Flow Three, others doing things to others.

Flow Four, self doing something to self.

Processes are usually run in flows, for example a process could be designed that deals with someone bopping you on the head. The auditor will run that flow of the process and then also the other flows - you bopping someone else on the head, others bopping others on their heads and you bopping yourself on your own head.

That's a crude example but it gives you an idea of where and how flows come into it. In early research LRH used an oscilloscope when researching the 8-80 techniques: "Just a plain, ordinary, run-of-the-mill, laboratory test-bench oscilloscope is hotter than an E-Meter for numerous things. In the first place, you plot a sine wave onto the thing with a preclear, and there it sits with a scope and it's got one sine-wave on it. And you ask him various questions and you get different wave characteristics, which is quite interesting. And, in addition to that, you can tell which way he is flowing—out or in. And it gives the direction of flow. Mocking up something and shoving it into the body would have registered in one direction on the oscilloscope, and mocking something up and throwing it away would have registered in another direction on the oscilloscope. And you would have been able to tell exactly which way he was going on the thing." (19th ACC -10)

FLUB, *Slang. noun.* To blunder or make a mess of something. An error.

FLUBBED COMMANDS, Commands given incorrectly.

FLUB-CATCH SYSTEM, When an auditor fails to apply the Tech correctly and flubs a session he gets sent to cramming to study the relevant materials to put him straight again. If he makes the same flub a second time he gets sent to restudy and drill the relevant section of the course checksheet that cover that material. If he again makes that same flub his certificates are cancelled and he gets sent to do a complete retrain on his materials.

FLUNK, *verb.* To make a mistake. Fail to apply the materials learned. Opposite of pass.

In TRs, if the student falters, comm lags, fumbles a command or fails to get an execution on coach, coach says "flunk" and they start at beginning of command cycle in which error occurred.

In the grading of auditing sessions, a flunk is given when:

(1) The F/N did not get to examiner and didn't occur at session end,
(2) Major errors or flubs occurred like EPs not attained, multiple somatic item run, ruds not handled, etc.
(3) The C/S instructions were not followed or completed,
(4) Auditors' Rights listed errors occurred,
(5) No F/N in session and BIs at examiner.

F/N, see Floating needle.

F/Ning AUDITOR, An auditor who is routinely auditing well could be said to be F/Ning the whole time.

F/Ning LIST, Meaning the whole list (all items and any added ones) F/N throughout the assessment of the full list with no reads or slows in the F/N as all the items are called.

F/Ning STUDENT, What is an F/Ning student? Is he chortling and gurgling and slapping his knee? No. He is just calmly going right along on his checksheet and he knows, understands and can apply the materials he has studied. Students who study well are said to be F/Ning students. *(see Good Student)*

FOLDER ERROR SUMMARY, When a preclear's auditing goes wrong for no known reason or when a preclear comes to one from another organization with suspect tech application then a Folder Error Summary is done of the case. All of the preclear's folders and sessions are gone through carefully and any uncorrected errors are noted down.These will then be corrected. Abbr. FES.

FOLDER SUMMARY, The folder summary is kept up every session by the auditor and is stapled to the left inside front cover of the folder as a running summary for C/S to refer to. The folder summary is made up of all of the actions in consecutive date order and showing what was run plus the result at end of the process, session time, admin time and exam result - F/N, VGIs or BER.

FOLLOWING POLICY, Following policy is a matter of good observation, recognizing and grasping situations and knowing policy well enough to apply the right policy to the right situation. In a situation not covered by policy, an experienced, quick person can easily extend the idea of general policy to cover this particular one.

FOOTPLATES, Metal footplates can be used instead of cans, connected to the meter and the pc barefooted in session to handle false TA. Not much used except in extreme cases when the preclear's hands are out of action.

FORCE, The theta intention and postulate which causes something to move in the physical universe. Energy with direction. Any energy flow would - if controlled and directed - be a force. Energy itself derives from the ability to hold two terminals fixed in space, to hold them apart and keep them separated, and then create a particle flow between them. Where the terminals are of different potentials the flow will happen naturally, per mest universe laws.

Force is a directed intention accompanied by a strong mest-particle flow. Or one could say force is effort plus direction. The distinction between these two is not clear. One could say one uses effort to manipulate forces external to oneself. Or, one uses effort in order to force something to go the way one wants.

> "Now, 'force' is not the same as 'violent force'. Any energy flow would - if directed - would be a force. The cult of force is 1.5: let's-all-destroy-it cult, as such. But a fellow so withdraws from the savage and wild use of energy that he won't even use a vaguely proper estimation of force. He won't use any kind of force really; he'll just back off from force. It never occurs to him... When you say force, when you say, "*forte main*", when you say all sorts of words with regard to that, 90 percent of the people who hear the word say immediately, "Oh, that's bad. I don't like force." What are they saying it with? They're saying that with force. Force is estimated, directed, channeled energy. Now that's the definition of force." [LRH lecture 52.11.07]

Force itself derives from the ability to hold two fixed points in space. Force derives from the ability to hold two fixed points - hold them apart, keep them separated, impose distance on them. The ability to have space is the ability to impose dimension. Space is the viewpoint of dimension. This is done by postulate. As long as you can say "That is eight thousand miles from me," and it is, conceptually, you can impose space. But when you get somebody who says, "This mock-up is now eight thousand... going to be eight thousand miles from me. It's now eight thousand miles from me" and pang, it hits him in the face. He is no longer able to impose points. So actual force is a junior thing to the ability to impose distance. If you can impose distance you can certainly impose force.

FORCE FIELD, Nothing more or less than a wave emanation like you get out of the headlight of a car. You change the wave-length of the headlight of a car and speed it up enough and hit somebody with it, it'll knock him down. That's an electronic field. That's a force screen or force

field. So it's like a "theta weapon" that the guy creates by mock-up and which he can use in a Mest environment. *(see also Field)*

FORGET, Forget is a harmonic of not-know. Forgetting is not simply a failure in the ability to remember. Forgetting is an ability in its own right - it's a skill. A person forgets things so that he can have things. A decision gets made by the thetan to impose an occlusion onto something so that he can "forget" it. *(see Poor Memory)*

How does a child learn language? He learns it in the physical universe by example, by mimicry, by injury. And how does he learn to forget and remember? Well, he learns to forget, evidently, by having things taken away from him. They say, "Well, you better forget about that." He gets the idea that something is gone, but it's just missing. It's an abstract word which actually means that something has happened. Remember? Well, it's something he's got. He learns it in physical-universe objects. [52.01.16 – 4th PCW – 08]

FORGETFULNESS, Forgetfulness can also stem from an effort to *make* things disappear by pressing against them with energy. This is a form of withhold - a withhold plus a heavy energy flow to make it disappear. If we push against it hard enough and then say it never existed while in fact it still is there, we will become forgetful.

An individual starts to forget when he has lost too much or when past losses get restimulated by a present threat of loss. He just dramatizes loss so much that he loses his own memory and identity.

FORGETTER, Any engram command phrase which makes the individual believe he can't remember. A forgetter mechanism is an engramically recorded phrase such as "Put it out of my mind," "If I remembered it I would go mad," "Can't remember," "I'm blank," and just plain old "I don't know," as well as the master of the family of phrases "Forget it!" All deny information to the being. A whole case, freshly opened, may keep answering everything with one of these forgetters or deniers, as they are also called.

A forgetter, used by an ally, all by itself and with practically no pain or emotion present, will submerge data which, in recall, would not be aberrative but which, so buried - by a forgetter - makes things said just before it aberrative and literal.

It should be noted that forgetting is not just a failure to remember. Forgetting is an ability in itself and is often deliberately used by a thetan in order to occlude various experiences or hide knowledge from his present self.

FORGETTING, The process of not-knowing the past.

FORMAL AUDITING, Control of the preclear in session with ARC. Formal auditing is not chatty or yap-yap, but it is itself. It has warmth, humanity, under-standing and interest in it. It is auditing done by the use of correct model session and exact TRs.

FORMULA, A process. A method of getting a case started. The numbers are in order of development, not case level.

FORMULA H, The effort to reach and withdraw, to grasp and let go of oneself, or of others for themselves, of oneself for others, and others for oneself, and others for others. Force, perception and admiration, when run, resolve the tenacity of engrams. Formula H is called Formula H because the H stands for hope. *[refer to PAB 9, Volume 1, page 447]*

FORMULA OF LIVING, The basic formula of living is: Having and following a basic purpose.

FORMULA OF POLICY, The formula of policy consists of: (1) conceiving, recognizing, testing and codifying successful ideas, actions and procedures that forward the basic purpose and retard its opposition, (2) making these policies known and in greater or lesser degree understood, and (3) getting these policies followed.

FOUNDER, L. Ron Hubbard is the Founder of Dianetics and Scientology.

4.0, A 4.0 on the tone scale is, by definition, one who, through auditing, has had all of the entheta in his current life converted to theta.

FOURTH DYNAMIC ENGRAM, The basic aberration of the inhabitants of this planet. By Fourth Dynamic Engram we mean that shared aberration which causes us to seek survival as Homo Sapiens instead of as pure Theta. We firmly believe we need to be operating homo sap bodies in order to be alive. What nonsense!

FOURTH POSTULATE, 'Looking' and 'Knowing About'. A manifestation of 'Knowing About' is Memory.

FOURTH STAGE RELEASE, To obtain Fourth Stage Release one has to take the lock end words off the R6 bank. Attained by doing R6-EW.

FRACTAL, A mathematical term which denotes a progression in which each part of the progression contains all of the data present in the whole. This universe of ours is a fractal. Human life is a fractal in that every baby born contains within it all of the genetic code needed to create another baby.

Since Scientology is a description of how the universe operates, it follows that these fractals are reflected in its Tech. And they are. Each of Be, Do, and Have contain Be, Do and Have within them, both linearly and laterally . Each level of all the various scales in Scientology contains the harmonics of the scale as a whole

FRAGILE TA, TA susceptible to going very high or low and being difficult to get back into normal range. It is the mark of an unstable reactive mind and a roller-coastering preclear.

FREEDOM, The ability to Be, Do and Have without restraint and on one's own determinism. It is an absence of barriers to one's intentions. It is the ability to create and position energy or matter in time and space - lots of space, and ability to use it.

On the third dynamic the opposite of freedom would be enslavement. On the first dynamic it is entrapment.

The component parts of freedom are Affinity, Reality, and Communication, which summate into Understanding. Once understanding is attained freedom is obtained. The subsequent exercise of that freedom requires Knowledge, Responsibility and the ability to exert Control over the environment.

LRH: "Freedom. And that freedom is lots of space, and the ability to use it. That's freedom; that's all. That's all freedom is. It's exactly what it says it is. It is the most idiotically literal thing imaginable. Freedom: lots of space and the ability to use it.

"And then complete freedom is above the level of not even needing space, and not even having to agree. That is above the level of freedom. That is cause itself. And you never saw cause itself

ever being worried abut anything."

FREEDOM RELEASE, Expanded Grade Three release.

FREE INTRODUCTORY LECTURE, Teaches about the elementary points of Dianetics and Scientology data. End result is recognition of Dianetics and Scientology as workable ways to bring about change and improvement in one's case.

FREE NEEDLE, see Floating Needle.

FREE NEEDLE-ITIS, *Slang.* Would mean an auditor who is obsessed with calling free needles (floating needles) on the E-meter when they don't exist. The auditor who is so unsure of what a floating needle is and whose TRs and basics are out, calls floating needles all over the place on the preclear, even when the needle is not floating, is said to have "free needle-itis". "-itis" usually means, properly, an inflammatory disease. It is used here to indicate "obsession with" or a mental obsession.

FREE SCIENTOLOGY CENTRE, This is not the HGC. It is the student co-audit clinic where students audit each other to the full EP of the grades they have trained on. It is run by students under the guidance of a senior tech person. No fee is charged other than their initial training fee, and no guarantee of auditing quality is given. It is there purely to give students practice in auditing and for students to receive the auditing they will be giving others.

In former years members of the general public were allowed to come and receive free auditing from these students, but it has been repeatedly found that such public invariably are parasitic on the theta of higher toned beings and seek to drag them down. They make poor case gain in the auditing they receive. The practice was therefore abandoned as unworkable.

FREE THETA, Attention units free enough to be directed by your own volition. *(see Fixed Attention Units)*

FREE THETAN, Someone who is free of a body. He or she doesn't require a body in order to move around and perceive.

FREE TRACK, That part of the time track that is free of pain and misadventure is simply called the free track, in that the preclear doesn't get stuck on it.

LRH in 62.01.09 SHSBC 101: "You know, there's free track outside the Goals Problem Mass, and you've had a long lot of look at free track. Most of the engrams you've run are actually pc's free track. This lifetime, in most cases, is free track except where this lifetime has been a total dramatization and a restimulation in an enturbulative area so that the person has had the Goals Problem Mass all his lifetime. Ordinarily, it would be free track. So you have free track and then you have the Goals Problem Mass, and these things are two different things."

FREEZES, In CCHs a freeze may be introduced at end of a cycle, this being after the "Thank you" and before the next command is given. One maintains a solid comm line with the preclear while ascertaining information from the preclear or to bridge from the process.

FULL FLOW DIANETICS, All Dianetic items are to be run on all charged flows.

FULLY HANDLED, Anything fully handled needs no further care or attention from anyone.

FULL RESPONSIBILITY, The willingness to create or uncreate barriers at will.

FUNCTION IS SENIOR TO STRUCTURE. This is one of the fundamental principles of Scientology. For example: A person with an engrammic command-phrase declaring that the purpose of a face is to frighten other people away will quite likely end up with an ugly face ("Ugly" by his own and others' considerations), since the engram command declares that to be its function. Relieving (erasing) the engram through auditing will then rapidly result in a restructuring of his face - a softening and clearing up and showing more friendly type of face.

And *thought* is senior to both function and structure. The meaning here is that a basic postulate held in place can and often will override both engram commands and structural abilities in a person's body.

We used to hold the datum that "Function monitors Structure" to be true. The actual truth of it is this: *life* monitors structure. And naturally there's an interchange between the two, so to some degree, structure monitors life. Got that? Well now, if you take life on an Axiom 1 basis, and 2, you will discover then that there's an interchange between matter, energy, space and time, and this timeless being—this timeless living being. There is an interchange between the two. So we're not going to be very definite anymore and say totally that function monitors structure. We're going to say that structure can be clarified through life. In other words, you can handle structure via life. And you can also handle life, until it gets wise, via structure. In other words, structure can monitor livingness, and life can monitor livingness and you have an interchange of livingness when these two things are together. Right?

FUNDAMENTAL, Means serving as an original, or generating, force: being the one from which others are derived.

FUTURE, On the time track, that area later than present time. Perception of the future is postulated as a possibility. The creation of future realities through imagination is a recognized ability in higher toned beings.

G

G, Originally, there were supposed to be three classes of the *Journal of Scientology*: Medical, designated by the letter "M" and carrying material of interest to the medical profession; Special, symbolized by the letter "S", which would go to special groups; and General, which would cover the entire field of Dianetic and Scientology practitioners. The idea was that the "M" and "S" numbers would be sample "come on" issues, and those who showed enough interest to subscribe would be picked up on the "G" list. The "M" and "S" issues never have materialized. *(see the earlier Technical Volumes which contain the Journals of Scientology)*

GAE, see Gross Auditing Error.

GAINS IN AUDITING, see Ability Gain, Intelligence Gain and Case Gain.

GALACTIC CONFEDERACY, A former political unit in this galaxy which our solar system was a part of.

GAME, All games consist of freedoms, barriers and purposes. They also consist of being and not-being, knowing and not-knowing, control and no-control, having and not having. An opponent in a game must be a relatively unpredictable factor. Otherwise one would know exactly where the game was going and how it would end and it would not be a game at all. There's a contest of person against person, or team against team. All games are ongoing by definition, since an unstarted game isn't a game and a finished game isn't a game.

LRH: "A game is composed of freedoms, barriers and purposes. And we've got one of these trick triangles, like the ARC triangle: You increase any corner of it, you increase the other two corners; increase two and you certainly increase the third. That's a highly selective triangle, and it works - whammity-bam! Oddly enough, in games there is a singular triangle: it's freedom, barriers and purposes. You increase somebody's freedom, you increase his barriers and purposes. You increase his barriers, you increase his freedom and purposes. You increase his purposes, and you increase his freedom and barriers. And that's the wildest-looking thing you ever studied. And I'm going to have to ask you to look that over and find enough examples to satisfy yourself that that inter-relationship does exist, because it looks absolutely mad that if we put a nine-o'clock curfew on the streets of this city that people would have more freedom. See, you'll just have to walk your way through the morass of it, because it's true. It's the wildest thing you ever saw."

GAMES CONDITIONS, 1. In a high toned condition, it is those conditions which must be present in order for a thetan to play a game. Games conditions are: attention, identity, effect on opponents, no-effect on self, can't-have on opponents and their goals and their areas, have on tools of play, own goals and field, purposes, problems of play, self-determinism, opponents, the possibility of losing, the possibility of winning, communication, non-arrival.

All processing n Scientology must be aimed at increasing a preclear's ability to play games. One can never process in the direction of a no-game condition - this will only worsen the case.

2. In an aberrated games condition somebody's power of choice has been subjugated against his will into a fixated activity from which he must not take his attention. The phrase "games condition" is then a derogatory one. It now means a fixated attention, an inability to escape coupled with an inability to attack, to the exclusion of other games. There is nothing wrong with

having games. There is a lot wrong with being in a games condition because it is unknown; it is an aberrated activity, it is reactive, and one is performing it way outside of his power of choice and without his consent or will.

3. Have for self and can't have for others; now those are the elements of a true games condition.

GARBAGE, *Slang.* The term garbage isn't used much any more but it meant "dub-in". It is now technically called "delusion" in Scientology, but the term is too harsh and critical, for who among us has not had some misconception of a past incident?

GATEWAY ABILITIES, Refers to those basic abilities a person needs to have, at least in some minor degree, in order to acquire any further abilities. These gateway abilities are: Communication, Control, Havingness (the ability to reach out and contact) and Presence (or Beingness). Each of these is to some degree present in a new-born baby and provide the channel by which he/she acquires further abilities in life. These four abilities are both essential and sufficient for acquiring further abilities. We need look no further.

Note that ALL (without exception) – all abilities gained in Scientology at every level are embraced by just these four basic Gateway Abilities. This is ALL we do in Scientology – from its lowest level to its highest – ALL auditing and training is directed at increasing and developing a person's competence in these four areas.

GE, see Genetic Entity.

GENERALITY, A general or non-specific statement which is very broadly applicable. The term is used in Scientology to denote a statement made in an effort to either hide Cause or to overwhelm another person with the all-inclusive. It is the substitute of a plural for a singular, the substitute of a vague "people" for a specific "him".

A pet hate of Scientologists. Generally its form is "everybody knows." Examples: "They say that George is doing a bad job," or "Nobody liked the last newsletter." The proper rejoinder is "Who's they?" "Who is everybody?" You'll find it was one person who has a name, or it was nobody at all but is just being used by the person to cover up his own causation.

When you need specific answers always refuse to accept the "everybody" generality. Demand to know Who? Where? When? Otherwise, you'll form a bad datum for somebody. And don't you yourself ever fall into the habit of using these vague generalities.

GENERAL O/W, A process. "What have you done?" "What have you withheld?" Alternated.

GENERAL TRs, Are for use in regular auditing. They are natural and relaxed, while fully controlling the session and the pc. *(see also Natural TRs)*

GENERAL QUESTION, (Note: This applies to Security Checks and not to general processing) The difference between a general question and a specific question is a matter of general or specific terminal. If the question has a general terminal such as "anyone," "men," "people," it is harder to clear than a question with a specific terminal such as "Your father," "Miss Smith," etc., etc. *(See also Specific Question)*

GENERAL RULE OF AUDITING, "The general law back of all auditing—now get this—the general law back of all auditing: *Make the preclear do what is happening. Whatever is happening, make the preclear do it."* LRH

GENERAL SEMANTICS, A philosophical approach to language and aberration developed by Alfred Korzybski, exploring the relationship between the form of language and its use, and attempting to improve a person's capacity to express ideas. An educational "discipline" which trains individuals to evaluate for themselves the meanings of words and symbols. However, it does not teach them to obtain agreement on any meanings. Hence in semantics there can only be confusion because, by its basic principles, there can be no stable datum of meaning in symbols and significance. And thus, since meaning is basic to communication, it is considered that no one can ever fully duplicate what another is saying, and so there can never be any real communication.

GENERAL TERMINAL, In Lower Grades processes where one is seeking to restore ARC and ability to the preclear one wants an auditing process to cover as much of the preclear's experiential track as possible. So one seeks to have the auditing question embrace not only a given individual but also all other persons whom the preclear closely associates with the one specific person that read on the E-meter. So if the read was on 'John', then the auditor may ask "What sort of a person was John?" and the preclear may answer with "he was an unhelpful person". This general terminal must also read on the meter - and it will if the description is correct - and the auditor will then use "an unhelpful person" in the auditing command. The phrase now embraces all unhelpful people whom the preclear may have associated charge on.

GENETIC, The individual human organism has arrived in the present age from a past origin by way of DNA and by facsimiles and by Mest forms. "Genetic" refers to the biological line of father and mother to child, grown child to new child and so forth, generation to generation.

GENETIC BLUEPRINT, The plans of construction of a new body in the orthodox manner of conception, birth, and growth. Factually, the theories of DNA are not sufficient to account for inheritance on the evolutionary line. Theta and theta-facsimiles must be brought into the equation in order to account for it.

GENETIC ENTITY, (also known as the Somatic Mind) That fifth-dynamic theta-beingness which has carried forward and developed the body from its earliest moments along the evolutionary line on earth and which, through experience, necessity and natural selection, has employed the counter-efforts of the environment to fashion an organism of the type it considers to be best fitted for survival.

It takes care of the automatic mechanisms of the body, the regulation of all those functions which keep the organism running. It takes care of the body's growth, digestion, heartbeat and so on. It runs automatically from conception to death and does not play any greatly significant part in Scientology, although it is recognized that its functioning can be directly affected by the Reactive Mind.

This theta-entity leaves the body some time after the body's death and moves on to a new body, separately to the theta being who is the individual.

GENETIC INSANITY, Genetic insanity refers to those persons who have actual missing or malformed or ineffective body organs. A very small percentage of "insanity" falls into this category and its manifestation is mental dullness or failure to coordinate, and an inability of the thetan to give or receive communications through the body to or from the outside world. Beyond the difficulties of the being's present life it has no aberrative quality whatsoever.

GENETIC LINE, The genetic line consists of the Genetic Entity's Time Track of incidents which have occurred during the evolution of the mest body itself.

GENETIC PERSONALITY, Personal characteristics and tendencies derived from the three inheritance sources (mest, organic line, theta). This might be said to be the body's basic personality, or the core of basic personality. *(refer to Science of Survival)*

GENIUS, A person with a high intention and theta purpose to find out and understand all there is in his selected fields, coupled with a high level of creativity. Someone with very high intensity of intelligence. *(see def.)*

GENOCIDE, Any of the following acts committed with intent to destroy, in whole or in part, a national, ethnic, racial or religious group as such:

(a) killing members of the group;
(b) causing serious bodily or mental harm to members of the group;
(c) deliberately inflicting on the group conditions of life calculated to bring about its physical destruction in whole or in part;
(d) imposing measures intended to prevent births within the group; and
(e) forcibly removing and transferring children of one group to another group.

GEOGRAPHICAL ANTIPATHIES, Any pain, unconsciousness and loss took place at some particular location in space - some house or city, some ocean, some altitude, some depth. Afterwards, he avoids that location. He finds just being there to be restimulative.

GF-40 (Green Form 40), A correction list and program used to handle resistive cases. It has its origin in Question 40 of the original Green Form. *(see Seven Resistive Cases)*

GITA, Give and Take processing. Expanded Gita was developed from phenomena discovered after I developed Creative Processing. It was originally plain GIve and TAke processing, hence the Gita. Described fully in The Creation of Human Ability.

GLARE FIGHT, Earlier on the track thetans would fight each other by each trying to overwhelm the other with energy which they would project directly from thetan to thetan. This point on the theta-body from which they projected became the eyeball eventually, and the losing thetan would quite usually have his "eyeballs" completely burnt out. People today will still try to mimic that earlier ability by trying to out-stare the other.

GLEE (of Insanity), A kind of insanity. The guy has disconnected from all responsibility for something and so gets pseudo good indicators on the "release". It shows up as a special kind of embarrassed giggling. You'll know it when you see it. When you see glee on some fellow on a post, realize it's because he doesn't understand what he's doing. He's ignorant about something and above that is confusion and above the confusion is glee.

It can often be observed on a person leaving to go on holiday. He is leaving all of his cares and responsibilities behind and so goes into a phoney "higher tone".

GLIBNESS (Glib Student), A condition in which a person gives very quick and superficial answers to questions. He is disassociated from the actual doingness and mass of what he is studying. He reads but can't apply. He can only confront the words and ideas but not the physical universe or the people around him, and so he cannot apply. He does not see mest or people. The reason for this is that he is below non-existence on one or more dynamics and so cannot align with the others. He doesn't associate his materials with anything; the materials just stand as materials and they're completely disassociated from the real world - it's all theory, all concept. You won't be able to find any fault in his knowledge of the materials and yet he is not able to apply or use any of the data he has studied.

GLUM AREA, That area which, when the pc is supposedly "itsa-ing" about it, makes him glum and makes the TA rise, indicating that a valence is doing the confronting on that area and not the pc.

GOAL:A goal is simply a hopeful postulate of future. Almost invariably, such a goal is an effort to approach or regain one's own basic characteristics.

The most important goal that one has and that gets addressed on the upper levels of Scientology, is what one is seeking to attain over the next *many lifetimes*. A goal is a Thetan's prime postulate for the particular Goal-cycle he is in - in other words it is not taken on in any effort to handle something else. It is Prime. It is the prime intention. It is a basic purpose for any cycle of lives the person is living. It is a whole track long-term matter.

It is a known and declared objective towards which one's actions in life are going to be directed. It is not expected that one will attain it in this present life – one sets it up for the next many, many lives to come. It is the postulated 'Have' at the end of all of the thetan's 'Be' and 'Do' over a very long time period, and it is not being strived for in order to 'handle' anything else in the game.

It is believed that the grand game of this universe is to survive it. The idea is that only one thetan will ultimately survive and he will then be the winner. One "wins" by subsuming other thetans into one's own "theta-body". One can see a low-scale dramatization of this game everywhere on earth with the main focus of human activity being to have others buy one's products, accept one's religion or political views, or even just be getting them to applaud and admire one for whatever reason. One sees this everywhere.

The game/goal is, of course, futile, since one always weakens oneself by subsuming other beings into one's domain. And so the more you "win" at this game, the weaker you get.

GOAL CYCLE, The entire sum of all lives and experiences which were devoted to the attaining of a particular Goal, from its incept to its final collapse and complete abandonment. *(see GPM)*

GOAL OF SCIENTOLOGY, The end object of Scientology is not the making into nothing of all of existence or the freeing of the individual of any and all traps everywhere. The goal of Scientology is the making of the individual capable of living a better life in his own estimation and with his fellows, the playing of a better game.

Scientology produces an improvement in the ability to play a game. It is not, definitely not, about freeing a thetan. That is not its goal. The goal of Scientology is to improve the ability to play the game of life.

GOALS PROBLEM MASS - GPM, Every Goal fragments into sub-goals, more or less one for each lifetime. A person sets out to attain his goal, fails, and then sets out to remedy the cause of the failure by setting a sub-goal, which is then the "handling" of the perceived reason for the earlier failure. *(see Q and A)*

Each goal consists of a postulate to BE *(see Computation; see also Terminal in the GPM*) and a postulate to HAVE (or Attain). When the goal fails the identity to which the thetan ascribes the Cause of the failure - i.e. he whom the thetan blames for the failure - becomes an Opposition Terminal *(see def.)* and these two - the terminal and the Opposition terminal - lock up as in a Problem. *(see def.)*

In his next lifetime the thetan will seek to handle the Opposition Terminal (Opterm) by taking on a new identity - a new beingness - which he believes will sort it out. But it doesn't. It also fails.

And so, lifetime after lifetime with failure after failure, the total amount of mass and aberration of the thetan will build up and he will descend down the dwindling spiral. This is the long-term pattern of the reactive mind. It lies at the core of the Reactive Mind.

It can be plotted out on a sheet of paper - on the left-hand side one would put the beingness of the thetan himself (as Terminal) and on the right-hand side one would put the 'enemy' of the thetan - (the Opposition Terminal). Each pair would be one or more lifetimes. Each Terminal is also the beingness described in the core Service Facsimile for that lifetime. Each Opposition terminal is the beingness which the thetan considers needs to be handled in that lifetime.

Eventually, when the Terminal itself fails, the thetan inverts, taking on the identities of the Opterms that overwhelmed him. He now continues the cycle by fighting all of the identities he once was, building up even more mass in the bank and eventually losing again. All of this would constitute one GPM package. or one Goal Cycle. So the bank is really a collection of stacked-up conflicting valences, and all of these valences, over some many thousands of years, solidify into the black mass which we call a GPM.

One can observe that in life some people appear to be very able and others very much at effect. Quite apart from any auditing he may have had - some people are able and others not. Since we have all been at it (life) for quadrillions of years the difference is unlikely to be the quantity of bank each of us has accumulated, since we all have accumulated far more than we can bear. The real thing which differentiates people is whether they are early or late on their GPM cycle. This relates directly to their level of general causativeness in life.

One could say we are "all playing the same piano", though some of us are playing these keys on the left while others are playing in the middle and yet others are playing the keys over on the right of the keyboard. But note that we are all stuck on playing the piano - we can't get away from that, and so we are all equally trapped.

The sequence of a GPM is:

1) The being has a goal.

2) The being runs into an opposing force to the goal = Goal versus opposing goal. = Problem.

3) The being adopts a more solid solution (a new valence to handle the perceived opposer).

4) The opposition adopts a more solid counter solution = Solution versus opposing Solution = More solid or massier Problem.

5) This is repeated over and over for thousands of lifetimes, slowly degrading and getting more solid and massier as time goes on.

6) The person's own identity collapses and he takes on the identity and goals of the opposer.

7) These degrade over another period of many thousands of years until it too collapses.

Now there is no identity left for the person on that Goal line and so the entire game (goal) has collapsed.

The mass is a composite of all the creations and counter creation, plus pictures, plus emotions, force, pain, charge, etc. surrounded by significances. The mass is at root a failure in responsibility and a declaration of other-determinism (blame). The mass is Black and the thran declares he wants nothing more to do with it, ever.

He takes on a now-reduced beingness and sets a new Goal for himself and proceeds with this. Eventual failure is the only possible result in this.

GOAL OF LIFE, The goal of life can be considered to be infinite survival. Man, as a life form, can be demonstrated to obey, in all his actions and purposes, the one command: "SURVIVE!"

And by 'survival' is meant the *concept* - not the word - Survive! It includes everything necessary to survival, including honour and morals and idealism and being right and all other things which make life bearable. A Man survives as long as he can, in one lifetime, strive for and live at the highest level he can attain in activity and happiness. When he can no longer attain to some hope of this ideal, he succumbs.

GOAL OF OT, The goal of OT is to recognize, accept and continue to create his share of the eight dynamics.

GOAL OF PROCESSING, To bring an individual into such thorough communication with the physical universe that he can regain the power and ability of his own postulates.

GOALS SERIES, The person's own actual goals (not implanted goals) in their sequence and pattern that repeat over and over forward through time. *(see GPM)*

GOALS FINDER, A person in an organization who has no other post or activity of any kind. He is simply Goals Finder and keeps more or less regular auditing hours. The Goals Finder finds goals of staff members when they are ready for it. *[The above is quoted from materials of the early '60s, however, the post of Goals Finder does not exist as such in today's Scientology organizations - the techniques for handling goals having changed over the years.]*

GOALS PLOT, The pattern of the pc's own actual goals, written down. *(see GPM)*

GOALS TERMINAL, Something that epitomizes both the goal and the resistive modifier.

GOD, Those areas which a thetan has abandoned responsibility for are usually relegated to God.

GO IN, To go in; the act of the verb 'interiorizing'.

GOING UP THE POLE, *Slang.* A phenomenon sometimes found in other spiritual practices. The guy somehow latches onto Tone 40.0 and, without even beginning to handle the charge in his bank, goes out the top of the scale while still holding onto his mest body on the bottom and he's done the incredible thing of making a circle out of all this. He's joined 0.0 up against 40.0 and to listen to the guy and to talk to the guy you couldn't really tell whether he's ecstatically alive or fatally dead as a thetan.

GOLDEN RULE OF AUDITING, The golden rule of auditing is: Find something the preclear can do, and get him to do it better.

GOOD ACTIONS, Those which raise the self-determinism of others and which get them, gradiently on a rising scale, to think, act, and provide for themselves.

GOOD COMMUNICATION LINE, One that carries the message quickly, to the right person, without altering the message, and in a form that the message can be easily received, understood and answered. A good communication line is a positive communication line.

GOOD CONTROL, Good control would consist of good confront, accurate prediction, accurate estimation of the effort needed, precise control over the effort expended, knowingness and positiveness.

GOOD LEADERSHIP, 1) Works on not unpopular programs, 2) Issues positive orders, and 3) obtains or enforces compliance to those orders. These facts are as true of a governing body as they are of an individual.

GOOD ROADS AND FAIR WEATHER, In communicating with people about Scientology whatever else you do, keep it all warm with good roads and fair weather. That's the golden rule. Calm, warm, friendly.

GOOD AUDITOR, One who knows Scientology and its techniques and who audits with all basics in.

GOOD CASE CONDITION, Has fully attained the level to which he last attested and active in getting his next level of training or auditing.

GOOD CONDUCT, Doing only those things which others can experience easily.

GOOD/EVIL, For the purpose of Dianetics and Scientology Good and Evil must be defined.

Those things which may be classified as good by an individual are only those things which aid himself, his family, his group, his race, mankind or life in its obedience to the dynamic command SURVIVE, modified by the observations of the individual, his family, his group, his race, or life.

As evil may be classified those things which tend to limit the dynamic thrust of the individual, his family, his group, his race, or life in general in the dynamic drive, also limited by the observation, the observer and his ability to observe.

Good may be defined as constructive. Evil may be defined as destructive - definitions modified by viewpoint. However, it must be stressed that since absolutes are considered to be unobtainable, it follows that there is neither any absolute good nor absolute evil. There is in rather a gradient continuum of the one leading over into the other, with the two extremes being unobtainable.

GOOD INDICATORS, Those indicators in a person (or group) indicating that the person is doing well, e.g. making fast progress, has high production statistics, person happy, winning, cogniting - these are all said to be good indicators.

GOOD PHYSICAL CONDITION, Not suffering from physical illness, not PTS, not currently physically damaged by any accident.

GOOD SERVICE, The public expect good service. By this they mean good technical rendition of training and processing and correct and orderly scheduling and billing.

GOOD SITUATION, A good situation is attaining the ideal scene or exceeding it. *(see Ideal Scene)*

GOOD STUDENT, A good student is not concerned with status by asserting how much he or she already knows. The good student is only interested in learning what he does not yet know, studying it and then knowing that he knows it.

GOVERNOR, First mentioned in a lecture in the autumn of 1951. *[In LRH Lecture 51.10.24 FAC-07 Being Right]* The speed of a preclear's progress is the speed of his production of energy. The goal of the auditor and the most important step in establishing a preclear's self-determinism, is the rehabilitation of the preclear's ability to produce energy.

Since the production of energy is dependant on a thetan holding his position and holding two terminals apart, it is this which needs to be rehabilitated. It reverts back to (1) the preclear being his own true self, and not being in any false valence; and (2) being willing to create good effects on the universes of others. In other words we are looking at Ethics here, and fundamentally First Dynamic Ethics.

The two terminals at issue here would correspond to the Be and Have side. The central Do position would contain the energy flow. The stronger the Be and Have, the stronger the flow at Do.

The Governor in auditing is really the degree to which a being is willing to 'have' his own mind. which is to say a measure of his willingness to reach into it, permeate it, confront it, . . . etc *(see definition of havingness).*

GPM, see Goals Problem Mass.

GRADATION, It means there are grades or steps which are a gradual progression taking the person from one level to a higher level.

GRADES, In Scientology there are Levels (or Classes) and there are Grades. "Level" refers to a level of training and auditor skill. "Grade" refers to a grade of release attainable by a preclear through auditing. Each grade consists of a particular group of processes and rehabilitates a particular ability in the preclear. Only when he or she has fully attained that ability has he completed the grade.

GRADE 0, Communications Release: Ability to communicate freely with anyone on any subject, able and willing to receive communications from others freely; willing to allow others to communicate to others freely.

GRADE 1, Problems Release: Ability to recognize the source of problems and make them vanish. (4 flows)

GRADE 2, Relief Release: Relief from hostilities and the sufferings of life. (4 flows)

GRADE 3, Freedom Release: Freedom from the upsets of the past and ability to face the future. (4 flows)

GRADE 4, Ability Release: Moving out of fixed conditions and gaining abilities to do new things. (4 flows)

GRADE 5, Power Release: Ability to handle power. (4 flows)

GRADE 5A, Power Plus Release: Recovery of knowledge.

GRADE 6, Whole Track Release: Return of powers to act on own determinism.

GRADE 7, CLEAR: Ability to be at cause over mental matter, energy, space, and time on the first dynamic (survival for self).

GRADIENT, A gradual approach to something, taken step by step, level by level, each step or level being easily surmountable - so that, finally, quite complicated and difficult activities or high states of beingness can be achieved with relative ease. This principle is applied to both Scientology processing and training. The essence of a gradient is just being able to do a little bit more and a little bit more and a little bit more until you finally make the grade.

GRADIENT SCALES, The tool of infinity-valued logic. It is a tenet of Dianetics and Scientology that absolutes are unattainable in this universe. Terms like good and bad, alive and dead, right and wrong are used only in conjunction with gradient scales. On the scale of right and wrong, everything above zero or center would be more and more right, approaching an infinite rightness, and everything below zero or center would be more and more wrong, approaching an infinite wrongness. The gradient scale is a way of thinking about the universe which approximates the actual conditions of the universe more closely than any other existing logical method. The term can apply to anything, and means a scale of condition graduated from zero to infinity.

GRADIENTS OF CASES, The scale of degree to which the person is the effect of his bank.

GRAMMAR, Grammar is an agreed upon method of inflecting and relating words and symbols to each other and structuring them into delimited groups, which are in turn placed into a relationship with each other, with the purpose of making one's communications fully, correctly and easily understandable by others. It is modified by common usage in different areas but its purpose would be most easily attained when the language structure follows the natural sequence of Be-Do-Have.

GRAND TOUR: This is the process of taking the newly exteriorized thetan to various locations in this solar system, and is a combining of Change of Space and Interiorization-Exteriorization processes. The pc is sent to places near the Earth, the Moon, the Sun, Mars, etc. This is done rapidly and many times. He is then exteriorized-interiorized out of and into these heavenly bodies. He is made to move down to planet surfaces and to centres as opposed to being in positions, but he is also made to be in positions. In other words, he is rapidly changed in space and is also, during other intervals, made to move through space. A grand tour is completed, actually, by change of space through all the important spots (where he has had experience on the whole track) of the MEST universe.

GRANTING OF BEINGNESS, The willingness to have someone else be who he chooses to be on his own determinism. The ability to assume or grant beingness is probably the highest of human virtues. It is even more important to be able to permit other people to have beingness than to be able oneself to assume it.

GREASING THE TRACK, Merely by running the preclear through various parts of his life, up and down the track, the auditor may relieve enough anaten and misemotion from the case to permit somatics to occur. This was once upon a time known as "greasing the track" and is mentioned in early LRH writings and lectures. However, it has since proved to be an unhelpful practice since one should not run a preclear into a somatic unless one intends to reduce it or to discover the basic on the chain and reduce that.

GREASY (or SLIPPERY) PC, *Slang.* The attention of the preclear is hard to control.

GREEN FORM, One of the tools of an auditor. It is a prepared list (written by LRH) which is used for general case cleanup, particularly on an out-rudiment type preclear or when ruds won't fly. It is also done to detect reasons for case trouble. Called a Green Form because it is printed in green ink.

GRIEF, Grief takes place where one recognizes one's loss or failure, as in the death of somebody he loved and tried to help. Grief is an outflow and is occasioned by loss. It is at 0.5 on the tone scale.

GRIEF CHARGE, An outburst of tears that may continue for a considerable time in a session, after which the preclear feels greatly relieved. This is occasioned by the discharge of grief or painful emotion from a secondary.

GRINDING, Mental charge in the bank is held in place by the basic on a chain. When only later than basic incidents are run charge can be restimulated and then bottled up again with only a very small amount blown. The auditor and preclear are going over and over and over and over a lock, secondary or engram without obtaining any actual erasure. This is known as "grinding out" an incident. An engram is getting run, but since it is not the basic on a chain, no adequate amount of charge is being relieved.

The sense of the word comes from the act of using an emery wheel on a hard substance which is not getting much smaller no matter how long it is done.

GROOVE IN THE QUESTION, It means getting the preclear to fully understand the meaning of an auditing question before letting him run it as a process. There are a variety of ways to do this, e.g., ask what the question means, what period or time the question covers, what activities would be included, where the pc has been that might have something to do with the question, whether any other people are likely to be involved, and so on. In other words, you are steering the pc's attention to various parts of his bank and getting him to have a preliminary look. Once he is comfortable with the question and all it entails, you then run the process.

GROSS AUDITING ERROR, The five **G**ross **A**uditing **E**rrors are:

(1) Doesn't know and cannot apply the technologies of Dianetics and Scientology;

(2) Cannot handle and read an E-meter;

(3) Cannot get and keep a preclear in session;

(4) Cannot complete an auditing communication cycle;

(5) Cannot take a process to its full end phenomenon.

GROUP, A group is not just a number of people. It is a number of people with a shared ideal, ethic and rationale. A group is an entity in itself. Individual members of a group may come and go and hundreds of years may pass, but the group can still be the "same" group. As it has grown older its component parts have been replaced, like the cells in a body.

The memory of a group is not equal to the memories of the individuals in the group. It may be greater or less than these, depending on whether or not there has been any recording of events in the group. Any group which depends wholly upon the memories of individuals and has no common recorded memory has no real memory of its own and is therefore occluded as a group, though the individuals in it may be quite rational.

GROUP ANALYTICAL MIND, The true analytical mind of the group is the composite of the analytical minds of the members of the group as guided by the rationale and ethics which initially founded the group or which it has developed into a culture.

GROUP AUDITOR, A group auditor is one who stands in front of, sits in front of, or relays by loudspeaker system to a group (and a group consists of two or more people), and audits them, so as to improve their condition of beingness as thetans. *(see Group Processing)*

GROUP AUDITOR'S HANDBOOK, This was a 1954 compilation of group auditing sessions resulting from the Advanced Clinical Courses of that year, particularly the 4th ACC.

GROUP BANK, see Group Engram.

GROUP BARRIERS, Those defining qualities which permit or decline membership which a group or club maintains as a mark of distinction to restrict its membership.

GROUP DIANETICS, The ideal government would be one that obtains optimum performance potentialities and optimum living conditions for the group and its members. Such a government is postulated in Group Dianetics. It is not an ideology. It is an effort toward the rational operation of groups. In Group Dianetics one is looking at and formulating the ideal general form of groups and governments in the world.

GROUPED, Meaning everything bunched up in the same place.

GROUP ENGRAM,Each time an emergency or sudden crisis demands instantaneous action of the group in compressed time situations, and commands are given by the selected individual or individuals to cope with those moments of emergency, it can be observed that an engram has been implanted in the group. The instantaneous orders and commands are indicators of an engram. The engram actually was received during a moment of shock when the ideals, ethics, rationale and general thought and energy of the group came under severe immediate threat through colliding too forcefully with Mest.

A group engram only has force because of basics on that subject in the banks of the individuals of whom the group is composed. Thus, if they are individually cleaned up on the general subject, the general group engram should blow off and disappear.

Historically, autocratically inclined governments have routinely created such shocks to the population in order to take advantage of the ensuing crisis in order to assume greater command over the subject population. Hitler's burning of the Reichstag, the murder of President John Kennedy and the USA's 9-11 event are examples of this.

GROUPERS, Action phrases in engrams which tend to bunch all incidents in one place, creating the illusion that the time track is collapsed and that all incidents are at the same point in time. The engram command, literally translated, means that all incidents are in one place on the time track: "I'm all jammed up," "Everything happens at once," "I'll get even with you," "Everything comes in on me at once," "Pull yourself together," etc.

GROUP IS AT EFFECT, Which is to say it originates nothing but only defends in the face of threatened disaster.

GROUP LEADER, The person made the head of a group who is responsible for the efficiency and the degree of competence and speed with which it accomplishes its goals.

GROUP PROCESSING, Techniques administered to groups of people. The group (the preclears) is usually assembled and seated in a quiet room where they will not be disturbed by sudden noises or entrances. The group auditor then takes his position in the front of the group and talks to them briefly about what he is going to do and what he expects them to do. The auditor then begins with his first auditing command.

GROUP MORALE, The aggregate of the morale of each individual member. *(see also Morale)*

GROUP THETA, The theta of a group would be its ideas, ideals, rationale and ethic. This is an actual force. The culture is an accumulated soul which flows over and through a number of individuals and persists after the death of those individuals via other individuals or even other groups.

GROUP THINK, The common denominator of the group is the reactive bank. Person to person the bank is identical in its operation and its effects. Thetans without banks are individualistic and have different responses. When aberrated and in groups they only have their banks in common with each other. They agree then only on bank principles. So constructive ideas are individual and seldom get broad agreement in a human group. Aberrated groups tend to appoint their own executioners, as the saying goes in Scientology.

GUIDING SECONDARY STYLE, One of the different styles of auditing. You guide the preclear into talking about something to get a tone arm blowdown n some area of charge, and then you get him to talk about it. You get the tone arm action out of it and then, while he's talking about it, he mentions several new things that give him tone arm action so you note those things down and you come back afterwards and have him talk about those things. It differs from proper guiding style and is done by: (1) steering the pc toward revealing something or towards something already revealed; (2) handling it with itsa.

GUIDING STYLE AUDITING (LEVEL TWO STYLE), One of the different styles of auditing. The essentials of Guiding Style Auditing consist of two-way comm that steers the pc into revealing a difficulty followed by a repetitive process to handle what has been revealed.

GUILT, The most basic overt in this universe - the most underlying, most basic overt act - is persuading someone that they have caused harm. See? First they persuade him that a thetan *can* be harmed, and once that is achieved they persuade him that *he did it* and that he is now guilty. So to prevent himself from doing this again he restrains himself. This puts the other fellow at an advantage in the game of life, so now he "wins". It's all a trick to convince him that being Cause is bad and being Effect is good.

GUILT COMPLEX, Before you felt sympathy for someone, you offended him in some way. You did something. Then you were sorry for it. The offence may have taken place years or only minutes before your sympathy came about. This is the emotional curve of sympathy. It goes from antagonism or anger down to sympathy. This used to be called a "guilt complex."

GUK BOMB, I have found that 600 milligrams of Vitamin E (minimum) assists Scientology processing very markedly. It works by itself but is best taken with an old time "Guk Bomb." The formula of the bomb is variable but is basically 100 mg. of Vitamin B1, 15 g. of calcium lactate and 500 mg. of Vitamin C.

GUNG-HO, Means "pull together" in Mandarin.

H

HABIT, Simply something one cannot stop doing. It is an example of no control whatever.

HABIT PATTERN, It is not a training pattern, it is a habit pattern, It is a conditioned behaviour which is beaten into a person or enforced upon him or comes from reactive commands. A training pattern is something that is educated into the individual and which he takes on by self-determined choice. *[51.06.26a]*

HALF-ACK, A tiny softly-spoken *uh-huh* acknowledgement indicating to the preclear that the auditor has heard and understood what has been itsa'd so far and encouraging the preclear to continue.

HALLUCINATIONS, Imagined realities with which nobody else agrees. A person imagining and not knowing he was imagining would be a person who was hallucinating.

HALLUCINATORY CAUSE, The thetan going downtone often considers that he is actually being more at cause over life. This is the exact reverse of the reality of the situation. He is becoming more and more effect.

HAPPINESS, An intensity of Havingness which stems entirely from postulate success. It is not itself an emotion but is a word which states a condition, and the basis of that condition is postulate success and interest. Happiness comes from self-determinism, production and pride. Happiness is power and power is being able to do what one is doing when one is doing it. It could be defined as the emotion of progress toward desirable goals.

HARMONICS, Just as there are harmonics in musical wavelengths so too there are harmonics in the wavelengths of the various emotions on the Tone Scale. Each emotion can be shown to have a measurable wavelength. Where the wavelength of one emotion is double that of another then similarities between those two emotions will be noticeable, the main difference between them being the relative energy output of the thetan. They will resonate, just as musical notes resonate.

So for example, Apathy is a lower harmonic of both Numbness and of Serenity. Pain is a harmonic of Aesthetics and the outflow of Grief is a lower harmonic of the outflow of Antagonism.

Note that the number-values of the Tone Scale bear no relationship to this whatever - those numbers are entirely arbitrary.

Harmonics are what is known as "sympathetic vibration" and is one of the mechanisms contained in Sympathy itself - Sympathy being a very low level imitation of high ARC.

HASI, An acronym for Hubbard Association of Scientologists International: the company which operated all Scientology organizations over the world and was the general membership group of the Church during the 1950's and early 60's.

HATE, When one's desire to share affinity and help with someone is blocked to such a degree that the thetan considers it impossible to accomplish, he will then invert his affinity flow, and

instead of seeking closeness with the terminal he now seeks to repel it. This is hatred. Around 1.5 on the tone scale affinity has almost totally reversed itself. Its dissonance has become hate, which can be violent and is so expressed. Here, actually, we have the phenomenon of entheta repelling theta.

LRH: "To succumb to an invitation to hate is a primary trap."

HAVINGNESS, *My writing in italic script* - LRH quotations in normal text script.

Havingness is one of the most fundamental concepts in Scientology. I state quite openly that I have not yet fully grasped its ramifications – every time I consider the subject I discover new meanings and depths to it, so what follows here is a mixture of my thinking and LRH's statements on the subject.

LRH: By "Havingness" one refers to the ability to reach out towards spaces, objects or persons, to confront them and pervade them. By havingness we mean owning, possessing, being capable of commanding, positioning, taking charge of objects, energies or spaces. The essential definition of having is to be able to touch or permeate or to direct the disposition of.

From the above it is immediately apparent that the entire universe is an exercise in Havingness. One has as much havingness as one can have the universe.

Fundamentally, Havingness is a measure of the degree to which a guy is involved in and is playing the game of life. It reveals the ratio of willing participation in the universe and the game of life versus the degree to which he has withdrawn from participation in the universe and the games of life. It is an enormous subject and it lies at the root of all of Scientology. All we are doing with a preclear really is increase the degree to which a guy is involved in and is playing the game of life. That's all Scientology is.

Havingness is manifested in a person by the feeling of validity and "hereness" one gets when one's postulates are seen to be effective. At the root of this lies one's ability to reach out and effect changes or present creations in line with that which one has postulated.

It is one of the most important concepts in Scientology. It could be simply defined as ARC with the environment. It is what comes after Beingness and Doingness, both of which lead to an outreach into the environment in some way.

Havingness is the willingness and ability to reach into a mass, or space, or energy, or time, or significance, - pervade it, duplicate it, participate in it and contribute towards it, coupled with the willingness and ability to not reach into a mass or space or energy or time, pervade it, duplicate it, participate in it and contribute towards if one so chooses. Both have to be present, as well as the freedom to self-determinedly choose between them.

Note that a lower harmonic (inversion) of Havingness exists in Ownership, or Possession. Here one is sometimes unable to pervade the area of object but one holds onto it in order to prevent others from pervading and duplicating it, or one uses it as a means of getting an inflow from others when one permits a small degree of pervasion by them. The person derives some small sense of increased beingness as a result of such a possession, but it should be noted that this is an inverted beingness since it is dependent on owning a mest object. Young children can often be seen in this state in relation to the toys they own and which other children don't. Mind you, grown-ups are often found in this state too.

So havingness is a "reaching out and letting go of" so that it diffuses through space at that far end. When it inverts at lower tone levels then it becomes a "pulling in and holding on to" and

there is an accompanying attempt to prevent others from accessing it. True Havingness is an expansion and a pervasion of space and matter and energy and time.

LRH: Havingness can invert again even below the "pulling in and holding on to" stage, where the person blocks, or protests, the inflow and almost goes into hiding *vis-a-vi*s others, of whom and whose possessions he yet remains envious. This is the case state of most impoverished people. There is even an aesthetic wave attached to this state which entraps them even further. So here he is rejecting, or repelling, any inflow towards him. If he does this long enough he will, willy-nilly, be creating a vacuum on his side for exactly that which he wants to repel, and so his energy-structure here will collapse on him and he will compulsively "pull in" that which he detests.

This is pretty far south.

So the perception and recognition of barriers is essential to the experience of Havingness - a question I have is, is this a primary or a secondary requirement? Is a postulate in this universe effective only when it is manifested in MEST. Or can it be in Life (theta)? No, only in Mest. So postulates must have a context. Without such a persisting agreed-upon context it is all just fantasy and will reduce Hav. This context is the required barrier. And it is a barrier which the playing of the game may not or cannot affect. You may postulate changes in the game, but never in the field of play. The rules of play are part of the field of play.

LRH: 57.08.07 - 18 ACC 18: Now we have come up against another great importance and that is Reality. And first we had—that was very good on reality—was this thing called havingness. And at that time we thought havingness was one thing and reality was something else. But the truth of the matter is they were the same item. The ability to have a reality is merely the ability to possess, in most cases. Now, what is the ability to possess—and you'll laugh when you look this over because it's entirely too simple—and that is simply the ability to *withhold*. And that's what havingness is. It's the ability to withhold. *[No. This is Ownership, which is a lower harmonic to true Havingness]* Of course you run it with only that in mind and all of your other considerations on havingness will have a tendency to stick.

[There we have it - ability to withhold = intelligence (IQ) = Havingness. I don't yet fully get the Intelligence = Withhold bit but I'll get there. At present it seems to me Intelligence manifests through the willingness to reach for, confront, pervade, be, contribute to, co-create with, etc.]

LRH: You shouldn't explain this to a preclear. He will stumble into it sooner or later. He said, "Well now, let's see, I can have that." At first he says, "I can have that only if I could withhold it from everything under the sun, keep it close to my chest, pull it in to me and never let it go forth from now till the end of the universe. That would be a proper havingness. *[No, it's not. He must also have the willingness to let it go, to not-have it.]* That's good reality; that's a good reality, that's right, it'll never disappear—good reality. Always mine, no other thetan could touch it, no other person could ever have any-thing to do with it, nobody could look at it, and I've—we've got it made, see, and that's why we could—it's real."

Me: I've been thinking about this again and I keep coming back to my earlier definition - Havingness is that feeling of validity and presence that one gets when one recognizes that one's postulates are effective. That states it better than anything else and it embraces each and every definition given above.

I think I've got it nailed there, as above. Could be expressed more eloquently though. But the "game of life" contains Beingness and Doingness as well as Havingness. The Beingness is an Ethics matter – operating from the source point which is yourself. Doingness encompasses both Communication and Control. So we have Ethics plus CCH as the game of life. The enhancement of this is what Scientology is devoted to.

HAVINGNESS PROCESSES, Havingness processes are aimed at getting a preclear whose space is collapsed to open that space up and to reach into it and reach for the objects present in it. Preclears can believe that their presence is unwanted or that it is dangerous to reach out to others. These processes are designed to remedy that. Ultimately we want the preclear able to fully pervade and be in any space or object as he chooses to, or not to. The Remedy of Havingness is a very necessary step in the recovery of any individual.

HAVING TO HAVE BEFORE THEY CAN DO, Some people try to reverse the cycle of Be-Do-Have and claim that in order to Do they first need to Have. "If I had a lot of money I'd be able to entertain my friends and then I'd be so happy." This is a complete reversal. An inversion.

HEALING, Any process in Scientology, old or new, labelled as "healing", always and only refers to healing by mental and spiritual means, and should therefore be looked upon as the relief of difficulties arising from mental and spiritual causes. Scientology does not involve itself with any physical or medical healing.

Healing goes in ratio to the amount of communication you're willing to have with the affected area in your body. The more you're willing to communicate with and be in ARC with the area, the greater the healing that will occur there.

HEALTH FORM, One needs a guide to know what to audit on a case in Dianetics. A Health Form gives the auditor an indication of what the preclear wants handled. It is filled out by the auditor with the preclear on the meter. The auditor obtains answers to questions like "Do you have any unwanted aches or pains?" "Do you have any persistent misemotions?" and so on. The auditor is looking to create a list of sub-optimum areas of the body that can have their original mental causes audited.

HEAT, The physical sensation associated with the release of energy in the form of heat is sometimes present during the auditing of engrams. Heat, Cold and Electrical are the component parts of pain.

HELATROBUS, A minor interplanetary empire, now defunct, which gave its name to a series of implants sometimes encountered by preclears during auditing. Also called the "heaven implants".

HELD-DOWN-FIVE, This term refers to a fixed and stuck part of the Time Track which dictates a particular response in a person and prohibits any other response. Such a person does not respond to reason or logical argument – they hold on fast to their fixed ideas and will even pretend that they do change their viewpoint while they secretly hold on to it.

The term comes from mechanical calculating machines of the 1950s and 60s. If the number '5' is held down by some hidden mechanism in the calculator and is secretly included in any calculation made then only wrong answers will ever emerge.

HELLO's AND OKAY's, A very basic and effective process which separates a person out from a chronic somatic that may be present. It is done by the preclear and the affected area of the body, by turns, throwing showers of Hello's and OK's at each other.

HELP, To assist the survival of. To contribute value to others. To align one's own vectors with the survival vectors of another.

The ability to freely give and receive help is the make-break point between sanity and insanity, and it is therefore the key button which makes auditing possible. A person aberrated on Help,

who cannot receive help and cannot give help, cannot be audited. Thus, Help needs to be fully rehabilitated in every preclear.

The only difficulty with help is this; Help isn't a dichotomy with Destroy, it isn't a dichotomy with Betrayal, and it isn't a dichotomy with Blame. Destroy, betrayal and blame and injustice *are all methods of help in the eyes of an aberree.*

The most fundamental button man has is *Help*. And that button which can be most easily tampered with or upset or aberrated in man is *Help*. This makes it a prime target for an auditor.

HGC. Abbreviation for Hubbard Guidance Centre - that part of a Scientology organization which delivers professional auditing to the public.

HIDDEN STANDARD, A hidden standard is a problem a person thinks must be resolved before auditing can be considered to have worked. It's a standard by which he judges the effectiveness of Scientology or auditing or the auditor. This hidden standard is always an old problem of long duration. It is not just a physical or mental difficulty the preclear has, but one by which the he measures his case gains. It is an unrevealed case measurement thing used secretly by the preclear, and if not discovered and handled can block auditing progress.

HIGH MORALE GROUP, One which by its own competence generates its own wherewithal to survive.

HIGH-TONED INDIVIDUAL, Thinks wholly into the future. He is extroverted towards his environment. He observes the environment clearly with full perception unclouded by irrational fears. He thinks very little about himself but automatically operates in his own best interests. He enjoys life. His calculations (postulates and evaluations) are swift and accurate. He is very self-confident. He knows he knows and does not even bother to assert that he knows. He controls his environment.

HOLDER, Any engram command which makes an individual remain stuck in an engram knowingly or unknowingly. These commands include such things as "stay here," "sit right there and think about it," "come back and sit down," "I can't go," "I mustn't leave," etc.

HOME UNIVERSE, The universe a thetan made for himself early on the track.

HOMO NOVIS, A full and proper Expanded Grade Four release. A theta-animated mest body possessed of new and desirable attributes; a mest clear, a good, sane rational mest being about a skyscraper higher than Homo Sapiens. The person ceases to respond like Homo Sapiens and has an enhanced capability to learn and to act.

HOMO SAPIENS, A mest body, whether it belongs to the race of man or the race of ants, is yet but a piece of animated Mest. Given a theta-being to guide it, it becomes part of a composite such as Homo Sapiens. By itself, the body would live, walk around, react, sleep, kill and direct an existence little better than that of a fieldmouse or a zombie. Put a theta being over it and it becomes possessed of ethics and direction and goals and the ability to reason; it becomes this strange thing called Homo Sapiens.

HOPE, The desire that sometime in the future one will cease to have something which one does not want but can't seem to get rid of, or that one will acquire something one does want through good fortune. Hope contains no Doingness at all - it's complete effect, it's just 'hope'. He needs to come a little more up-scale before he will start to improve conditions for himself.

HUBBARD CHART OF HUMAN EVALUATION, A chart giving different traits of human behaviour as they correlate to the Tone Scale. On the many columns of this chart we find the

majority of the components of human behaviour and all those necessary to process in an individual. The chart is fully dealt with in the book *Science of Survival*.

Application of the human evaluation chart permits one to estimate with considerable exactness the behaviour and reactions one can expect from the human beings around one and what can happen as a result of association with various persons. Additionally, the understanding and use of the Chart of Human Evaluation enables the individual to better handle and live with other human beings.

HUBBARD COMMUNICATIONS OFFICE BULLETINS (HCOBs), From the late 1950s onwards HCO Bulletins were written as an ongoing action by L. Ron Hubbard during his life as he progressed with his research, and were issued by his office. They are printed in red ink on white paper, consecutive by date and, where needed, by an issue number for each date. An auditor's main source of data on how to audit is contained within these bulletins, LRH's books and his recorded lectures.

Prior to the issuing of HCOBs LRH used to issue Professional Auditors' Bulletins (PABs) and Journals of Scientology through which he relayed his developments in the subject to auditors.

HUBBARD COMMUNICATIONS OFFICE POLICY LETTER (HCO P/L), These are issues relating to the administrative technology and instructions to staff members of Scientology organizations. It provides them with the governing guidelines on how their organizations are to be run. They are printed in green ink on white paper.

HUBBARD DIANETIC RESEARCH FOUNDATION (HDRF),The original organization of Dianetics in the United States. It existed from the late 1940s to early 1950s. (Approx)

HUMAN EMOTION AND REACTION, The uncontrollable emotion and upset (ARC Break) which human beings sometimes give vent to when they are frustrated in pursuing their own purposes. This is not to say that their purposes are pro-survival or will lead to a good outcome, nor that the intervening source of frustration is not from a well-intentioned parent or guide - it simply means what it says: his own attainment of his own purposes is being frustrated.

It stems to a large degree from a "me only" state of mind and a consequent refusal to grant any beingness to another person or viewpoint. And this, in turn, indicates a personal Ethics condition of Enemy or Treason.

HUBBARD ELECTRO-PSYCHOMETER, Is called an E-meter for short. Technically it is a specially developed Wheatstone bridge, well known to electrically minded people, as a device to accurately measure the amount of resistance (electrical impedance) to a small flow of electricity in the human body. The restimulation of mental mass provides exactly that resistance to the current. As the mental mass dissipates so the meter needle indicates a Fall on the dial. By observing the behaviour of the meter the auditor can thereby get an insight into the state of the preclear and his reactive mind.

HUMAN EVALUATION, The diagnosis of a person and his tone level based upon the observed reactive patterns he is manifesting. It enables one to predict - with a high degree of accuracy - what his responses will be in other areas of life. The book *Science of Survival* cover this in great detail.

HUMANITARIAN OBJECTIVE OF SCIENTOLOGY, The humanitarian objective is to create a safe environment in which the fourth-dynamic engram can be audited out. By engram we mean the mental block that prevents peace and tolerance; by fourth dynamic we mean that impulse to survive *as mankind* instead of as individuals pursuing dog-eat-dog purposes in life.

HUMILITY, Humility is not some form of self-abnegation. It is not minimising oneself or making oneself appear less that one is. True humility is seeing things, including oneself, exactly as they are without any embellishments of any kind.

HUMOUR, Laughter is rejection, actually. Any humour you will find usually deals with one or another out-point expressed in such a way that the audience can reject it.

HYMN OF ASIA, An Eastern poem written by L. Ron Hubbard. This poem was for years circulated from hand to hand as copied notes until it was published in book form as Hymn of Asia. The poem speaks of Maitreya and how the goals of mankind (being also the goals of the author) will be achieved.

HYPNOTISM, Hypnotism is the process whereby a person abandons responsibility, control and determinism over his own body and mind and gives that control over to another. It is always aberrative. The process of hypnotism is a monotony and a central fixation on some one object. Hypnotism is a very bad thing and should not be indulged in nor combined with processing.

Hypnotism takes the self-determinism away from the individual, places it in the hands of a hypnotist - the 'operator', so-called - and pushes the person into the level of being just a subject. In other words, the operator becomes full cause, the subject becomes full effect. It is mental enslavement.

HYSTERIA, The phenomenon of being out of control and not liking it. [see Human Emotion and Reaction]

I

I, The thetan. The center of awareness. That part of the total organism that is fundamentally Cause.

IDEAL SCENE, The present time aspect of the person's life or area of activity which reflects that all of the stated Goals, Purposes, Policies, Plans, etc. of that activity are in the process of being attained. It is the present-time state of affairs envisioned by the Plan. The entire concept of an Ideal Scene for any activity is really a clean description of a visible reality which shows that good progress is being made towards the Purposes, Policies and Plans of that individual or that activity.

So what would life consist of today if you had all of the points of your Admin Scale in alignment and you were successfully progressing towards it? That's your Ideal Scene.

IDEE FIXE, A French expression meaning a fixed idea that a person is holding onto despite and evidence he has that the idea may be wrong. An*idée fixe*is a preoccupation of mind believed to be firmly resistant to any attempt to modify it, a fixation.

IDENTICAL, Two or more facts or things that have all of their characteristics in common with one another.

IDENTIFICATION, The inability to observe differences in time, location, form, composition or importance. Identification is a monotone assignment of attributes. "It all looks the same to me." The lowest level of reasoning in humans is such a complete inability to differentiate, which is to say, identification.

IDENTITY, This is the role a being assumes in order to play a game. That mocked-up person which one needs to *be* in order to *do* or accomplish something. It is the thetan's present lifetime creation of a beingness which he uses as a via in order to accomplish his life goals. Just like any other effect it is a *created* thing, and obeys the laws that govern effects in general.

An identity consists of a whole package of rules and laws governing how to be in particular circumstances. It is composed of such things as decisions, beliefs and ideas, and it exists in order to fulfil some purpose. Sometimes these identities, or ways of being, get stuck, and one thereafter operates compulsively as that identity and without taking one's purposes into account. It's not who we really are, but we sure do think we are that. Once it gets stuck it goes on automatic and can thereafter interfere with our lives, because we then operate in life that way, with these fixed ideas, rules, postulates, considerations etc., and without any observation of present time.

Since an infinite ability in any game would be a no-games condition, it follows that since an identity is adopted in order to play a game then it must entail a limitation on the being's ability to postulate. Every identity contains such a postulate-limitation factor.

61.02.14 - SHSBC 108 - Training, Duplication: "Now, a datum is a location which doesn't have to be pinned down. A datum is a location, a cousin to a thetan, you know? All data is a sort of a cousin to a thetan. You know, he's an idea, he thinks sometimes, and he's got ideas and he can communicate ideas. And you can always put a whole stack of ideas into your thetan briefcase and have no mass at all. So, it's ideally portable, the most portable thing in the world is an idea, so thetans chased out of here and chased out of there begin to use ideas for

location. They feel comfortable when they have an idea, you know? And that idea that they feel comfortable about is *an identity*. Even though the identity is mobile, they feel more comfortable with an identity than without one because it gives them the sensation of being located. They like this."

ILLNESSES, Illnesses - such as head-colds - are protests against life.

ILLOGIC, Illogic is the inability to correctly identify linked Causes and Effects. It occurs when one or more datums are placed into a wrong context. An example would be "The boy can't multiply numbers correctly, so beat him". That *non-sequitur* is pretty obviously a misplaced datum.

ILLUSION, Any idea, identity, event, space, energy, object or time concept which one creates for oneself in one's own mind. One could call it 'imagination' and it is high ability in a person. It only becomes a liability when one fails to recognize that one created it as a fantasy, and begins to act as though it was reality. The fantasy is then in a wrong context (see definition of *Illogic* above) and the illusion has become a delusion.

IMAGINARY CAUSE, The delusional belief that one has caused things - be they good or bad. Imagination gone awry. *(see also: Hallucinatory Cause)*

IMAGINARY VISIO, The scenery in the mind which imagination constructs. In auditing, when a preclear sees what he imagines to be on his experiential track instead of what is really there in the mind. In modern parlance this is also known as Analytical Overlay. *(see Dub-in)*

IMAGINATION, The ability to think creatively and create images in the mind. The recombination of things one has sensed, thought or intellectually computed into existence, which do not necessarily have existence in the real world. This is the mind's method of envisioning desirable goals or forecasting futures.

The ability to create or forecast a future or to create, change or make nothing of a present or past. If you take the word 'imagination' apart, you will discover that it means merely the postulating of images or the assembly of perceptions into creations as you desire them.

IMMORTALITY, Infinite survival, the absolute goal of survival. The individual seeks this on the first dynamic as an organism and as a theta entity and in the perpetuation of his name by his group. On the second dynamic he seeks it through children, and so on through the eight dynamics. Life survives through the persistence of theta. A species survives through the persistence of the life in it. A culture survives through the persistence of the species using it.

IMPACT, Cause and effect simultaneously in one location.

IMPINGEMENT, Enough jolt to attract attention.

IMPLANT, A heavy engram deliberately installed on a thetan in an attempt to control, weaken and degrade him. It is an electronic or hypnotic means of overwhelming the thetan with a significance. The intentional installation of fixed ideas, contra-survival to the thetan. A painful and forceful means of overwhelming a being with artificial purposes or false concepts in a malicious attempt to control and suppress him.

When somebody says "implant", he means the unwilling and unknowing receipt and acceptance of a concept. In an implant, a person is put under sufficient duress to overwhelm any resistance he may offer and he is then deliberately and intentionally given fixed perceptions and ideas by which he is to orientate himself in life. It is the *intentional* wrecking of somebody's

self-determined ability to be, to do and to have. It utterly overwhelmed any and all self-determinism in him, and it set him on a course of action contrary to his own goals.

Ironically, as with all aberrative incidents, implants depend for their effectiveness on the closeness with which they match the person's own goals and ideals. It is this mistaken belief that the implant will enable one to achieve one's goals that makes the thetan hold on to the aberration. For example - do you want to be a rugged he-man riding horses in the mountains? Well, smoke Marlboro's and you too can be that. In present times here on earth, one has to occupy a living body in order to be alive (not dead). The idiocy of this belief is jaw-dropping.

IMPLANT GOAL, An implanted goal - a goal the thetan himself has not decided upon but which has been induced in him by overwhelming force or persuasion.

IMPLANTED GPM, An implanted goal-problem-mass. An electronic means of overwhelming the thetan with a significance using the mechanics of the actual pattern of living to entrap the thetan and force obedience to installed behaviour patterns. Implanted GPMs all parallel the thetan's own GPMs.

IMPLOSION, Something that could be likened to the collapse of a field of energy, such as a sphere, toward a common center point, making an inflow. It can happen with the same violence as an explosion; but does not necessarily do so.

IMPORTANT, Means you're supposed to be the effect of it. It is an enforcement of knowingness. Importance is the basis of all significance. Essentially, importance is a "must" – must be aware of, must be the effect of, and so on. Importance is mass.

INACCESSIBLE CASE, That person who is bound and determined to stay sick, who won't talk to you and will have nothing to do with being healed in any way, is an inaccessible case.

INADVERTENT WITHHOLD, The preclear thinks he is withholding because the auditor didn't hear or acknowledge what he said. He didn't intend to withhold it, just nobody would acknowledge it. He never intended to withhold it at all. An inadvertent withhold will cause very nearly the same phenomenon as an actual withhold.

INCENTIVE, Something that motivates a person toward the performance of some action. The lowest incentive is represented by money and the highest is duty, according to the Scale of Motivation.

INCIDENT, An experience or event, simple or complex, related by the same subject, location, perception or people, and which takes place in a short and finite time period such as minutes, hours or days. Also, the mental image picture recording of such an experience.

INCOMPETENCE, Being competent means the ability to control the environment itself and also control and operate things in that environment. When you see things broken down around the mechanic who is responsible for them, he is plainly exhibiting his incompetence - which means his inability to control those things in his environment and adjust the environment for which he is responsible. Incompetence - lack of know-how, inability to control - makes things go wrong.

INCREDIBLE CHAIN, Also known as "The Incredibles". These are the things that have happened on his track which are, to the preclear, so incredible that he rejects their very existence completely. It's because they are so incredible that he doesn't believe them, and neither does anybody else - but it's mostly because nobody else believed them. And that's why it remains so well hidden on the time track - it's just too incredible to be true. Such a thing could not possibly have happened.

IDENTITY, see Individual

INDICATOR, Is a signal, or a red flag, which shows that some area needs attention. A condition or circumstance arising in an activity which indicates whether the activity is running well or badly. Those manifestations in a person or group that indicate whether it is doing well or poorly, or which signal an approaching change, or which show that the activity has reached its desired end point.

INDIVIDUAL, When we say the individual we are talking about someone. The something-ness that you are and the capabilities you can be - this is what we are talking about. We are not talking about the colour of your hair or the length of your feet. We are talking about you.

When an individual gets into fixed individuality he is in a fixed role of one kind or another. One of the things he does is begin to assign more and more importance to this role which is not really him – it is a role he is playing which has become stuck. And that's what we call valences and valence-life continuums.

What is an individual, a real individual? It is somebody who is operating in coordination with himself twenty-four hours a day. That is an individual. An organism which is sick, unhappy or aberrated is an organism which is working at cross-purposes with itself twenty-four hours a day. It is in dissension—mutiny.

There is almost nothing, short of being hit head-on by a Sherman tank, that a human body which is operating in good coordination with itself cannot overcome or cannot accomplish or cannot heal—almost nothing. Yet people go around saying, "Well, I can't do this" and "I'm not much good" and "I have to wear this" and "I'm bad off" and "I have to travel slowly" and "The doctor says . . ." and so on and so on. It is a very strange thing, when you get into the centre push button and do an analysis on this thing, how awfully simple it is—how terribly simple, how appallingly simple—to be so long overlooked.

But there is a natural reason why it was long overlooked. Maybe nobody just plain had enough guts to come out and say, "The second I state that an individual should be in free and complete command of himself, the second I say that an individual should be given back into his own command and thereafter operate on the lines of his own experience, I am postulating that I will now have to live in a world of individuals who cannot be bludgeoned or beaten into instantaneous blank obedience. And also I am abdicating from any throne over the tops of individuals."

That is what an individual says at the same time he says this other thing. And you as individuals, when you look around at the people in your immediate vicinity, will see that this is actually what you are doing. You are saying, "I don't want this fellow as MEST. I don't want this human being as property". And you are also saying, "I've got to have enough nerve and enough confidence in my own ability to live with individuals who are strong, powerful and self-determined".

If you think it over, it is quite a decision you have to make, because that is what you are doing. You are giving up all the push buttons the second you put a man back to battery; you are saying, "I'm not going to use these anymore." It is important to recognize that, since here and there some individual may find in himself a feeling that maybe he shouldn't be quite so anxious to have Mr. Doakes be an entirely self-determined, coordinated individual. It might make Mr. Doakes a little bit tougher to get along with sometimes.

Maybe it will. Let's not try to sing a paean of pastoral glory and contentment and go along with Rousseau all the way. Maybe we are making a world full of wolves. So what? I certainly am sick of looking at a world full of rabbits.

So, you have to solve, within yourself, whether you want to do that to people or not. And if you think it over very carefully, you will probably get quite a few little chills out of it—whether you want to take everybody in your vicinity and suddenly turn them loose, take the push buttons out of them. This is rehabilitation of self-determinism. But it brings them up the tone scale and, importantly, it takes away the imagined fears.

ARC is the only possible way up the tone scale. The only things possible in the lower brackets of the tone scale are death and destruction. Domination and nullification are not fitting weapons for a human being to use on another human being.

INDIVIDUALITY, First Dynamic beingness. That's all it is.

INDIVIDUATION, The action of separating oneself out from a group one has been part of; withdrawal into only self. It is a separation from participation and knowingness into isolation and unknowingness. Individuation is the action of asserting that other things are other-determined and that one has nothing to do with them. It is always the result of an ARC Break and, if left unhandled, will lead to overts against the former group or its members. Such an ARC Break can be occasioned by nothing more than a misunderstood word.

INDOCTRINATION, The act of teaching and drilling someone about the doctrines, ways, rules or policies concerning something, while completely by-passing any and all H E & R he may manifest concerning it..

INFINITY-VALUED LOGIC, In Scientology there is a new way of thinking about things which underlies a great deal of its technology. Instead of two-valued logic (Right or Wrong) or three-valued logic (Right, Wrong and Maybe) we have infinity-valued logic. Here we have a gradient scale of attributes which have no absolutes at either end. Absolutes of any kind are not considered attainable in this universe, they are only approachable. In other words, there is not an absolute this nor any absolute that but only a gradient scale of middle-ground extending from one quality towards, but never attaining, its opposite. Nothing in life experience is ever absolutely right or wrong, it’s always somewhere in between and can only tend towards greater wrongness in one direction and greater rightness in the other.So instead of thinking in terms of opposites *(see Mest Thinking)* one needs to differentiate and look at what really is.

> [Curiously enough, in spite of having the above concept, the Church of Scientology was never able to abide it, and always acted with the single-valued logic of "Hubbard is Right - We are Right". This was ruthlessly enforced by that most destructive of Policy Letters entitled *Keeping Scientology Working.*]

INERTIA, This is the tendency of a Mest object to remain motionless until acted upon by an exterior force, or to continue in a line of motion until acted upon by an exterior force. This is one of Newton’s Laws. The lower a person is on the Tone Scale the more closely he approaches the beingness of a Mest object, and is in fact, the origin of Mest. The thetan begins to believe that life is transient and the only survival that endures forever is Mest.

INHIBITOR, There is the mock-up, and then there's the inhibitor, which is a second mock-up designed to cover up and hide the first one. You see how you do this: A fellow mocks up something discreditable and he then mocks up an inhibitor to hide the discreditable mock up. Or it could be something just too horrible to confront. So there's a mock-up, and the inhibitor then is a special kind of a mock-up that prevents the preclear from seeing the first mock-up which he is making.

INSANE (INSANITY), Insanity is a *solution*. It's the guy's application of a solution to his life. The *obsessive* application of a solution, to the exclusion of all other solutions, in the absence of

a problem. Got that? There's no problem there, but the fellow sure got a solution. And he can't be any other solution.

The insanity that you see - that psychiatrists keep trying to cure - is the stable datum that holds the confusion at bay. Or the solution that is being run on automatic even though the problem has long gone. And you can't cure insanity that way. It can't be done because the confusion, the problem, is what needs to be solved by the guy and *solved from his own viewpoint*.

Insanity often manifests as the overt or covert but always complex and continuous determination to harm or destroy other persons or things. Insanity is a refusal to allow others to Be, Do or Have on their own determinism, and to compel them or beguile them into actions and behaviours not of their own choosing. Such actions or behaviours will inevitably be destructive. But this is the stable datum that is being dramatized: "Don't let them Be, Do or Have".

For our purposes, insanity on any given subject is simply an extreme irresponsibility. Extreme irresponsibility equals insanity.

All insanity is, is an exaggerated normal condition. That's all it is. A psychiatrist looks at it in reverse and he says, "All people are insane to some degree." Because the insane are simply being a mockery on sanity. The truth of the matter is insanity is simply a lower harmonic on any sane characteristic. All you have to do is take one sane characteristic, exaggerate it enormously and you've got an insane person. So long as you exclude all the other sane characteristics.

The cause of insanity is an evil intention towards others, adopted by the person at a time of extreme and overwhelming stress and now being dramatized as a solution to present difficulties.

The cause of insanity is not a chemical imbalance in somebody's brain. It is not sex. It is not because someone was interfered with as a little child. It is not because one is fixated on girls' underwear. Insanity - pure, unadulterated insanity is an evil purpose. The truly insane cannot control or withhold their evil impulses and so dramatize them at least covertly. The insane are not always visible, but they are visible enough. And they are malicious.

Instead of rationally seeking survival across the dynamics they seek only destruction, believing that if all others were destroyed they would then be able to survive. It is a refusal to allow others to Be, Do or Have on their own determinism. Insanities have as their end product, self and group destruction.

Insane acts are not unintentional, nor are they done out of ignorance. They are intentional - they are not "unknowing dramatizations". Around insane people things go wrong. One cannot tell the difference really between the sane and insane by present behaviour. An insane person can be as calm and as well-mannered and intelligent as anyone else. One can tell the difference only by examining their products across their own dynamics in their own environment. The product of the sane person is survival. The product of the insane is destruction.

The point between where a person who is sane goes insane is very precise. It's the exact point at which he begins to compulsively and obsessively stop things. At that moment he goes insane. At first he will be insane on only one subject, and there is no doubt of his insanity on that one subject - there something there that he is trying to stop or prevent.

> LS: Since this "solution" is itself insane, it follows that an evil purpose is the result (not the cause) of insanity. The true cause of insanity is the person being confronted by an

overwhelming need to Be and an impossibility of Being, coupled with ditto for Do and Have (Reach). Must Be/Can't Be. When faced with such an impossible situation in life, and knowing that even death is not an escape, he is left with no option but to attempt to compulsively wreck everything across all Dynamics, and when even that fails he is at the end of a GPM cycle and is only option is to seek oblivion and not-be.

His entire universe now becomes a black mass which he detests to an extreme, and he – as himself – ceases to be. He may continue in this "not-being" state for whatever period of time until he again crawls out from under his rock and decides "to be" again. But this is a very much degraded form of beingness compared to the old one. At root – his ability to postulate and perceive is now vestigial in comparison to what it was.

After many, many such cycles (spirals) in the universe he ends up on this galactic dog eat dog garbage dump three planets out from our sun. His life is now spent being a meat body which is itself a hybrid of monkey and pig. These can be quite sexy too ! !

Welcome to being Homo Sap. Enjoy what life you now have.

[see Sanity Point for full data on this. Insanity is that chaos in which no stable data exist. That means anybody could go crazy for a moment.]
(see also Suppressive Person) (see also Genetic Insanity)

INSECURITY, Insecurity is unknowingness, particularly of the present and the future. An insecure person will frequently be seen to find solace in the past. When one is insecure, one simply doesn't know what lies ahead. One is so little cause over life that one feels unable to affect any future outcome. Men who know and are secure act to create the future they desire. Men who don't know and are insecure rely on luck.

IN SESSION, The definition of "in session" is "interested in own case and willing to talk to the auditor". However, an important part (though often missed) of in-sessionness is for *the auditor to be present and giving a session*. So we can add a third line to the pc being 'in-session'. Yes 1, the preclear has to be *interested in his own case*, and 2, he has to be *willing to talk to the auditor*, and also 3, *the auditor has to be there, competent, in control and running the session*. And that is what "in-session" means.

When this definition describes the session in progress, then the preclear will make progress in auditing, he will be able to as-is and will cognite.

INSIGHT, Insight comes from the willingness to observe coupled with the courage to perceive and the wit to understand without any thought of personal importance.

INSTANT READ, That reaction of the needle on the E-meter which occurs at the precise end of any major thought voiced by the auditor. It can also occur when the major thought has been anticipated by the preclear.

IN TECH, When tech is "in" we mean that Scientology is being correctly applied and good results are routinely being obtained.

INTEGRITY, Personal ethics fully in plus soundness of moral principle; the character of uncorrupted virtue, especially in relation to truth and fair dealing; uprightness, honesty, sincerity. The word "Integrity" comes from a Latin word meaning untouched, whole, entire.

INTEGRITY PROCESSING, That processing which enables a person, within the reality of his own moral codes and those of his group, to unburden himself of his overts so that he no longer feels compelled to withhold, thereby enhancing his own integrity and that of his group.

INTELLIGENCE, 1. In analogical thought, it is the ability to recognise differences, similarities and identities. In simple terms - it is the ability to "connect the dots" in two different fields..

2. In what is termed rational, or logical thought, it is the ability to recognise the links between related causes and effects.

3. In learning, it's the willingness to reach into, pervade, duplicate, participate in and contribute towards any given area. It is the being's willingness to know, to reach, to understand, and to have in the fullest sense of the word. Stupidity it the unwillingness to do any of the above.

4. Intelligence is the ability of the individual to resolve problems relating to survival. High intelligence does not always denote a high dynamic intention - these two factors vary independently. Intelligence is the sensitivity of perception combined with analytical ability. These may or may not be followed up by his intention and action of putting solutions into reality. *(see Dynamic)*

It is a purpose of Scientology to pass Man across the abyss of irrational, solely reactive thought and enter him upon a new stage of constructive progression to his ultimate goal.

> *[LRH gives IQ as being the "ABILITY TO WITHHOLD OR GIVE OUT A DATUM ON A SELF DETERMINED BASIS" but that sounds to me more like a definition of a strong Beingness rather than a Havingness which I reckon is what Intelligence is. That's on HCOB 9/9/1957]*

LRH: If he was any good as a thetan (this is his self-criticism) he'd know these things. Got the idea? He doesn't know these things, so therefore he's stupid. His - his conception of the amount of unknownness on any subject gives you the direct ratio of his intelligence on that subject. So in the environment at large you get an additional one which is, the amount of unknownness he conceives might exist in the environment at large, regulates his intelligence about the environment at large.

> *Me: I considered for a while that Intelligence and Havingness were exact synonyms – that they expressed the identical concept or action. I see now that this is not quite so exact – I now consider to be Havingness (reach) plus Reason.*

INTELLIGENCE GAIN, The result of an increased ability to reach, duplicate and participate in any given area. It is a Havingness increase. Intelligence is a confronting ability.

INTENSIVE, Auditing used to be sold in intensives. A single intensive was usually 12½ or 25 hours and preclears would pay for a number of such intensives in advance of receiving the auditing.

INTENTION, Intention is the command factor in a communication. Verbalization is not the intention. The intention is the carrier wave which takes the verbalization along with it. It depends for its effectiveness on the strength of beingness which an individual has and from which he outflows his communications. It is the "horse-power" of the beingness which an individual assumes, as determined by himself. It can be plotted on the Tone Scale.

Intention is the theta-power behind any postulate.

All intention really is, is degree of relative beingness which an individual desires to assume as plotted on the tone scale. "I'm going to be dead" to "I'm going to be alive forever" is the intention span.

INTENTIONAL WITHHOLD, One which is a withhold because he knows he would be punished if he admitted it.

INTEREST, Attention combined with intention and a desire to know more about. Interest is an directed attention and a desire to find out and talk about it.

Interest does not mean happiness and joy. Interest is only absorbed attention and a desire to talk about it. Tears, terror or agony may be present without the Interest factor being absent. A chain of engrams is expected to produce pain and anaten. A chain of secondaries is expected to produce misemotion.

INTERESTED/INTERESTING, A thetan should be interested and the universe should be interesting. A thetan is not interesting - he is interested. When a person inverts and becomes terribly interesting he becomes a problem to himself, since he only has validity if someone else is interested in him.

That is the chasm that is crossed by all of your celebrities and anybody who is foolish enough to seek fame. He crosses over from being interested in life to being interesting, and people who are interesting become Mest and are really no longer interested in life.

INTERIORIZATION, Interiorization means going into it too fixedly, and becoming part of it too fixedly. It doesn't mean just going into your head. If the havingness of the person is low, he is apt to close in tight to the body because this gives him more havingness, and if he fears that the body is going to go out of control he will move in even closer to the body. Thus interiorization is nothing more than a fear of loss of control and a consequent drop in havingness.

INTERIORIZATION RUNDOWN, The act of going exterior through auditing sometimes restimulates earlier times of interiorising. This restimulation can block further case-gain if it does not get handled. The Interiorization Rundown is a remedy designed to permit the preclear to be further audited after he has gone exterior. *[see By-Passed Charge]*

INTERNE, An advanced graduate or a recent graduate in a professional field who is getting practical experience under the supervision of an experienced worker. Newly trained auditors serve an internship before being fully qualified.

INTRODUCTION OF AN ARBITRARY, An arbitrary is an or authoritarian command introduced into a problem's solution when that opinion does not derive from a known natural law but only from a person's own whim. A problem resolved by data derived from known natural laws resolves well and smoothly and has a useful solution. When a problem is resolved by introducing arbitraries (factors based on opinion or ideas not based on natural laws) then that solution, when used, will ordinarily require more arbitraries to make the solution workable. The harder one tries to apply a solution corrupted by arbitraries, the more further arbitraries will have to be introduced, leading inevitably to the persistence of the problem.

INTROVERSION, Looking inwards too closely. An introverted personality is only capable of looking inward at himself, though this is an idiocy since a thetan has no "in". It is a manifestation of the thetan trying to solve problems with improper data. It is not conducive to survival along the dynamics. The person who is introverted is a person who has probably passed exhaustion some way back. He has had his attention focused closer and closer to him (basically by old injuries which are still capable of exerting their influence upon him) until he is actually looking inward and not outward. He is shying away from solid objects. He does not see the reality of other people and things around him.

INTROSPECTION RUNDOWN, The essence of the Introspection Rundown is finding and correcting all those things which caused the person to introvert, to worry and wrestle with the mystery of some incorrectly designated error. The end phenomena is the person extroverted, no longer looking inward worriedly in a continuous figure-figure self-audit without end. *[see Invalidation]*

INVADER FORCES, On the backtrack of life on this planet and in this universe and prior to it, there have been various cultures who set out to invade and capture other peoples and spaces. On earth we know of five invader forces that have been active in the past and one that is a-borning, but the one a-borning is not yet active and won't be for a while.

The reason we say "invader force" at all is because at some time along the line, fairly early in earth's youth, they took off to conquer the whole mest universe and along the way they arrived here. They have almost anything in common in terms of physical form (body types) and these often closely match the particular purpose of the group. Control has been their main thing. The way to control territory is control its people. And the way to control people is through electronics and implanting.

Every little while, every few million years or so, the planet will get taken over by an invader force. *(See also Fifth Invader Force.)*

IN VALENCE, What we mean by 'in valence' during engram running is simply the preclear being in the valence (identity) he was in when the engram occurred. When we say 'out of valence' we mean that the preclear, while running the incident, was not viewing things from the viewpoint of the body he was occupying during the original incident.

INVALIDATION, To make not valid. Being made to feel worthless as a result of someone refuting, degrading, discrediting or denying something one considers to be fact. It is actually pushing his anchor points in on him. Pushing in his anchor points, collapsing his space in on him. Invalidation means he isn't right - he is wrong. Invalidation is the "think-level" equivalent of physically hitting someone.

Any thought, emotion or effort, or counter-thought, counter-emotion or counter-effort which overwhelms or denies or smothers the individual's own thought, emotion or effort. Invalidation by words is the symbolic level of being struck.

If you wanted to draw a common denominator of all aberration, it would be - it could be said to be in the vicinity of invalidation. The person is as aberrated as they are invalidated - as they feel invalidated.

Invalidation is the inhibition of an individual's free use of force, emotion or thought, or the depriving him of his own freedom to use these by enforcing or inhibiting his use of them. In other words, compulsion or inhibition of a person's force, emotion or thought adds up to invalidation of that person. That is a workable definition of invalidation.

And the definition of invalidation is "to overcome the force of the unit individual by exterior force sufficient to overcome the unit individual's force." That's invalidation. It has to do with force. When you say, "I invalidate you," or when you criticize or otherwise tend to invalidate somebody, you are actually depending upon heavy incidents, facsimiles, way back on the track somewhere, which will key in. And actually, there's really no difference between your saying, "You're no good" and the fellow being hit by a heavy electronic blast. [LRH 52.11.19 – NLS-31]

Invalidation is the basic form of overwhelm. You could run a whole case, possibly, by saying, "Who's been invalidated?" See? What's death? Death is invalidation - invalidation of a terminal. What's sickness? Invalidation of a terminal. What's punishment? Invalidation of a terminal. I

mean, all things add up more or less to the invalidation of a terminal, don't they? And as a result, why, you've got a button there that you, as an auditor, have got to lay off of, which is just *invalidation*.

And what is invalidation? A precise definition of invalidation is simply the statement "You and your conclusions are wrong". In other words, "You do not work or run yourself". Invalidation breaks on this one point: "You own and run yourself", or "You are owned and run." The whole subject of invalidation is defined as an effort to convince other individuals that they are owned and run otherwise than by themselves, to convince them that they do not run themselves.

INVERSION:A switch to an opposite obsessive consideration, such as from compulsion to inhibition. There may be many inversions on any consideration, each leading to further loss of self-determinism. A thetan's resistance has been overcome so that when he tries to outflow, he inflows. That's an inversion and that is what is meant by inversion. A person tries to outflow but instead he inflows - in other words, he exactly reverses his consideration on the thing. The flows have exactly turned around. That's what we know as an inversion and that's exactly why we call it an inversion; it's a flow going the opposite way to what was first intended.

An easy example is stage-fright. The guy goes out on stage intending to wow his audience, but when he sees his audience looking at him he collapses his beingness and now the audience wows him.

INVERTED DYNAMICS: Any dynamic can, and has been, inverted. For example on the first dynamic, instead of the thetan operating the body we have the body operating the thetan. The body imposes its goals and desires onto the thetan and he, in a state of unconsciousness, simply follows along. He doesn't cause the body to walk - the body walks and he goes along for a ride with it.

On the Third Dynamic - instead of being a self-determined person actively forwarding the goals and ideals of the group, he becomes a passenger and expects his membership of that group to be reason enough to compel the group to shield him from the consequences of his own failure to survive.

Underlying this - When a person uses a given Dynamic to destroy or succumb, then he is operating on an *inversion* of that dynamic. So a person committing suicide is, willy-nilly, operating on an inverted first-dynamic. A promiscuous person sexually spreading disease is not seeking survival for himself, his partner and his children - rather, he is acting on an *inverted* second dynamic. And so on.

INVISIBLE CASE: Cannot see mock-ups. They have no field and do not see anything when they close their eyes, everything is invisible. They say they have no facsimiles, no mock-ups.

INVISIBLE FIELD: A part of some lock, secondary or engram that is invisible to the preclear. It responds to Dianetic auditing.

IRRATIONALITY: The inability to track actual Causes and Effects. Also, the inability to recognise Differences, Similarities and Identities.

IRRESPONSIBILITY: An irresponsibility is a refusal to admit to one's participation in. One can just define irresponsibility as denial of past participation, agreement or authorship. That's all. That's all there is to an irresponsibility.

IS-NESS: Is-ness is what is. It is that which is persisting on a time-stream. Is-ness is the apparency of existence of this universe and is brought about by the continuous alteration of an as-isness. When agreed upon by other this is called, *"reality".*

ITEM: Any indicated thing, person, idea, significance, purpose, etc., given by a preclear to an auditor. If the item causes the E-meter to read then it can be used by the auditor in a process to destimulate it.

ITSA, The action of the preclear seeing and identifying "It's a this" or "it's a that." Preclear identifying what is, what is there, who is there, where it is, what it looks like, ideas about, decisions about, solutions to, things in his environment. Itsa is *looking at* and *identifying* something by seeing it for what it is. It is the preclear saying "It is a . . . ." rather than "What is it . . . ?" It is not the comm-line itself (the Itsa-line) nor even the preclear actually verbalising it, but the preclear recognizing it or identifying it and declaring it to be "it is a . . .", even if only to himself. This is what would make up the content of the Itsa-line in successful auditing.

The preclear talking continuously about problems or puzzlements or wondering about things in his environment, is not itsa-ing. A preclear who is itsa-ing is looking at and identifying some thing. Getting a pc to itsa is getting the preclear to say what is there that was put there to hold back a confusion or problem.

[Ref Axiom 30 - The general rule of auditing is that anything which is unwanted and yet persists must be thoroughly viewed, at which time it will vanish. If only partially viewed, its intensity, at least, will decrease.]

ITSA LINE, The preclear's communication line to the auditor.

ITSA-MAKER LINE, The preclear's communication line to and from his bank.

IVORY TOWER RULE, The case supervisor is most successful when he supervises in seclusion. He takes no advice from anyone but operates solely on the basis of his own knowledge of the Tech materials at his disposal. He is fully and solely responsible for his actions and his instructions to the auditor. This is called the Ivory Tower rule.

J

JEALOUSY Is an inability to confront someone else's havingness. Their havingness threatens one's own beingness.

52.01.07 – 4th PCW-01: You know what jealousy is? That is a horrible thing, jealousy . . . Jealousy - what is the anatomy of jealousy? This could be a big subject, only it isn't. In any case of jealousy that you try to take apart, you will find the individual who is being jealous is trying to help the other person. He has this feeling only he can help her, or only she can help him, and the other person is saying no and letting somebody else come in to help them. It hasn't got anything to do with the second dynamic. You don't solve jealous cases by solving the second dynamic. You just solve it on that basis: "How many times have you tried to help your wife or your husband and been balked?" And if you really want to hit a computation on a marriage, ask them this question: "When did you try to help your marital partner and somebody else stepped in and helped them instead?" Boom!

JUDGEMENT, In terms of Axiom 10 - "The creation of an effect is the highest purpose in the universe" - (btw it should be "The creation of an *intended* effect . . ." In other words 'postulate success'.) In terms of that, Judgement (in the Mest universe) is the ability to estimate and apply the precise amount of force needed (no more and no less) in order to achieve the result one intended. Too much force = overt against the other; too little force = failure = an overt against oneself.)

Judgement is an OT subject. It consists of how many and what plus or minus Dynamics does the person compute on INSTANTLY. That's judgement - how many Dynamics can he compute on simultaneously.

JUSTICE, Whenever one's own ethical standards across the Dynamics require that one join and remain a member of a group, and where that group has its own moral codes which it demands that members must align themselves with, then it is incumbent on that person to so align himself.

If he thereafter contravenes the moral code of the group he is a member of, and if he then fails to correct himself and abide by the group's codes, then the group may take up a Justice action to pressure the member to abide by its codes.

A justice action is thus a third dynamic action used when a person fails to abide by the moral codes of the group he is in. At such a time he needs the help of the group to pressure him just enough to do the required. Note that such Justice actions can only ever be regarded as a short-term stop-gap solution to the problem. There is ultimately no substitute for the necessity of a person becoming fully ethical and moral.

JUSTIFICATION, Explaining away the most flagrant wrongnesses. Most explanations of conduct, no matter how far fetched, seem perfectly right to the person making them since he or she is only asserting self-rightness and other-wrongness.

Since all moral rightness is only "right" or "wrong" within a given context, one can persuade others that the true context is somehow different to what they thought and one's action fits in this new "true" context and so is different to what he at first thought .Shift the context and right and wrong can be made to invert.

JUSTIFIED THOUGHT, The attempt of the person to explain his reactive, engramic reactions in the ordinary course of living. Justified thought is his effort to explain away his aberrated behaviour without admitting to any responsibility for it.

JUSTIFIER, A mocked up motivator that is being asserted.

JUSTIFIER-HUNGRY, A thetan, being an immortal, spiritual being, cannot possibly, actually, be harmed. In order for him to convince himself and others that harm is possible he has to pretend that actions taken against him have harmed him, when in fact they didn't. By convincing himself of this he becomes justified in harming others. Yet, deep down, he knows that his action against the other was an unmotivated act.

So any harmful act he performs against another is, factually, an unmotivated act. As the thetan cannot experience a genuine overt act - motivator sequence, he is always "justifier hungry", and we have the dwindling spiral. Thus he punishes and restimulates himself. Thus he is always complaining about what others have done to him. Thus he is a problem to himself.

K

KEY-IN, *verb.* The action of some part of the reactive mind becoming restimulated and moving in on the person. A moment when the environment around the individual is in some way similar to that recorded in the reactive mind. At that moment the reactive charge becomes active. It is keyed-in and can thereafter exert its force on the person.

KEY-OUT, *verb.* A release or separation from one's reactive mind or some portion of it.

KEYED-OUT CLEAR, This isn't a real Clear, it's a release. The person has been released from the grip of his reactive mind. He still has that reactive mind but he's not so stuck in it and he is not compulsively using it in an attempt to survive.

KEYED-OUT OT, He blew his bank and is (for a while) free of it and may even manifest some OT perceptions or abilities. The preclear is still a pre-Clear even though he is a keyed-out OT. The thetan is exterior but is quite unstable. Keyed-out OT is not an intended gain produced by routine auditing, but is an offshoot of it that sometimes happens.

KEY INGREDIENTS, In an article on management written by LRH as a gift to one of the princes of Morocco, LRH listed these "Key Ingredients".

The key actions or circumstances that make an organization work. They are:

(1) Observation, even down to discovering the users and what is needed and wanted.

(2) Planning, which includes imaginative conception and intelligent timing, targeting and drafting of the plans so they can be communicated and assigned.

(3) Communicating, which includes receiving and understanding plans and their portion and relaying them to others so that they can be understood.

(4) Supervision, which sees that that which is communicated is done in actuality.

(5) Production, which does the actions or services which are planned, communicated and supervised.

(6) Users, by which the product or service or completed plan is used.

KNOW-BEST, A technical term. It refers to an auditor who in misapplying a process on a pc considers he knows more than is actually contained in the technical bulletins on the subject and uses this "know best" as a basis for altering technical procedure. It is a derogatory term meaning the person is pretending to know while actually being stupid.

KNOW-HOW, The knowledge and ability to do a particular thing, usually implying that a person already has practical experience in that area.

KNOWING CAUSE, The person at cause is there because he knows he is there and because he is willingly there. The person at cause is not at cause because he does not dare be at effect. He must be able to be at effect. If he is afraid to be at effect, then he is unwilling cause and is at

cause only because he is very afraid of being at effect. Responsibility demands that one be knowing cause.

KNOWING HOW TO KNOW, Being the thetan in command, clear of both the body and the Reactive Mind and their aberrations, and able to handle created illusions, matter, energy, space and time.

KNOWINGNESS, Certainty generated by the thetan and not based on exterior information sources. It is not merely having data, but stems from an inner capability for truth. Being certainness. Knowingness depends upon certainty. Knowingness is self-determined knowledge.

Knowingness can be defined as awareness not depending upon perception. That would be a complete knowingness.

KNOWLEDGE, Knowledge is more than just having data. True knowledge requires an understanding of that data and the ability to work with it, to draw conclusions from it and to make decisions based on it. It is the correctly evaluated, fully owned result of accurate perception. Knowledge is always demonstrated by application and the degree of competence in the area. Refusal or reluctance to apply, or a lack of application or competence in an area means the area is not fully known. *(see also: Havingness)*

KNOW-POINT, A Know-Point is senior to a viewpoint. An individual would not locate himself via a dependency on his perception of space or mass or anything else. He'd simply know where he is - he is aware by knowingness and not by perception.

KNOW-TO-MYSTERY SCALE, A scale setting out the deterioration of knowingness in a thetan. It ranges from pure **Knowing** at the top down to **Not Knowing**, then **Looking** then **Knowing about**, then **Emotion**, **Effort**, **Thinking**, **Symbols**, **Eating**, **Sex**, and then **Mystery**, **Waiting** and complete **Unconsciousness** lie at the bottom.

Humanity operates pretty much on the Symbols, Eat and Sex band. The top three relate to particular postulates: Knowingness to First Postulate, not Knowing to Second and Third Postulate, and Looking and Knowing About to the Fourth postulate. *(see definitions under each of these headings.)*

In this universe knowingness is related to the thetan's creation of space, and so the scale also gives the manner in which theta creates (or fails to create) space.

Earlier this scale was known as the "Know-to-Sex Scale".

KNOW TO SEX SCALE: There is a scale of behaviour, patterned on the tone scale, which starts at the top with KNOW and goes as follows downscale. This is also a scale of tolerance of viewpoints or tolerance of space or interiorization in universes and furnishes a fast diagnosis.

KNOW - can create space.

LOOK - is creating space.

EMOTE - is combining space and energy.

EFFORT - is condensing space.

THINK - is wandering about in condensed spaces.

SYMBOLS - has codified spaces into words and other significances.

EATING - is content with spaces already condensed but belonging to others.

SEX - finds no space tolerable for present beingness but looks to other and future beingnesses as the only chance for universes.

KRC TRIANGLE, The upper triangle in the Scientology symbol. The points are K for Knowledge, R for Responsibility, and C for Control. It is difficult to be responsible for something or control something unless you have knowledge of it. It is folly to try to control something or even know something without accepting responsibility for it. It is hard to fully know something or be responsible for something over which you have no control, otherwise the result can be an overwhelm. Little by little one can make anything go right by increasing KNOWLEDGE on all dynamics, increasing RESPONSIBILITY on all dynamics, increasing CONTROL on all dynamics.

KUNDALINI, A somatic someone once had in his back and which he sought to persuade others that they should have too.

L

LANGUAGE, Language is to some slight degree a via, but unfortunately you are dealing with people whose main communication line is language. You are liable to get into the belief that all language is in the band of symbols. No, it isn't. Language is only in the band of symbols when it no longer has a consideration connected with it. As long as language has a consideration connected to it and with it and as long as those people using language are still considering, why, it's not in the band of symbols.

But when a language is only at last in the band of symbols and there's no further consideration connected with it at all, it's no longer anything but MEST; it is not communicating. When anything gets into —really gets into the band of symbols, which is to say there is the symbol and the consideration is absent, we just have a symbol and that's that. When an individual gets into that state he's a gone dog.

LAST LARGEST OBJECT, This is an early engram running rule and is one of the maxims of running engrams - the "last largest object". The way to get a person back into an engram that he has bounced out of is to find out what was the last largest object that he observed in the engram. And when he tells you, get him to describe it to you, and he will be right back in the engram just as nice as you please.

LATER ON THE TRACK, Closer to Present Time.

LAUGHTER, Laughter plays a definite role in therapy. It is quite amusing to see a preclear who has been haunted by an engram which contained great emotional charge suddenly relieve it, for no matter how gruesome the situation was, when relieved, it is in all its aspects a subject of great mirth. Laughter is definitely the relief of painful emotion.

LAW OF AFFINITY, The law of affinity might be interpreted as the law of cohesion; "affinity", in both its meanings, can be defined as "love". Deprivation of or absence of affection could be considered to be a violation of the law of affinity. Man must be in affinity with man to survive.

LAW OF OMITTED DATA, Where there is no data available people will invent it. *[see also Superstition]*

LAWS, The codified agreements and customs of people which represents their view of how life ought to be conducted.

LAWS OF LISTING AND NULLING, (First read the entry under Listing and Nulling below)

L & N is a very skilled, very precise style of auditing. In unskilled hands it can be a disaster. It is the only auditing in Scientology which, if done badly, can worsen a person's case, so it is not to be ventured into lightly by anyone.

It is governed by a precise set of "laws" which must be known verbatim and by number with no slightest comm lag by an auditor. And must be adhered to absolutely. There is no room for error.

LEADERSHIP, Leadership is expressed almost solely by being right in one's decisions and by one's ability to motivate those under one to carry out one's orders. Positive orders, given and

enforced with no misemotion and towards the visible accomplishment of desirable goals are needed by a group if it is to prosper and expand.

LEARNING DRILL, A drill used to improve a student's ability to study and increase his rate of learning.

LEFT-HAND BUTTONS, see under Prepcheck Buttons.

LEG OF A PROCESS, In a Scientology process with more than one command, each command is called a "leg."

LETTING THE PC HAVE HIS WIN, A session that tries to go beyond a really big win for the preclear only distracts the pc from that win. You at least have to let it go until tomorrow and let the pc have his win. When you get one of these dial-wide F/Ns, cognition, VGIs, Wow! you may as well pack it up for the day.

LEVEL, In Scientology there are Levels (or Classes) and there are Grades. "Level" refers to a level of training and auditor skill. "Grade" refers to a grade of release attainable by a preclear through auditing. A Level One auditor is trained to deliver Grade One auditing, and so on.

LEVELS OF AWARENESS, By "level of awareness" is meant that of which the being is aware. Beings are not all aware in the same way. Some will regard the world as being very unreal, others find it a field of disaster, others find everything hopeless. Each one of these is a level of awareness. Every person is somewhere on the scale. As he looks over the scale he will very often - and quite brightly - say "I am here on the scale." He is in fact one level below that one, since the one he chose is the one that has brought him uptone a little out of the one he has been dwelling in. So the lower one is his real awareness level.

There are about fifty-two levels of awareness from Unexistence up to the state of Clear, although other unnamed levels could be found in between these fifty-two. To get case gain such a person must become aware of and move into the level next above him in an orderly sequence, level by level.

The scale describes the Cycle of Awareness of a thetan. In addition to the unnamed levels referred to above, each level itself constitutes a cycle of awareness and so contains specific harmonics of all of the levels on this scale. This means that this scale is a Fractal. (see definition)

[See the book Scientology 0-8 for a chart giving all of the levels in sequence]

LEVELS OF CONTROL, There are roughly four levels of control, though each blends into the next and so they overlap slightly. These can be listed as:

Co-operation
Persuasion
Coercion
Compulsion

Co-operation is working with others because your mutual interests coincide, and the shared effort is of mutual benefit without major concessions on the part of either party involved.

Persuasion is essentially barter: "I'll do this for you if you'll do that for me."

Coercion is similar, but the barter is negative: "I'll do harm to you unless you do some particular thing for me."

Compulsion is direct control of someone else that transcends that other person's volition.

LIABILITY, One of the Ethics Conditions. *(see Ethics).* When the being (thetan) is careless about which identity he adopts or who he associates with or what he does, he often lands up with habit patterns that are contrary to his own best interests. Such an identity, person or habit is then a Liability to the Thetan, and the Thetan – through his own neglect – has become a liability to himself.

This needs to be sorted out so that he knowingly associates with only those persons, groups and activities which do align with his own goals and purposes, and where he can realistically contribute towards the survival of that group. Where this is not practicable he needs to confront and handle these contrary habit patterns so that there is no further misalignment in his area, or, where they cannot be handled, he needs to remove himself from their influence in one way or another.

On the third dynamic, when the person ceases to be a contributing team member and becomes a "consumer" of the group's efforts, and thereby impedes the well-being and forward progress of the team, he has taken on the colours of an enemy, even though he is not yet fully identified with that enemy.

Typically such a person would depend on his continued membership of the team for his own survival, would make mistakes which others need to correct, and would incur costs for the team which then need to be paid for by the team as a whole.

LIABILITY FORMULA, The formula for liability on the third dynamic is:

(1) Decide who are one's friends and who not.

(2) Deliver an effective blow to the enemies of the group one has been pretending to be part of despite personal danger to oneself.

(3) Make up the damage one has done by personal contribution far beyond the ordinary demands of a group member.

(4) Apply for re-entry to the group by asking the permission of each member of it to rejoin and rejoining only by majority permission, and if refused, repeating (2) and (3) and (4) until one is again allowed to be a group member.

Note that no handling of an Ethics condition on the Third Dynamic will be effective until the First Dynamic conditions are fully handled. The eight Dynamics need to be corrected in turn starting from the first and moving up the line from there.

LIE, A postulate, statement or condition designed to mask an earlier postulate, statement or condition. An alteration of time, place, form and event. Lying is the lowest level of creativity.

A lie is an alter-isness of reality and soon becomes stupidity.

LIFE, When we say "Life" we mean theta, we mean understanding, and when we say "understanding" we mean affinity, reality and communication. To understand all would be to live at the highest level of potential action and ability. Because life is understanding it attempts to understand. When it faces the incomprehensible it feels balked and baffled.

Life is composed of Being, Doing and Having. In a successful life these three will be in harmony with one another and one will attain the goals (havingness) one has set for oneself by correctly being and doing what is needed to attain those goals.

Life is going along a certain course impelled by a purpose and some place to arrive. It consists mostly of removing the barriers in the channel, holding the edges firm, ignoring the distractions, and reinforcing and re-impelling one's progress along the channel. That's life.

Life is a game consisting of freedom, barriers and purposes. *(see also Living)*

LIFE CONTINUUM, One individual attempting to carry on the life of another deceased or departed individual by means of generating the infirmities and mannerisms of the deceased or departed individual in one's own body. It is simply this: somebody fails, departs or dies and then someone else takes on the burden of this person's habits, goals, fears, and idiosyncrasies and continues that life.

When one has committed overts on someone and one later regrets those overts because of a renewed perception of the act as having been an overt against a good person, one then often seeks to forward the previous counter-effort from that other person, identify with it (in other words one adopts the valence of the other person) and seek to forward the survival of the person in this way. This is what LRH refers to as a 'Life Continuum' in early lectures. *(see for example Technique 80 lecture 6.)*

LIFE REPAIR PROGRAM, The entry level for Scientology auditing. One handles life areas, cleaning up and keying-out those areas of bank which life itself has brought into restimulation.

To understand Life Repair fully as an action one should contrast it with the approach taken in later Lower Grades auditing. There one uses a process to *deliberately restimulate* some particular area of charge which is then handled fully by having the preclear inspect it, confront it fully and itsa on it to the point where he cognites on the area and reaches the end phenomena of the process. In contrast to this, in Life Repair the process is *not* designed to restimulate anything. Instead one takes up areas of charge that life itself has already restimulated, and one deals with these as described above, again to full end phenomena.

So it requires a very light touch from the auditor - gently guiding the preclear into those areas which are in restim and getting him to communicate about these and to itsa the area.

LIFE RUDS, As the person with out rudiments makes no real gain in auditing it is wise to put ruds in "in Life." This is done with, "In Life have you had an ARC break?" "In Life have you had a problem?" "In Life have you had a withhold?" This process will uncover major out-rudiment situations in his life and will provide huge relief when handled.

LIGHT PROCESSING, Just lightly going over easily confrontable events in the preclear's life without getting into anything very deeply. It includes analytical recall of conscious moments. It is intended to raise tone and increase perception and memory.

LIMITED PROCESS, Certain processes are limited, meaning that they can only be run on a preclear for a limited time, after which they start having a reverse effect. A limited process is one which is entirely devoted to as-ising errors or wrongnesses in the preclear. The main thrust of Scientology - and ultimately the only workable approach to salvaging a being - is to find what is right about him and then, through processing, increase that rightness.

LRH: "The thing that makes a limited process is one which addresses one single universe continuously, or one which validates one particular set of barriers more than other sets of barriers, or one which validates exclusively barriers, or one which validates distances to the exclusion of all barriers. And when you do processes which either validate no barriers or validate specialized barriers, you then come up against a limitation of process.

"Why is this? It's just a simple fact that knowingness knows what it most concentrates upon. That's the simplest rule in the whole book. Knowingness knows what it concentrates on. Therefore, if it concentrates on a hidden meaning, it knows that there's a hidden meaning. If it concentrates on a super deeper significance, then it knows that. And what we're trying to get knowingness to do is just know that it knows, which is to say, know that there is a certainty." [54.11.30 – ALS-04 – Union Station, R2-46]

LINE CHARGE, A prolonged spell of uncontrolled laughter or crying which may continue for several hours. The line-charge usually signals the sudden release of a large amount of charge and brings about a marked change in the case. It should never be interrupted by the auditor. Simply let it run its course.

LIST 1-C, A list of questions assessed by the auditor to find areas of charge that may have become restimulated in the preclear through life or auditing. When the auditor doesn't know exactly what is wrong then he assesses this and finds the trouble area. Used by auditors as needed in session or as ordered by the Case Supervisor. Handles upset, ARC broken, sad, hopeless or nattery preclears. It is an undercut of actual rudiments - meaning it is an easier approach to handling them.

LISTEN STYLE AUDITING, At Level Zero one uses Listen Style auditing. Here the auditor is expected to really listen to the pc. The only skill necessary is listening to another. Listen Style should not be complicated by expecting more of the auditor than just this: Listen to the pc without evaluating, invalidating or interrupting.

LISTING AND NULLING, A unique style of auditing used on some occasions. The auditor asks a preclear a question which - unlike usual auditing questions - has only one true answer. This could be "Who killed Cock-Robin?" There is only one true answer to the question. The preclear is not to think or discuss or wonder about it but is to give ONLY possible answers to the question, e.g. "The Fly", "The Spider", "The Bird". Each of these is an "item". But the auditor wants the "Right Item". When this is spotted by the preclear the E-meter will blow down and F/N and the auditor will "give the preclear his item" by repeating it to him exactly.

When this is done all of the charge brought about by the preclear's mystery on "Who killed Cock-Robin" blows and the area of confusion is blown and is gone forever.

There is no chatting or discussion by the preclear. The preclear's itsa consists absolutely entirely and purely in giving the auditor the items he has as answers to the question. So the auditor asks a question of the preclear, and the preclear gives item, item, item, item. The auditor writes them down and then he may (if needed) null the List - which is to say he will call the items off and observe the meter's reaction. There can only be *one* item which has any read in it of any kind whatsoever on that list - and, in modern auditing, that read is always a BD F/N.

Enormous gains are made through such processing but it has to be done precisely. Only auditors of proven skill are permitted to run this action.

LIST ONE, A list of familiar Scientology items. This includes items such as Scientology, Scientology organizations, an auditor, clearing, auditing, Scientologists, a session, an E-meter, a practitioner, the auditor's name, L Ron Hubbard, other Scientology persons, parts of Scientology, past auditors, etc. This List is composed by the auditor, not the pc. It is used in certain auditing procedures.

L3RD, A list used to repair the most frequent Dianetic errors.

L4BR, Used for the repair of all Listing and Nulling errors.

LIR, Integrity Processing Repair List.

LIVING, Living means having and following a purpose. It is going along a certain course action impelled by a purpose and with some place to arrive. At that point a new purpose will be set for attainment.

Living is a third-dynamic activity for the most part, and a person ceases to live to the degree that he falls out of this third dynamic.

Please note that the purpose is not to live to a ripe old age and then die. That may well be the body's purpose - I'm not saying it is, but it may be - but it is certainly not the thetan's purpose. The thetan sets a Purpose, or Goal, to be attained and then sets about attaining it. This my take him many lifetimes and he is quite willing to dedicate himself to such a time period. *[see GPM or Goals Problems Mass for a fuller description of this.]*

Life then consists mostly of removing the barriers in the channel of attainment, holding the edges firm, ignoring the distractions and reinforcing and re-impelling one's progress along the channel. That's Life.

LOCATIONAL PROCESSING, The object of locational processing is to increase the preclear's awareness of his present time environment. It is an easy way of rapidly getting his attention out of his reactive mind and stabilized in the present. The auditor directs the pc's attention with commands such as "You notice that (room object)".

Awareness itself is a games condition. So just making somebody a little more aware of something improves his ability to play a game - thus the workability of all of these processes: "Notice the wall." "Look at me." "Where's the chair?" These are just locational, but they do raise his awareness.

It isn't just that he is locating them - although that does play a part - it's that he is made more aware of them as objects. Thus he gets more space, thus he gets more ability to confront, and thus his havingness increases.

LOCK, It's a moment of mild or severe restimulation of an engram. A mental image picture recording of a moment in which the perceptics of an earlier engram or secondary are approximated, thus restimulating the engram or bringing it into action. The present time perceptics are erroneously interpreted by the reactive mind to mean that the same condition which produced the original physical pain is now again at hand. A lock derives its force from the underlying engram.

LOCK END-WORDS, Words that are close in meaning to words and significances in the GPMs, and so they lock into a GPM and restimulate it. They keep large parts of the reactive mind in permanent restimulation. When, on R6-EW, these lock end-words are handled by being found and understood the reactive mind drops out of restimulation and one can then run it out in an orderly fashion, Item by Item and GPM by GPM.

LOCK SCANNING, An early method of getting a quick release by:"One contacts an early lock on the track and goes rapidly or slowly through all such similar incidents straight to present time. One does this many times and the whole chain of locks become ineffective in influencing one."

This technique is seldom used any more, having been replaced firstly by Standard Dianetics which erased such incidents by running out the entire chain of incidents including the engrams which underlie locks.

LOGIC, Logic means "right thinking".

There are two primary methods of thinking that people use. One can be called sequential thinking - identifying and following the sequences of Cause and Effect. Part of this is called *deductive logic* which determines what will be the Effect resulting from a given Cause; the other part is *inductive logic* which determines what the Cause of a given Effect was. This method is also referred to as being Logical, Analytical, Sane, Rational and other similarly flattering words.

The other type of thinking is referred to as associative or metaphorical or analogical thinking (thinking by analogies). Here one sets out to link data points in one context to data points in another context by means of their observed differences or similarities. This method is often treated with some disdain and gets called "illogical".

Both methods are natural abilities of a thetan and both are valid in their appropriate contexts. Sequential thinking is time-bound. A Cause must always precede and Effect. It cannot tolerate it being otherwise despite clear evidence that a later Cause can change an earlier Effect. Such evidence is always rejected by academia – they will not countenance such a thing.

Associative thinking is the *modus operandi* of the Reactive Mind. It is a natural ability of a thetan and should be encouraged. It is only a liability when it becomes compulsive and is dramatized. It is not time-bound.

So under the heading of Sequential thinking one may say that logic is the ability to correctly identify and associate exact Causes and exact Effects - past, present and future.

While under the heading of Associative logic one may say that a gradient scale of association of facts of greater or lesser similarity should be made to resolve problems of the past, present or future - often to resolve and predict the future. Logic is the combination of relevant factors into an answer. Hence it is the gradient scale and comparisons of data which work out a smooth network of terminals and communication lines which deliver data in a prediction of future form or theta beingness.

Primitive logic was one-valued. Everything was assumed to be the product of a divine will, and there was no obligation to decide the rightness or wrongness of anything. Most logic added up merely to the propitiation of the gods. Or propitiation of one who saw himself to be a supreme authority – "Do what I say" is the only rule to be followed.

Aristotle formulated two-valued logic. A thing was either right or wrong or some other dichotomy. In modern times dialectics functions on these dichotomies. Marxism relishes them too.

In the present day, engineers are using a sort of three-valued logic which contains the values of right, wrong, and maybe.

From three-valued logic we jump to the continuum of infinity valued logic - a spectrum which moves in gradient steps from infinite wrongness, through many steps of less and less wrong, bridging over into being more and more right until eventually perhaps reaching infinite rightness.

Note that any "logic" is already a step or two removed from confronting and handling the actual reality before one. It is a method of thinking about reality, and is not reality itself. Logic is therefore a gradient scale of substitutes for perception of reality. Substitutes placed on a gradient scale, with not too great a dissimilarity, becomes "logic". Every bit of logic is a substitute. People are always logical about *something*. Let me call that to your attention. If they

are logical about *something*, then the logic itself must be a substitute for the thing. The more logical a person gets, really, the less he has of it.

LOGIC (more on), LRH: **"**You walk up to most people and say, "How old are you?" And this person says, *"Dahh-wurr-uhh."*

"Well, when I count from one to three and snap my fingers, your age will flash. One-two-three. (snap)"

And the fellow says, "Two. Wait a minute, I'm not two!"

Now, Freudian had a thousand-, fifteen hundred-, ten thousand-dollar look at it, and the Dianetic auditor had a five-minute look at it. It all amounted to exploration of the subject of Association. A gradient scale is simply logical association.

Now, it's an odd thing that there is such a thing as logic. It's quite interesting that such a thing as logic exists - it is. But what it is, is a gradient scale of how things should be associated. And logical association is very interesting.

Now, when you have an association of sizes in, let us say, shotgun shot, which builds from size twelve, the tiniest, on through eleven, ten, nine, eight and so forth, down to zero, and it's the largest shot, double-zero—you have a gradient scale of something getting gradually larger, don't you? Well, as long as you can differentiate at all amongst the sizes, you have similarity and logic.

But let's take the biggest shot, number double-zero, and put it over here alongside of number twelve and say that is a scale. So you have this little tiny shot and there's a great big shot, see, and then a smaller shot and then on up, and then a blank file up here. Something is out of order in the gradient of association, right? All right, then that is a bad association and that is not a gradient association. Something is confused with something. Something is out of order or out of line. Something is improperly associated according to the logical scheme of things.

Now, let's take association and move it upstairs, and we get Dianetic identification—A=A=A=A. "He rowed a boat. He road a boat. He r-o-a-d a boat. So boats are used on roads, of course. You get all of your nonsensical bric-a-brac.

All there is to an insanity is too much and too good an association, so that it becomes an identification. That's all insanity is.

Now, association can get so good that it sounds like disassociation. But remember, it doesn't look like disassociation to the person who was associating. It looks perfectly logical to him—remember? So the misnomer of disassociation rather leads us and red-herrings us astray. We rather go astray. We go over the hills and far away, the moment we start thinking about disassociation—that there's something wrong with a disconnection.

LOGICS, A series of premises [or observations] written up by L Ron Hubbard forming part of the basics of the Scientology. Methods of thinking. They apply to any universe or any thinking process. They are the forms of thought behaviour which can, but do not necessarily have to, be used in creating universes. The Logics are separate from the Axioms only in that, from the system of thinking so evaluated, the Axioms themselves flow. The word Logics is used here to mean postulates pertaining to the general organizational structure of alignments.

LONG FALL, An E-meter needle read of two to three inches in width.

LONG DURATION, There are times when that preclear may be asked for an "ARC Break of Long Duration" or something else ". . . of Long Duration". This means *years*. He's had the ARC

Break for years and it has never been handled. Ordinarily ARC breaks would refer to those which happened more recently - i.e. days, weeks or months only.

And then again, the auditor may ask for "a _____ that you have had for a *very long time*?" This would refer to such an unresolved something the preclear has had for two or more Lifetimes.

LONG FALL BLOWDOWN, A long fall followed by a TA blowdown.

LOOK: On the Know to Mystery Scale and in Auditing the word "Look" embraces the totality of perceptions.

LOOKINGNESS: Lookingness, then, imposes space - and when an individual can't impose space on something, he of course can't look at it, so it collapses on him. Well, he's all over the place anyway and lookingness is actually done by being willing to be something and then knowing where it is in space. That's the way lookingness is done, it's a very simple process.

LOOP, A redoubling of the time track, back on itself. Where this happens incidents are not in their correct place on the time track.

LOSE, Intending to do something and not doing it, or intending not to do something and then doing it. *(see also: Win)*

LOSS, Something has been withdrawn from a thetan without his consent. This would be the definition of loss. He could reach for it and now finds and considers he no longer can, and his survival is affected thereby.

LOSS OF HAVINGNESS (during auditing), What are the symptoms of loss of havingness? Running any as-ising technique, the preclear may become anaten, or he may become slightly nervous or agitated or want a cigarette or seem to break out of the session in some fashion. In either case, he is "down in his havingness". In other words he has burned up, used up or as-ised too much of his physical body energy in the auditing itself. This is really a feeling of becoming disconnected from the physical universe, and the preclear gets very nervous when this happens.

In view of the fact that every subjective technique puts a sort of a hole in the middle of the electronic mass surrounding a preclear, parts of that mass then begin to cave in on the preclear. Thus running an as-ising technique on a preclear beyond the ability of the preclear to sustain the consequent loss of havingness will bring in on the preclear many new engrams which he did not before have in restimulation, and a technique which as-ises energy, if used without a repair or remedy of havingness, may bring about a worsening of the case of the preclear.

LOSS OF VIEWPOINT, Where he has had an ally who was alive and is now dead, he also had a viewpoint - used as a substitute for his own - which is now gone. This is the basic loss and is the basic on occlusion. It is the loss of a viewpoint. When a preclear can't see anything on the time track it is because he has no viewpoint of it; he has lost the viewpoint he once had as a substitute for his own.

LOVE, The manifestation of admiration. An intensity of happiness addressed in a certain direction. Love is a consideration of distance. Love is high affinity plus aesthetics and mutual feeling.

LOWER CONDITIONS, Liability, Doubt, Enemy, Treason, Confusion. These all deal with the beingness the person is or is not assuming.

LOWER GRADES, See: Expanded Lower Grades.

LOWER ON THE SCALE, Means lower toned or in worse shape.

LOW TA, A person whose TA reading is below 2.0 on an E-meter. It is a symptom of a being who has been invalidated too thoroughly and for too long, to the point where it has overwhelmed him. This of course includes Self Invalidation. On such a case one will find continuous and obsessive repression of knowingness - his own and that of others.

When a preclear's TA goes low it is an indicator that he is being overwhelmed by life, by too heavy a process, or by rough TRs or invalidative auditing or auditing errors. A low TA means that the thetan has gone past a desire to stop things and has flipped over into a weak valence - he is now likely to behave in life as though he is completely unable to resist forces, whether real or imaginary. He will now be a "quiet listener", sitting there silently and inflowing compulsively all the time.

If accused of a crime he could easily go into agreement with the accusation and "confess" to it. Police deal with such cases all the time. In auditing his TA would go low (below 2.0) and he could even Rockslam. Now when you as a Case Supervisor see this you should simply say, "Low TA? Self invalidation. Low TA? This case is being invalidated," and deal with it accordingly.

LOW-TONE CASE, Low on the Tone Scale. He is not very causative in life and cannot answer questions intelligently about Help or Control.

LUCK, By luck we mean "destiny not personally guided." Luck is only important to a person living in a strong current of confusing factors. The hope that by some uncontrolled chance one will survive. Depending on luck is an abandonment of self-determinism and control. It's apathy. It's a thetan in confusion and not directing the course of his own life. The faculty known as luck is held on to when the person no longer has the ability to predict.

LUNATIC, The characteristics of a lunatic is one-way-help-inflow. He doesn't want to help anyone. He only wants to be helped. The moment you insist he help others he'll either (a) vanish, or (b), help others and get well fast.

LUMBOSIS, A very weird and famous disease that is only known in Scientology.

LX LISTS, An auditing action which isolates the reasons a being is charged up to such an extent that he is out of valence. When a person is out of valence he does not easily as-is his bank. There are three "LX" lists.

M

MACHINE, A very special kind of circuit. It can have wheels and cogwheels and belts and barrels and steam boilers and electronic electrodes and dials and switches and meters, almost anything you can think of as a machine, you will find in some thetan's bank as a machine, doing something that any machine does. It's an actual machine in the mind, (like ordinary machinery) constructed out of mental mass and energy, that has been made by the individual to do work for him, usually having been set up so as to come into operation automatically under certain predetermined circumstances. The individual lost interest in what he was doing but he felt he had to go on doing it so he set it up automatically. (see Circuit)

MAGIC, Setting aside for the moment all so-called "magic" which is really just sleight-of-hand trickery, magic is the use of little known properties of the physical and/or theta universes used in order to confuse or amaze others. It is that science or physics which lies outside of all of normal life experience on this planet. It is of two types:

White Magic is using one's own consciousness and intention to influence and shape reality to the benefit of others.

Black Magic uses one's own consciousness to tune into and enslave (or enlist) the consciousness of others so as to shape reality to the detriment of selected others.

MAJOR ACTION, Any - but any - auditing action designed to change a case or general considerations or handle continual illness or improve ability. This means a process or even a series of processes like three flows. It does not mean an entire grade or rundown.

MAJOR THOUGHT, By 'major thought' is meant the complete thought being expressed in words by the auditor.

MAN, A being composed of four distinct and divisible parts: these parts are termed the Thetan, the Mind (which would include the Time Track), the Body and the Genetic Entity.

MANAGEMENT, 1. Goals for companies or governments are usually a dream dreamed first by one man, then embraced by a few and finally held up as the guidon of the many. Management puts such a goal into reality, provides the ways and means, the coordination and the execution of acts leading toward that goal.
2. The skill with which goals, purposes, policy, plans, programs, projects, orders, ideal scenes, stats, and valuable final products in any activity are aligned and gotten into action is called management.
3. Management could be said to be the planning of means to attain goals and their assignation for execution to staff and proper coordination of activities within the group to attain maximal efficiency with minimal effort to attain determined goals.
4. Management consists of ethics, tech and outreach into other dynamics as a balanced picture.

MANIC, The extremes of roller-coastering - "too quiet" and "never quiet" have a number of psychiatric names such as "catatonia" (withdrawn totally) and "manic" (too hectic).

MANIC DEPRESSIVE, A type of case who is up one day and down the next. This is the potential trouble source gone mad. He has periods of great excitement and activity followed by

a period of deep depression. It is symptomatic of a person being affected by an undetected suppressive, either in his daily life or in his past (and being restimulated in the present).

MARCAB CONFEDERACY, A galactic civilization as evidenced by the recalls of many preclears. Various planets united into a vast civilization which has come forward up through the last 200,000 years - it was formed out of the fragments of earlier civilizations. In the last 10,000 years they have gone on with a sort of a decadent kicked-in-the-head civilization that contains automobiles, business suits, fedora hats, telephones, spaceships. A civilization which looks almost exact duplicate but is much worse off than the 1950s U.S. civilization.

MARRIAGE, Marriage would ideally consist of postulating into existence a thetan-association between two people of opposite and complementary sexes who share mutually held goals and an agreement on the way in which to attain them; who share open communication and ARC without overts or withholds; and who agree that the association is to be continued through time for the mutual perpetuation and protection of the two participants plus any children or family who may be allowed into the group. *(see Second Dynamic)*

MASS, When we say mass we usually mean mental mass. It consists of electronic standing waves actually, and they usually appear black to the preclear. TheY can become visible. Masses are masses and they are not particles. Masses are something that are shed from a thetan by mock-up and particles are something that are shed from masses. That's usually the way we find things.

Now, anything which goes into 'mass form' is out of 'thought form', isn't it? Huh? It's out of 'thought form'. The first thing you should know about masses is a mass is a thought so solid that one is not thinking about it. Got that? It's a memory. A mass is a solid memory.

MASTER PROGRAM, The master program for every case is given on the Classification and Gradation Chart.

MATCHED TERMINALS, A method of processing. The way one does matched terminal processing is to have - in mock-up - the preclear facing the preclear or his father facing his father; in other words, two of each of anything, one facing the other. These two things will discharge one into the other thereby running out the difficulty being handled.

MATERIALS OF SCIENTOLOGY, The materials of Scientology are not its tools. Its tools are processes - its materials are books, tapes, Professional Auditor's Bulletins, journals, and letters plus the experience of the practitioner.

MATERIAL UNIVERSE, This universe we are currently in, consisting of matter, energy, space and time. *(see also Mest Universe)*

MATHEMATICS, A subject which deals with the relationships of different agreed-upon symbols. Two or more thing being "identical", the one to the other, are theoretical things which exist only in mathematics and do not exist in the real universe. Mathematics is not directly applicable to the real universe but is only an abstract of the real universe, which makes it easier and handier to get some sort of approximation of what's going on in the real universe. Anybody can cast up any kind of theoretical mathematics he wants to cast up and he can get wonderful results, and he can also figure out all kinds of things that aren't there.

MATTER, A group of physical universe energy particles located in a relatively stable relationship to each other.

MAYBE, Simply a balanced insistence on *must* and *must not*. It is and it is not. And these things equally insistent, add up into the indecisions of 'maybe'.Neither no nor yes. A confusion

of beingness, a confusion of doingness, and a confusion of havingness, and it's too balanced to resolve itself. *(see also Doubt)*

MECHANICAL ABERRATION, There is a type of aberration source which is simply the amount of charge there is on the case. This might be called mechanical aberration. It does not stem from specific commands but stems from mental inefficiency by reason of cumulative entheta. Entheta by itself can charge up a case to the point where the case will behave in certain definite ways regardless of the command content of the engrams.

MECHANICAL DEFINITION, Called "mechanical" as it is defined in terms of distance and position. Mechanical in this sense means interpreting or explaining the phenomena of the universe by referring to causally determined physical forces; mechanistic. A being can put out objects to view (or anchor points) and also put out points which will view them, even while the being himself is elsewhere. Thus one can achieve space.

"Mechanical" also applies to "acting or performing like a machine - automatic." Thus a "mechanical definition" would be one which defined in terms of space or location such as "the car over by the old oak tree" or "the man who lives in the big house." Here "the old oak tree" and "the big house" are fixed objects and the unfixed objects ("car," "man") are a sort of viewpoint. One has identified things by location.

MECHANICS, By mechanics we mean any and all of the objects, motions, or spaces which exist. Mechanics are always quantitative. There is always just so much distance or so much mass or so many hours. We have a word for mechanics compounded from matter, energy, space, and time which is Mest. By Mest we mean any or all arrangements of energy of whatever kind, whether in fluid or object form, in space or spaces.

MEMORY, Memory can be considered to be any concept of past perceptions stored in the standard memory banks which is potentially recallable by the individual. It has the connotation of 'you simply know' it had happened.

The reason for bad memory is that we have withdrawn from past events and lives and have wished to "start again' freshly. Bear in mind that the mental recordings of these “forgotten” events are still there in the bank. The person has simply decided not to reach for them again – he does this by obscuring them. It is thus by his own postulate that persons, things and events are “forgotten”.

By increasing a person's reach and willingness to have and pervade past times and events one improves also his memory of them.

MEMORY BANKS, STANDARD, The thetan has its standard memory banks. Just where these are located structurally is no concern of ours at this time. To operate, the thetan has to have perception of present time (data), memory (data), and imagination (data). Whether or not the data contained in the standard memory banks is evaluated correctly or not is a matter of aberration - the data is nevertheless there. *(see also: Standard Memory Bank.)*

MENTAL DISEASE, There is no evidence of any kind whatsoever that there is anything called a ‘mental disease’. So therefore the whole of psychiatry is based on a wrong premise and as a result the whole of civilization for the last four and a half hundred years has been tossed into dungeons and tortured and burned at the stake and electric shocked and prefrontal lobotomied and put into ice packs and everything else.

MENTAL IMAGE PICTURE, (Also known as a "Picture" or "Facsimile") All perceptions, all efforts, emotions and thoughts which a person experiences are continuously recorded in the mind, and these recordings are called "mental image pictures" or “Facsimiles”. The Mind, also

called the Time Track, is nothing more than the storage bin of these recordings. The influence of the Mind on the person comes about through what the Thetan does with it, and not from the Mind itself.

These are not physical recordings in the sense that they are patterns recorded on a body cell - they are not at all dependent upon the body for their continued existence. However, even though they exist only in "theta-space" they do become real and present in the physical universe when restimulated and they can then be measured by physical instruments. They are attached to the thetan and are held by him or her in their own space and time. Any facsimile which has been recorded is there to be recalled - brought to view in the present awareness of the being. This ability to recall (bring to view) improves markedly as the individual progresses in auditing.

MENTAL MASS, Mental mass is mass contained in the mental image pictures (see above) of charged incidents stored in the reactive mind. These pictures, when in restimulation, have weight - very tiny, but they do have weight and they actually have size and shape and so forth. Their proportionate weight would be terribly slight compared to the real event the person has made a picture of.

MENTAL MATTER, Thought, effort and emotion held together all in one place at the same time. It is evidently a lump of very solid thought which is chaotic enough in its arrangement of attention units that you can't do too much about it. *(see Mental Mass)*

MENTAL STRESS: A very crude, low-level definition but a very understandable definition of what *mental stress* consists of - *it is the person's inability to accept or reject his environment at will.* And if you were to work with that definition alone and if we were to talk about nothing but that, we would be very successful because we would be dealing entirely with something that something can be done about in auditing.

MERCHANTS OF CHAOS (Merchants of Fear), There are some very disturbing elements in our civilization. These disturbing elements we sometimes call the Merchants of Chaos. They deal in confusion and upset. Probably they do not number more than five or ten percent of the overall population. They have very particular personality traits. Their daily bread is made by creating chaos. If chaos were to lessen, so would their incomes. It is to their interest to make the environment seem as threatening as possible, for only then can they profit. Their incomes, force, and power rise in direct ratio to the amount of threat and fear they can inject into the surroundings of other people. They are commonly found to operate in the news media or as purveyors of drugs of various types, but they can be found everywhere else as well.

MERCY, A lessening of a person's belief that a given degree of retribution is needed to be imposed on another in order to guarantee the ongoing safety and security of that person. On the third dynamic: A lessening of the public's acceptance of the discipline necessary to guarantee their mutual security.

MESMERISM, Mesmerism bears no relation to hypnotism at all. Mesmerism was once known as ‘animal magnetism’. It's a mental and physiological rapport resonating on a physically induced rhythm. It is not purely mental, but a combination of mental and physiological. To mesmerize him you reach over and stroke or massage his body with a gentle rhythm across certain areas. And you stroke it rhythmically enough until his body goes into a harmonizing vibration with your determinism at the level of stroking. That's mesmerism. It puts the body in complete rapport. You can do this with sight, you can do this with touch, you can do it with whispered sweet-nothings or soft music or with almost anything.

MEST, A coined word; an acronym meaning Matter, Energy, Space and Time - the physical universe. All physical phenomena may be considered as energies operating in space and time.

The movement of matter or energy in time is the measure of space. All things are Mest except Theta.

MEST BODY, The physical body. (see Body) The mest body should not be thought of as a container or vessel for the theta being. A better example would be a sliver inserted into the thumb: here the thumb would be the theta being, the sliver the mest body. Mest bodies are good identification tags, they generate exciting emotions and sensations and they are fun to operate at times, but they should never be regarded as an acceptable reason for existence.

MEST CLEAR, (Original definition) By Mest Clear we mean a Dianetic Clear. He is free of physical somatics stemming from the reactive mind - this is a rather simple mechanical definition. It says in effect that so far as human beings are concerned our preclear has finally arrived at a point where he has excellent recalls, has no apparent psycho-somatic aches and pains and can fully recall what has happened to him in this lifetime. He can access past lives as needed. The individual may not be totally aware of himself as being a thetan but he does have his engram bank keyed out. At least he isn't looking at it, he isn't having to confront its grim effects all the time, it isn't worrying him. He's in a pretty good, orderly condition as a human being.

(1961 definition) Now we have upgraded the definition of *MEST* Clear because it is the first fully stable state. It results when the preclear blows the Mest aspect of his Time Track. The significance and postulates are to some greater or lesser extent still there, but the mental mass of it all is gone.

We have got a state of stability for this particular state and this *is* a state of stability, so, just make it what it is. It is a *MEST* Clear, but "MEST Clear" in the past had a much *lower* requirement. It was a person who was not troubled by a bank particularly.

Now, today you're not doing that. Actually, a MEST Clear is inoperative on an E-meter. A meter merely floats. A MEST Clear totally stabilized—takes them some months to even out. They will run into things. Life itself is a sort of a confusion. And they've got the confusion of life stabilized and that sort of thing. They are, however, operating as a person and they are operating as a member of the human race and so forth; so could not be considered to be a Theta Clear.

MEST LOCKS, Locks which come about through the inhibition or enforcement of the individual's experience or control of Mest. *(see Locks)*

MEST PERCEPTICS, Recordings the thetan takes from the organs of perception of the human body as a substitute for actual direct perception. This is a lazy thetan being dependent on really lazy perceptions. The body records actual wave emanations from the mest universe and the thetan then uses these recordings as the basis of its own concept of Reality. By doing this habitually he negates the value of his own knowingness. "If you can't prove it in the MEST universe then it doesn't exist" is his motto.

MEST REALITY, The reality which can be sensed, measured, and experienced by the body in the physical universe. To lower toned people this often constitutes the only acceptable reality.

MEST THINKING, Mest operates in terms of opposite polarities - positive and negative. Mest thinking is when a person's method of thinking mimics this and the person only thinks in terms of opposing dichotomies. For example: "Do you love me?" "Hmmm, I'm not sure." "Oh, so you don't like me?" That is Mest thinking - the person can only conceive of opposite polarities. *(For Theta Thinking see Infinity Valued Logic)*

MEST UNIVERSE, The universally agreed-upon reality of matter, energy, space and time which we use as anchor points and through which we communicate. A system of interconnected barriers on which we have mutually agreed so that we can have a game.

METABOLISM: see BASAL METABOLISM.

METALOSIS, A psycho-somatic condition caused by the interaction of the body's electrical fields and the magnetic and other fields of metals in close proximity to it. The effect takes a long time to occur. Engrams are formed. From *osis*, Greek: *action, process, condition or abnormal or diseased condition caused by*; and *metal*, any of a large group of substances (as bronze, steel) that typically show a characteristic lustre, are good conductors of electricity and heat, are opaque, can be fused or are usually malleable or ductile.

METALOSIS RUNDOWN, The procedure used in Expanded Dianetics to cure metalosis.

METAPHYSICS, It means "after physics" because the original classes in it was given in the ancient Greek academies were given in the period which immediately followed the physics period. That is where that gets its name, because it was the unexplained, inexplicable and upsetting things that no one knew the answer to. During these classes they speculated on the ultimate reality of all things.

METER CHECK, The action of checking the reaction of a student to subject matter, words or other things, isolating barriers to study, interpersonal relations or life. It is done with an E-meter.

METER DEPENDENCE, When the preclear begins to prefer being meter-steered by the auditor to exercising his own ability to recall. It is totally *non-optimum* - in auditing, the preclear should become increasingly confident of the correctness of his own recalls.

Meter dependence is often created by the auditor's failure to grant full beingness to the preclear. Also by invalidation or poor acknowledgment by the auditor. If the auditor seems not to accept the pc's data, then the pc may insist that the auditor "see it reads on the meter." This can grow into a formidable meter dependence on the part of the pc.

MIDDLE RUDIMENTS, Mid-ruds are called mid-ruds because the middle of session was the earliest use of them - the auditor would check on whether, in the session thus far, there had been any suppression, invalidation, missed withhold or 'careful of' by the preclear. They were done as a routine action to keep the session progressing well, though today they are only used by an auditor as needed.

MIMICRY, A non-verbal auditing technique wherein the auditor mimics the preclear and persuades the preclear to mimic the auditor. Various processes are used, such as passing a small object back and forth between them, nodding, shaking hands, sitting down, standing up, walking across the room and back and sitting down, all of which are effective. The preclear does something, then you do the same thing, and so he becomes aware that he's doing it because he sees you doing it. This can be done on the other flow too of getting the preclear to mimic the auditor.

MIND, There is a private "universe" which all people have located just an inch or so behind the front of their skulls. It is your personal world of ideas and knowledge and imagination and memories and fears and dreams and nightmares and whatever kind of bric-a-bac you choose to have there. A lot of it is under your own control, some is only partially under your control, much of it is decidedly NOT under your control – this part runs on auto-pilot.

This is your "mind". It is not "you." You are a spirit – a 'thetan' in Scientology terms. A thetan cannot look 'in'. It has no 'in'. A thetan can only ever look 'out'. So when you look at something in this private universe of yours, what you see is noy *you*, it is *mind*. The mind is not 'in' your head, although it seems that way. Your mind is in a space of its own that you created for it.

Now this "inner universe", or "inner world" is made of matter, energy, space and time exactly like the Mest universe is, but it is a different order of matter, energy space and time – it is "Mental Mest" or "own-universe mest". In an aberrated person all of his or her life-experiences in the outside universe (the so-called "real" universe) are filtered through this inner universe – often (not always) through the out-of-control portions of the inner universe – and then this inner universe determines the person's responses to the experiences had. So you live your life in the outer real world but the *nature* and *quality* of your experience of that outer world is determined by your inner world.

Scientology seeks to make the unknown and out-of-control portions of this inner world known and under your own control. OK? That is what we strive to do. You are the thetan, the spiritual being who is in charge, who creates and is senior to all of the stuff in this "inner universe", but with large portions of it being hidden and out of control you are at the mercy of that portion.

The mind is not a part of the thetan – but it is a creation of the thetan. It is a non-essential additive that he holds to his bosom. Without the thetan (that's you) constantly giving power to the "mind", it would cease to exist and you would be much better off. It is non-essential. There is nothing you can do with this "mind" that you wouldn't be able to do much, much better without.

The mind as itself is a complex associative mechanism. Anything and everything that a being has used as a *substitute for self* can be considered to be part of a person's 'mind'. So the mind is a *servo-mechanism* the being has created to substitute for itself and it is used as such. Where this mind has been set up to operate *automatically* - i.e. without the knowing input or awareness of the being - then it can be considered to be part of the "stimulus-response" mind of the being, in other words part of the Reactive Mind.

The human mind is different to the human brain, the mind is the storage system of recordings of the person's perceptions and experiences in the physical universe throughout his life or lives; while the brain is a switchboard directing the mind's instructions to the relevant parts of the body.

The mind is located in the personal space in the vicinity of the being. It is capable of influencing both the thetan and the body directly on a bypass of the being who should be in charge. *(see also Time Track)*

MINOR THOUGHT, By minor thoughts is meant subsidiary thoughts expressed by words within the major thought. They are caused by the reactivity of individual words within the full words. Example: "Have you ever injured dirty pigs?" To the pc the words "you," "injured," and "dirty" are all reactive. Therefore, the minor thoughts expressed by these words can also read on the meter. (see also Major Thought)

MINUS RANDOMITY, From the viewpoint of the individual, anything which has too little motion in it is a minus randomity. A good statement of minus randomity would be: "things are too slow. Things are certainly slow around here, life is dull, there is nothing happening". *(see also Optimum Randomity)*

MINUS SCALE, The minus section (below 0.0) on any of the scales,e.g. the Tone Scale or the Scale of Awareness Levels, etc.

MINUS SCALE RELEASE, There are several Grades of Release below Zero, in the Minus Scale of the original complete Gradation Chart. Today there are two specific Grades of Release considered to be below Zero and above the lower Minus Scale. These are (reading from the lowest upwards):

4. and then (Help) ARC Straightwire (Knows he will not get any worse).
3. then (Hope) Life Repair (Awareness of Improvement)
2. then Wanting Scientology (Demand for Improvement),
1. (Need of Change),

After the person (preclear) reaches step 4 he moves on up to Grade Zero where the Communication Release Grade is run.

MINUS TONE SCALE, The sub-tones below zero on the Emotional Tone Scale which are so low as to constitute by the individual a "no-affinity, no-emotion, no-problem, no-consequence" attitude to life. In human existence here on earth the thetan is in a body and the body is alive. It thereby brings the thetan somewhat uptone since he is being a body - pretending that he is one - and he manifests tone levels between zero and 4.0 on the Tone Scale.

MIS-ACKNOWLEDGMENT, There are many ways to mis-acknowledge a preclear. But any mis-acknowledgment is only and always a failure to end the cycle of a command. If the preclear is not sure he has answered and that the auditor has accepted the answer, then a proper auditing communication cycle is not present and the preclear will get little or no benefit from the auditing.

MIS-ASSIST, Failed Help. An incident wherein the preclear has tried to help on some dynamic and has failed.

MISDIRECTOR, A command recorded in an engram which sends the preclear in the wrong direction, makes him go earlier when he should be going later, go later when he should go earlier, etc. "You can't go back at this point," "You're turned around," etc. It is a phrase which, when the auditor sends the preclear in one direction, makes the preclear go in another direction.

MISEMOTION, A coined word in Dianetics and Scientology, used loosely to refer to any unpleasant emotion such as antagonism, anger, fear, grief, apathy or a death feeling. The full meaning of misemotion is "an emotion or emotional reaction that is *inappropriate* to the present time situation". It is taken from mis- (wrong) + emotion. To say that a person was misemotional would indicate that the person did not display the emotion called for by the actual circumstances of the situation. Being misemotional would be synonymous with being irrational. One can fairly judge the rationality of any individual by the correctness of the emotion he displays in a given set of circumstances. To be joyful and happy when circumstances call for joy and happiness would be rational. To display grief without sufficient present time cause would be irrational.

A misemotion is always a *non-sequitur* response to a situation and is method employed by the person to resist or avoid being of controlled by another or by the present environment. *(See Black Panther mechanism)*

MISMANAGEMENT, Mismanagement would consist of failing to forward the basic purpose of the group, not grasping and specifying sub-purposes, and not formulating policies to strengthen successful ideas or actions that forward the purposes. Included would be any ideas or actions that impede and retard the purposes, and not recognizing actual enemies or oppositions to them. Failing in any of these actions the individual, group, organization, state, civilization, race or species will falter, fail and die. *(see Admin Scale)*

MISSED OVERT, A done, that the auditor didn't find out about.

MISSED WITHHOLD, An undisclosed contra-survival act which has been restimulated by another but not disclosed. The missed withhold is something someone nearly found out about.

It's another person's action. It's nothing the person himself did or is doing - it is another person's action and the person's wonder about it. The person feels you nearly found out about something bad that he did but is in suspense as to whether you actually did find out or not. He locks up in that unknown.

MISSED WITHHOLD OF NOTHING, There is nothing there, yet the auditor tries to get it and the pc ARC breaks. This gives the pc a missed withhold of nothing. "Cleaning" a rudiment that has already registered null gives the pc a missed withhold of nothingness. His nothingness was not accepted. The pc has no answer. A missed no-answer then occurs. To ask again something already null is to leave the pc baffled - he now has a missed withhold which is a nothingness.

MISSED WITHHOLD PROGRAM, Where the auditor searches for and finds when and where withholds should have been disclosed but had been missed.

MISTAKES, A thetan starts making mistakes when he doesn't want to be right. In reality, the individual will always be right and his intentions will always work, but in his aberrated state these get modified and inverted through various enturbulences.

MIXING PRACTICES, Mixing other practices with Scientology, for example using hypnosis to "aid" recalls, using chiropracty to run engrams, etc.

MOCKERY BAND, (Mimicry Band) There is a little band down very close to death on the Tone Scale which is a mockery, or mimicry, band. Anything that's in that band is a mockery (or mimic) of higher tone levels.

MOCK-UP,A mock-up is something the thetan puts up and says is there, even if it is only there for him. That's what a mock-up is. It is a knowingly created mental picture that is not part of a time track is a mock-up. He just created this idea or picture for himself and so there it is in his head, just as he made it. It can be simple or complex and it signifies whatever the guy decided it signifies.

MODEL SESSION, The same exact pattern and script (patter) with which an auditing session is begun and ended; the overall form of all Scientology auditing sessions which is the same anywhere in the world. Its wording is very fixed. By always using the same words to open, continue and close a session, to begin and end processes, a duplication of sessions is achieved which, as they continue, runs them out. The patter wording of a model session should be learned by heart and not changed.

MOISTURE PERCEPTION, Moisture perception permits us to sense the dampness or dryness of the atmosphere and thereby to further evaluate our environment.

MONEY, Money is a symbol which represents value in terms of delivered and exchanged goods or services. Money is only a substitute for wealth and is not itself wealth. It is only valid to the degree that it can substitute for actual wealth. It is only of any use to the degree that it can purchase things of value.

Money is an idea backed by confidence and is actually a symbol representing something else. It represents success when you have it and defeat when you don't - no matter who is putting out propaganda to the contrary. It is a popular attention unit, or admiration particle, in this society at this time.

MONEY PROCESS, A process intended to increase a person's ability to have money.

MONITOR, Could be called the center of awareness of the person. It, inexactly speaking, is the person. It has been known by various names for thousands of years, each one reducing down to "I" - the thetan.

MOOD, LRH: " Now, of course, the human race is apparently playing a game called penalties more than they play anything else. Of course, there's penalties under freedom, penalties under problems and penalties under havingness. Problems can be penalties, havingness can be penalties, freedom can be penalties, alike.

And so we have also the *mood* of game. And the mood of game is simply that mood which an individual believes is best to use in the playing of that particular game. And he gets his games mixed and his mood mixed, and loses control of them, gets fixed one way or the other in some mood and we say "he's fixed on the Tone Scale." And so he is.

There's a little deeper significance into it than that, but we have a mood of game with regard to problems, we have a mood of game with regard to havingness, we have a mood of game with regard to freedom. You see that an individual has various parts of these three parts then. But, they all break back to three parts. [Lecture 56.02.14a - Aims and Goals of Scientology]

LRH: "Now, we can chart the succession of games down through which people fall, and we find that they go down the Tone Scale one right after the other. But the funny part of it is, the Tone Scale only marks one thing about games: *It marks the mood of play, the mood of game* - that's the only thing the Tone Scale marks. It really doesn't characterize what kind of a game he's playing. That game depends on his relationship to the dynamics from one to eight. And he starts to play inverted games below one." [Lecture 56.02.14b - Games Processing Applied to Auditing]

It is hard to see any real difference between 'Mood' and 'Tone level'. Mood may perhaps refer to the amount of confront the guy has, or the amount of randomity he is willing to have, in a game. Any given "quantity" of this can be expressed through any Tone Level.

MOOD DRILLS, Developed to handle stuck or fixated auditor moods (Tone Levels) or where some auditor's fixed mood entering into the session distracts or upsets a preclear or slows his progress. Mood drills consist of TRs 1 to 4 done out of session on each tone level of the full tone scale, hitting each mood up and down the scale. The coach calls the mood, the auditor does TRs 1 to 4 in that mood. It doesn't really require much coaching. You just start low on the scale and TR that mood then the next, then the next. Like, all TRs done "hopeless," etc. Lots of laughs are to be had doing it. Doing TRs as a dead auditor is pretty tricky. Once begun mood drills should be continued until the whole scale is flat so the auditor doesn't get stuck on the tone scale but can do any mood easily and without strain.

MORALE, The tone level of a group. Basically it is the Havingness level of a group - meaning the degree to which they perceive their group postulates as being effective. This manifests as the demonstration of competence, and production is the evidence of such competence. Production being visible progress towards the group's goals.

The morale of a group evidences as a sense of common purpose or a degree of dedication to a common task regarded as a characteristic of or dominant in a particular group or organization.

Also defined as a confident, resolute, willing, often self-sacrificing and courageous attitude of an individual to the function or tasks demanded or expected of him by a group of which he is a part. It is based upon such factors as pride in achievement, pride in the aims of the group, faith in its leadership and ultimate success, a sense of fruitful personal participation in its work and a devotion and loyalty to other members of the group.

Morale is made up of high purpose and mutual confidence. It is courage, discipline, confidence, enthusiasm, willingness to endure hardship.

MORE THERE, You could say a competent person was 'more there'. But this is really "more able to put his attention on what he has his attention on."

MORAL, Goodness or badness in human behaviour and character as measured against the prevailing standards of the group one is a member of.

MORAL CODE, That series of agreements to which a person has subscribed to facilitate the survival of his group. Moral codes are agreed upon solutions to problems which haven't always been fully confronted, analyzed, or understood, but which solutions are necessary for the ongoing well-being of the group members.

MORALS: Codes of conduct which serves as a standard of acceptable behaviour for the members of a group. It is usually derived from the past experience of that group or from revelations and commandments from the deity. They are the agreed upon codes of conduct of a society which are sometimes given the force of law.

What is moral in one group could be considered to be totally immoral by another. Rules which were once pro-survival could become contra-survival as time and circumstances change. A hundred years ago it was considered immoral to divorce; today it is considered immoral to continue in an unhappy marriage.

Morals are an entirely arbitrary code of conduct and are not necessarily related to reason or good sense, but they are important in that they make a stable society possible. Morals relate to survival only insofar as continued membership of that group relates to survival.

Morals are just a bit below ethics. Ethics could be described as something which is an innate fairness, an innate rationality concerning the situation, which tries to make it work out. Morals are codified rightnesses. Somebody in the past has figured out that something was harmful, therefore there should be a law against it, there should be a moral code which would protect the bulk of the society. This is not reasonable, but it was put up and served as a moral code. And believe me, you wouldn't get very far without a moral code here and there, for there are three or four people in this society that aren't completely rational and need to be constrained by moral codes.

There should be no confusion between Morals and Ethics. As an easy rule of thumb one can say that if something is given as a rule to be followed then it is Morals. Ethics stem from the inner sense of rightness and fairness that relatively unaberrated people have and cannot be given out as rules to be followed.

Morals and ethics and good physical well-being, mental balances of rightness and a high appreciation for aesthetics - all of these things go together. And a society can be measured as to its potential survival into the future by its individual health, its morals, its ethics and its consent to be beautified or its effort to beautify itself.

MOTION, A change of position in space. It’s a consecutive appear and disappear in infinitely small gradients. Dimension points, by shifting, can give the viewpoint the illusion of motion. The viewpoint, by shifting, can give the dimension points the illusion of motion. Motion is the manifestation of change of viewpoint of dimension points.

As a reactive “perception” motion is the above and it also includes the "winds of space" - a feeling of being blown upon especially from in front of the face

MOTIVATOR, Something which the person feels has been done to him, which he is not willing to experience.An aggressive or destructive act received by the person or one of the dynamics. It is called a motivator because it tends to prompt that one pays it back - it "motivates" one into committing a new overt to get back at the other person.

In Scientology, the word 'motivator' gets to be very, very technical: A motivator is that received action which justifies *separation from* its source. A motivator would be an action received by an individual which thereafter permitted him to consider all existing obligations to that source *cancelled*. It permits him to disconnect from that to which he was bound.

The basic reason why an individual wants or has to have these motivators, is to permit him to then consider that he has had cancelled out for him, any and all obligations which kept him connected to anyone or anything. An action happened to him which then permitted him to no longer consider any former ties to a certain sphere, activity or person, to be binding. It is the motivation for separation.

MOTIVATOR HUNGER, A motivator is called a "motivator" because it tends to prompt one to commit an overt. It gives a person a motive or reason or justification for committing an overt. When a person commits an overt with no motivator he tends to believe or pretend that he has received a motivator which does not in fact exist. This is a false motivator. Beings suffering from this are said to have "motivator hunger" and are often aggrieved over nothing.

MOTIVATORISH CASE, A preclear who only gets off motivators in a session. He is well aware that each motivator answer is not truly real, but reactively he is incapable of looking at the cause side of the picture and so considers any effort on the part of anyone attempting to get him to do so as an effort to punish him or to make him guilty. Such a motivatorish case has many overts of blaming others and uses any motivator as a justification of his overts against others.

MOTOR CONTROL TIME TRACK, What was referred to in "The Original Thesis" as the Motor Control Time Track was not merely the track of a person's memories, but the actual recorded mental Time Track. *(see full definition)* The precision of data contained in the motor control time track is enormous. The motor strip time track can be asked questions down to the smallest moment of time, and the area of an engram can be so located and its character determined.

MOTTO FOR SCIENTOLOGY ORGANIZATIONS,

"Standard Tech calmly and competently applied."

MULTIPLE DECLARE, During the mid to late 1960s Quickie Grades set in. A preclear was audited on several grades all in one session and then declared to be complete on all of them at once, with no mention being made of exactly what abilities were gained from the auditing. This was a disaster which was only ended in mid 1970 when Full Expanded Grades *(see def.),* the very underlying basis of all preclear gains, were introduced.

In the 1980s in Scientology Organisations attempts were made to reintroduce the running of only the major process of the grade and then permitting the preclear to attest to that. This was done in a misguided effort to speed people's progress up the bridge. It proved to be equally disastrous.

The only system that ever really worked was for people to have as much auditing as you could get them to have coupled with fast and diligent training in the technical materials and the skills of auditing.

MULTIPLE ILLNESS, A person who is ill often has several engram chains of different types all in restimulation at once. We call this multiple illness.

MULTIPLE SOMATICS, Several somatics given as one item - such a multiple item cannot be run with Dianetics since it covers more than one somatic. Examples would be "mixed feelings" or "a sort of confused hot and bothered feeling".

MULTIVALENCE, Valence in Scientology means the personality of one of the dramatic personnel in an engram. It refers to the beingness the person manifests, as a substitute for his own beingness, when he is dramatizing an engram.

Multivalence then, would mean 'many beingnesses'. It would embrace the phenomena of split personality, the strange differences of personality in some people in one situation and then another.

MURDER ROUTINE, A slang title for the "worse than" technique. The preclear who won't admit to any wrong-doing even when the charged terminal is reading repeatedly on the meter can be gotten to give up his overts by inferring he has done very bad things, including murder.

Auditor: "Did you kill your wife?"

Pc: "Oh no! I only cheated on her!"

MUSIC, The purpose of music is to worship God and to refresh the soul. *(J. S. Bach)* In other words, good music is inherently a *therapy*.

MUST HAVE - CAN'T HAVE, Coupled with Must Be – Cannot Be, and Must Do – Cannot Do, forms the basis of insanity. When thetan has been degraded to the point where he feels all of the above with certainty, and he knows that not even death will get him out of this, then his only option is to go mad, which is to say become wildly and randomly but always covertly, destructive of anyone and anything.

MUTTER TR, A drill to train a student in the muzzled auditing comm cycle. *(see Muzzled Auditing)* When auditing in this style the auditor is not to rupture the preclear's itsa line even when he - the auditor - does not fully understand the preclear's answer. Demands for clarification when the preclear is "down the track" will severely distract the preclear and make effective auditing impossible, so the auditor is required to muzzle himself and do only the expected procedure.

MUTUALLY RESTIMULATIVE, Two people may discover that they are mutually restimulative - which is to say each is a pseudo-person in the other's engrams and each one is restimulated by the other. This happens sometimes when both husband and wife have overts and withholds from each other. There are processes to remedy this.

MUTUAL OUT RUDS, This means two or more people who mutually have ruds out on the wider group or other dynamics and do not get them in. So they both agree that some overt is actually OK and they don't demand that the other live a moral life. It is like a small "bubble universe" where agreements on what is moral behaviour are different to those held in the broader group.

This very occasionally happens in auditing where the preclear has some withhold that the auditor also has. They share the same overt/withhold and so the auditor "allows" it in the preclear in order to protect himself.

MUZZLED AUDITING, In muzzled auditing, the auditor says only two things. He gives the command and acknowledges the answer to that command. If the pc says anything that is not

an answer to that command, the auditor nods his head and awaits an answer before giving any acknowledgment. This could also be called rote style auditing. Muzzled auditing has been with us for many years. It is the stark simplicity of TRs 0 to 4 with nothing else added. At Level One (Grade One) auditing is done completely muzzled.

MUZZLED COACHING, The coach makes no comments but acknowledges the student only when the student has done it correctly. He says 'fine' when he thinks it is fine and otherwise keeps his mouth shut. This is muzzled coaching.

MYSTERY, Intense interest plus an absence of data to satisfy that interest. This equals a Mystery. The anatomy of mystery is interest plus no data leading to no understanding plus no prediction, confusion and then total blackout (unconsciousness). It's an overwhelming and unsatisfied "What's it?" by the person.

Mystery is the level of always pretending that there's always something more to know than the mystery itself. It is an oblivion of knowing. It is an incomplete cycle of action, and the desire to complete it is the glue that sticks thetans to things and is what got the thetan into this universe in the first place. It has, since time immemorial, been used as a theta-trap.

MYSTERY SANDWICH, The only way anybody gets stuck to anything is by a mystery sandwich. A spiritual being cannot be "stuck" in a body, but he can have a mystery he wants solved sitting between him and his body which will connect him to the body.

You have to understand this thing about the mystery sandwich. It's two pieces of bread, one of which represents the body, and one of which represents the thetan, and the two pieces of bread are pulled together and are kept stuck together by a compulsion to understand the mystery. And that's all it is. A thetan stuck to anything is just a mystery sandwich. Thetan + mystery + object = mystery sandwich.

A thetan tends to get stuck on (in truth: deliberately holds on to) effects that seem to parallel his own purpose line in life. He is often careless about the Cause of that effect and pays little regard to any side-effects that stem from it. This is associative thinking at its worst and is the key factor that makes it possible to entrap a thetan.

MYSTICAL MYSTIC, *Slang.* A type of case. The person is so out of it (reality) that he will be totally reasonable about anything that happens in his vicinity, justifying the most egregious outnesses by dubbing in imagined "good reasons" for it and not do anything about it. He'll see nothing but good in anything including murdering babies.

MYSTICISM, Any of the doctrines or beliefs that assert that knowledge of spiritual truths can be acquired intuitively through introspection or meditation.

LRH: "And what are all these people studying, and where are they trying to go, and what are they trying to get? They're trying to get the source of man and trying to discover the extent of, and recover the use of, all of his latent powers of personality. And that, actually, is the complete goal in this search. Not necessarily to uncover the gods and shake them by the right hand.

Let us recover man and find out if man ever was a god. And if he was, why did he stop being a god. Let's make an effort to discover what is an individual. Is there such a thing as a relatively pure individual? If so, and if there ever has been, how did he get debased? Or, if there is a debased individual at the source, how do you purify him and raise him up?" *[LRH 52.03.10 Main and Sub-Theta Lines]*

MYSTIQUE, Qualifications or skills that set a person or thing apart from and beyond the understanding of an outsider.

N

NARCOSYNTHESIS, The early psychiatric practice of inducing partial sleep with drugs and then talking to the patient to draw out buried thoughts. A complicated name for a very ancient process quite well known in Greece and India. It is drug hypnotism. It is actually a depressant on the awareness of an individual so that those attention units which remain behind the curtain of his reactive mind can be reached directly. Not good therapy.

NARRATIVE CHAIN, A Dianetic chain of similar experiences rather than a similar somatic.

NARRATIVE ITEM, Is an item which a preclear may present for Dianetic auditing which will land him in a single incident only and for which there is no chain. Flagrant example: "The time the horse dumped me in the river and I broke my arm." Obviously, there was only one such incident. Also, any narrative item that describes only one particular type of incident even when it is worded as a feeling, e.g. "A feeling of being kicked in the stomach".

NATIVE ABILITY, There isn't any such thing as a limiting native ability. There are things that certain guys are very good at but that doesn't ever mean they are limited to that and can't be good at anything else. It's the broadening of general ability that brings one's own native ability (so-called) into full view.

NATIVE STATE, The potentiality of knowing everything. The list of no games conditions is a summary of the native state of a thetan. The thetan is not in contact with space, energy, mass. He doesn't have any dimension. The native state thetan is total potential knowingness.

NATTER, Destructive, carping criticism of someone or something. Malicious gossip. Sometimes preclears who have big overts become highly critical of the auditor and get in a lot of snide comments about Scientology. Such natter always indicates a real overt.

NATURAL AUDITOR, The natural auditor gets right into it and does a workmanlike job. He or she absorbs data well and gets it into practice, does a passable job on a preclear even at the start of training, and rapidly improves case-wise under skilled training and auditing.

NATURAL TRs, Spoken TRs are natural. There is no uncomfortable robotic execution or straining of voice. TRs are for use in life and in the auditing room and they sound quite natural.

NCG, No **c**ase **g**ain, despite good and sufficient auditing.

NECESSITY LEVEL, A sudden heightened willingness to act in an emergency situation which opens up a huge reservoir of ability lying dormant within an individual.Unexpected conditions in the environment suddenly demand a big increase in the amount of free theta in the individual and he responds to it by extroverting and dealing with the emergency situation.

NEEDLEBLINDITIS, A disease. The auditor never sees a floating needle and ploughs right on by it. This is detected by high TA right during or after a session. The auditor ploughed on. The floating needle did occur, but wasn't seen.

NEEDS, The basic things a person has to have in order to survive physically, such as food, clothing and shelter. These are distinguished from 'wants' which are the personal desires of an

individual. Thus, although a person needs shelter to survive and a house may represent that, he may want particular features in that house that his basic survival does not depend upon.

NEEDLE PATTERN, It is the background pattern of needle behaviour on a preclear when the auditor is saying and doing nothing. It's not a needle response to something. It's what the needle is doing when the auditor is saying or doing nothing.

NEEDLE REACTIONS, Particular reactions on the meter needle in response to something the auditor said or did to the preclear. Rise, fall, speeded rise, speeded fall, double tick (dirty needle), theta bop or any other action on the needle *in direct response* to what the auditor said or asked.

NEEDLE REACTIONS ABOVE GRADE IV, Meter and needle responses change on a preclear as he or she moves up the bridge. These become particularly noticeable after Grade Four. A real dirty needle is constant and continuous. The same small jerky needle action on a person Grade V or above means "No" or that the answer to the question is negative. A response like a brief dirty needle on a pre-OT means "No" always.

NEGATIVE BLOWDOWN, When a TA has gone below 2.0 and a relief of the condition occurs, the TA will blow UP to normal range. Hence, negative blowdown, as it is the reverse of a normal blowdown.

NEGATIVE GAIN, You can erase engrams - that's a taking away. It isactually a negative gain. By the removal of the harmful thing a barrier gets taken away and you can get a positive case advance. That's called negative gain.

NEGATIVE MEST, Negative MEST is simply a thetan's creation of Matter, Energy, Space and Time that does not follow the basic law of "two things cannot occupy the same space at the same time". As you all know that's a law in the physical universe and it does hold very true in the physical universe. But in the thetan's U-1 or "own universe" he can create matter, energy, space and time which does not necessarily interfere with, and can occupy the same space at the same time as the physical universe MEST. So this is what we call negative MEST - negative matter, negative energy, negative space and negative time. It's a thetan's own creation that is just created so that it doesn't obey that law. It's very simple. So that's negative MEST.

NEGATIVE POSTULATE, The postulate not to be. Note that a negative postulate is not the same as a counter-postulate. For example, a postulate not to get hooked on drugs does not imply that the person has an earlier postulate to get hooked. It can simply be a clean, clear postulate not to get hooked on the stuff. Only if the person does have an earlier postulate to get hooked and now fights that earlier postulate with one to not be hooked - only now is there a counter-postulate situation present.

A negative postulate is also the decision that ends a cycle - perhaps one was in a relationship which was not working at all well and one decides “That’s it. I’m out of here.” And one ends the relationship right there. This is a postulate not to be in that relationship any longer.

NERVOUSNESS, That condition which results from having one's personal space occupied by another and made untenable by self.

NEUROSIS, Doubt is where the person cannot decide between whether to be or not to be, to do or not to do, and so on. Neurosis is where the person is compulsively trying to be and not be at the same time. He goes into a frantic, compulsive, out-of-control flip-flop between the two. That’s neurosis.

NEUROTIC, The neurotic has many more fears about the future than he has goals in the future. He spends much of his time pondering the past. He acts and then wonders if he has acted correctly and is sure he has not. Thoughts to him are as solid as mest. He is overwhelmed by sudden counter-efforts. He is operating on a sub-control center which has been itself very blunted. He is ill much of the time to a greater or lesser degree. He has colds. He brings "bad luck" and disaster. He has some obsession or compulsion which overmasters his self-determinism to such a degree that it is a social liability. He is Homo sapiens at his rational worst. *(see Neurosis)*

NIHILISM, Nihilism means nothingness. There was a political movement in the early 20th century whose policies could best be described as "wreck everything, make nothing out of everything".

NINTH DYNAMIC, Aesthetics.

NIPPING, A practice much beloved by thetans. They send out two energy streams, like hands, and slap both sides of a victim's head - you take two energy beams and you slap them together just back of a guy's ears. This mildly shocks a thetan to which it is done. It can kill a Mest body, much to the thetan's surprise. This slap is notable for causing ringing in the ears. In running nips, one is running something very important, for it is a basic on holding on to a Mest body. As in all incidents, when you run the motivator, run the overt afterwards, and *vice versa.*

NO AUDITING, While seeming to deliver auditing, actually getting nothing done. Going through endless, useless motions, perhaps in top form, perhaps perfectly, none of which are calculated to advance the pc's case one inch. For example, doing one correction list after another because the pc's TA is high, only to find that it was high because he was protesting all the correction lists. Preclear's seldom consider correction lists and rudiments to be real auditing. They respond much better when the auditor just gets on with the job of getting them up the grades - minor outnesses be damned.

NO CASE FOLDER, An illegible case folder is classed as a 'no case folder'.

NO CASE GAIN, Means just that - no case gain. In spite of good auditing and the auditor's best efforts the guy still gets no gains. There are various possible reasons for this which all come under the heading of "resistive cases". *(see Seven Resistive Cases)*

NO-GAME, Preponderance of win or a preponderance of lose.

NO-GAME CONDITIONS, Conditions which prevent the possibility of a game. No-game conditions are: knowing all, knowing nothing, serenity, namelessness, no-effect on opponent, total effect on self or team, have everything, can't have nothing, solutions, pan-determinism, friendship with all, total understanding, no understanding, total communication, no communication, total win, total lose, no universe, no playing field, arrival, death.

NO HAVING, The way not to have is to ignore or combat or withdraw from. These three, ignoring or combating or withdrawing from sum up to no having.

NO HAVINGNESS, Is defined as something towards which a person can't reach or doesn't permit himself to be reached by. No havingness is prevented reach; in other words, the concept of no reach.

NO-INTERFERENCE AREA, (or Zone) From R6 Solo to OT III one does not do anything except keep the pc winning for R6 Solo to OT III. This is the critical band of the gradation chart. From the beginning of R6 to the end of OT III you have a closed band for other major actions.

NO MENTION, No mention of well done or very well done by a C/S simply means: (1) F/N did not get to examiner, (2) no major auditing errors exist in the session.

NON-COMMUNICATION, A non-communication consists of barriers.

NON-CYCLICAL PROCESS, A repetitive process which does not cause the preclear to cycle on the time track.

NON-EXISTENCE, One has decided to be and one has taken up a position (a viewpoint and a cause point) in an area, but one is not yet functioning and being causative in that area and from that viewpoint. Beingness must be followed by doingness or the beingness will rapidly deteriorate. This is the position of Non-existence – one is required to fully assume one's role as the "-----" and communicate from that viewpoint. One would need to work out a detailed Admin Scale (Expansion Scale) in order to plan one's future course of actions in the area.

NON-EXISTENCE FORMULA, The basic formula is

(1) find a comm line,
(2) make yourself known,
(3) discover what is needed and/or wanted,
(4) do produce and/or present it.

The expanded non-existence formula is:

(1) Find and get yourself on every comm line you will need in order to give and obtain information relating to your duties and material.
(2) Make yourself known, along with your post title and duties, to every terminal you will need for the obtaining of information and the giving of data.
(3) Discover from your seniors and fellow staff members and any public your duties may require you to contact, what is needed and wanted from each.
(4) Do, produce and present what each needs and wants that is in conformation with policy.
(5) Maintain your comm lines that you have and expand them to obtain other information you now find you need on a routine basis.
(6) Maintain your origination lines to inform others what you are doing exactly, but only those who actually need the information.
(7) Streamline what you are doing, producing and presenting so that it is more closely what is really needed and wanted.
(8) With full information being given and received concerning your products, do, produce and present a greatly improved product routinely on your post. (HCO PL 8 Nov 75)

[See the note at the bottom of the Danger Condition Formula]

NON-EXTERIORIZED CASES: When cases are difficult to exteriorize the auditor is involved, basically, with a tangle of universes. The thetan cannot LOOK because he is in another universe where looking (the making of space) is forbidden. Occlusion of various kinds, facsimile looking, are present only when the thetan is in another universe than his own. In his own he can easily look even into other universes. Occlusion and non-exteriorization are then stemming from the same cause. THE MORE DIFFICULT THE CASE, THE LESS THE TOLERANCE OF SPACE. This is resolved by having the pc spot space, using the body perception or not. He can do this via Opening Procedure as well as by spotting distant MEST spaces. The spot in space is more important than the object in space. Thus one has him spot spots until he can do this with ease. One then begins the task of separating him from universes using Universe Processing.

NON-READING ITEM, One that did not read on the E-meter when originated or cleared and also did not read when called by the auditor.

"NO OVERTS" CASE, A case that "has never committed any overts." Such a person might, for example, never seem to have anything on Flow Two. Caused entirely by the preclear's non-confront.

NO RANDOMITY, Below Minus Randomity is no randomity of any kind. One could be at this point for two reasons: because he is shuddering away from confusion or he could be at that point because he has a tremendous tolerance for both confusion and for motionlessness.

NO REALITY, No reality means an absence of familiarity with an existence which he is being communicated to about. He has no concept of this existence, he has had no proximity to it, no agreement on it and no communication with it. It is a no-reality.

NO RESPONSIBILITY, An unwillingness to assume the position of Cause-point in any given area. It evidences an inability to handle force. The way not to have is to ignore or combat or withdraw from. These three, ignoring or combating or withdrawing sum up to no having. They also sum up to no responsibility for such things. Thus we can define responsibility as the concept of being able to care for, to reach for or to be. All real difficulty in life stems from no responsibility. *(see also Responsibility)*

NORMAL, A type of case. The so-called "normal" is used here to be at around 2.5 to 3.0 on the tone scale. He is partially extroverted, partially introverted. He spends considerable time with his calculations. He evaluates slowly even when he has the data, and then postulates without realizing too much about his postulation. He has much in the past which he does not care to recall. He has much in his present which gives him concern. His future goals are rather well nullified by future fears. He is Homo Sapiens. He is in terrible condition, taken from the viewpoint of Homo Novis. Though he is in excellent condition from the viewpoint of past "ologies."

NORMAL OPERATION, Means things are going along just fine, there is a steady expansion taking place, one is moving towards one's goals, there are no threats present which could impede one's continuing progress. Everything is going along just fine.

NORMAL OPERATION FORMULA,

(1) The way you maintain betterment when you are in a state of normal operation is you don't change anything.

(2) All actions which could affect your survival (including that of your various dynamics) are very mild, there are no savage actions taken particularly.

(3) If things get better then look it over carefully and find out what bettered them and then do more of that without abandoning what you were doing before.

(4) Every time a things worsen slightly, quickly find out why and remedy it.

And you just jockey those two factors, things bettering, things worsening, repair the things that are worsening, and you will find out inevitably some change has been made in that area where conditions worsen. Some change has been made, you had better get that change off your lines in a hurry.

NORTH TO APATHY, *Slang.* Preclears go from the minus tone scale up to being able to have problems or solids. (Below apathy problems and solids are simply ignored as they are not real to the person.) Any case has some aspect of it that goes from a sub-zero no-effect or unreal or don't care, up to a zero-plus of apathy. These cases "go north to apathy".

NO-SITUATION, A situation is some state of affairs that relates to survival, and if you evaluate the word "situation" against survival, you've got it. A good situation is a high level of survival; a bad situation is a threatened survival and a no-situation is something that won't affect survival. Could be on any dynamic.

NO SYMPATHY, Is an emotion and an action. A person puts a black curtain before himself to prevent him from feeling any affinity with that which he is hurting. He's rigidly bound and determined not to be sympathetic, and that's the emotion of no sympathy.

NOT ACTIVE, Defined as a person who has gone off Scientology lines and is not progressing up the Grade Chart. The person once did reach and became active but he has now withdrawn because of some reason or other.

NO TA ACTION, Less than ten divisions per session (2.5 hours).

NOT BEINGNESS, No one home. Is exactly *not being* even though there may be some substitute for self present which gives the illusion that there is someone there. It is an abandonment of control over oneself and one's environment.

NOT DOING THE AUDITING COMMAND, Is defined as the preclear simply not executing it or doing something else or executing the auditing command indifferently and then doing something else. The preclear is not "in session". He is just pretending to be there.

NOTHINGNESS, An absence of quantities and locations. An absence of everything: no time, no space, no energy, no thought. A thetan is not a nothingness, even though the definition of thetan may suggest it. A thetan *is*, but is not a *thing*.

NO-TIME MOMENTS, The only things which float on the time track are the moments of silence and no perception when no communication occurred. These are no-time moments and have no time in which they are located and so they float forever on the time track and become all-time.

NOT IN PRESENT TIME, A person who's attention is not on his present environment. It's somewhere else. This is what we mean by "not in present time."

NOT-IS-NESS, Trying to put something out of existence by counter-postulate or overwhelming force, that which one has priorly created (postulated into existence).

One is trying to talk against one's own earlier agreements and postulates with his new postulates, or one is trying to spray down something with the force of other is-nesses in order to cause a cessation of the is-ness one objects to. It produces feelings of unreality. Examples would be taking drugs to handle a somatic, shouting down a person giving one an unwanted communication, degrading a person one has overts against, or just plain refusing to confront present-time reality.

Not-is-ness is the effort to handle a present is-ness by reducing its condition through the use of force. It is always an apparency and can never entirely vanquish an is-ness.

NOT-IS STRAIGHTWIRE, An auditing process. This is the direct cure for preclears who compulsively not-is reality. Where you have a case that is habitually not-ising *processes* or *processing* or *gains* - all of which can be invalidated or not-ised when the individual is out of session, or overnight. This is what Not-is Straightwire cures. *(see PAB 155 for details)*

NOT-KNOW, There is high toned Not-Know and there is a low toned mockery of it. At the high tone-level it lies just below full knowingness. Full knowingness is a No-Game Condition *(see*

def.) and so in order to play a game a thetan has to take on a position of not-knowing. He can then Look and find out about things. *(see also Know-to-Mystery Scale)*

As a low-toned mockery of this the thetan is trying to extricate himself from a game by declaring that he doesn't know what is going on. This manifests as forgetting and as unconsciousness and death and other attempts at erasing himself. The most extreme manifestation is when a person cannot die and cannot go unconscious and so he goes "insane" as a solution to life.

NO TONE ARM ACTION, Effective auditing produces Tone-Arm action; showing that charge is coming off the case. When there is no or very little charge coming off the case then there will be no or very little TA action. Anything less than 10 divisions per two-and-a-half hour session is unacceptable and is regarded as "no-TA". *(refer to HCOB 25.9.63 Adequate Tone Arm Action)*

NOT THERE, Dispersed, hiding himself, being vague, not there most of the time. Out of present space as well as out of present time, even though his body is there. *(see Not Being)*

NULLABLE, The condition a list must be in order to have an item found on it. *(see Listing and Nulling)*

NULLIFICATION, A method of handling others whereby the individual, believing that he would be greater if others were lesser, seeks to minimize or nullify other individuals, so as to be able to control them more easily. This category of person would rather see a man sick than well, because sick men are less dangerous than well men according to the "thinking" that takes place in this band. In effect, he sets himself up as an enemy to others and to himself, though he doesn't see it that way. *(see Wog)*

NULL NEEDLE, The needle continuing to behave in an action uninfluenced by the auditing question. This means it doesn't react on the question or produce any change of pattern on the needle.

NULL SUBJECTS, Uncharged subjects. They are null on the E-meter, meaning they don't cause the needle to react when the preclear puts his attention on them.

NULL TO NULL, LRH on 58.01.24 - 19th ACC Lecture**: "**Now, quite different—quite different is the matter of a null on an object that you're going to run on "Mock it up and keep it from going away." There you want a null. So he mocks it up and then keeps it from going away, and you sorted the object out. You found out that he didn't have any drop on apples. What if you found out he had a drop on Cadillacs? Well, you would just go on to something else.

He'd say, "Well, yes, I can mock up Cadillacs." You say, "You mock up Cadillacs." The meter goes *dyaaah*. You say, "Well, can you mock up Hats? Cows?" Try something else, you know. You just avoided that sweep. You didn't Q-and-A with that. You didn't follow in down there simply because the needle dropped, you know. You wanted a null. You wanted a no-read. You finally found out for some reason or other that he had no drop of any kind on mirrors. Well, all right, he had no drop on mirrors. So that's a null item. So you can have him mock up a mirror and keep it from going away. You have him mock up a mirror in front of him, behind him, above and below, right and left; keep it from going away. You'll probably get two or three commands into it before you get your first drop. And now you get a drop. The needle falls to the right as you face it.

You had to give him anywhere from two to ten commands before you finally got a surge. You had him mock it up and keep it from going away, and mock it up and keep it from going away, and mock it up and keep it from going away. But finally, all of a sudden, the thing started to surge. Now, the usual course of events is that it will surge harder and harder per command, see? It'll really drop for a short time, and then the drops will ease off, ease off, ease off, ease off, ease off.

And you've, again—find yourself looking at a null. You've taken the restimulation out of the object, you see? You again have a null. That's why we say, "Run an object from null to null," see? No reaction to the needle, through reactions to the needle, to no reaction in the needle. You got that?

NUTRITION, Support of the organism by organic and inorganic means (food, water, air, sunlight) during all of the present life, from conception or thereabouts to death. The nutrition of a genetic line, or course, would pass from parents to children in the forms of organic inheritance and gestation environment and so on. Good nutrition is an important aspect of maintaining good health.

O

OBJECTIVE, The end one has in sight; what one is striving toward; the goal or purpose one is pushing to achieve.

OBJECTIVE DUB-IN, The manifestation of putting, unknowingly, perceptions which do not in actual fact exist, into the environment. Seeing things that aren't there for anyone else.

OBJECTIVE ENVIRONMENT, Is the environment everyone agrees is present.

OBJECTIVE HAVINGNESS PROCESSES, Processes which increase one's ability to reach towards and have (pervade) physical objects. *[see also Locational Processing]*

OBJECTIVE PROCESSES: *Objective processing* is that processing which is done in the MEST universe, not the preclear's own universe. Objective Processes deal with the direct thetan control of one's own body, other people's bodies, and the Mest universe environment about one.

Anyone can be brought more into present time with objective processes. People who have been on drugs are in particular need of these, since drugs have the effect of disconnecting a thetan from his body and from his environment.*[see also: Subjective Processes]*

The difference between a *subjective* and *objective process* comes up again on another definition: That which extroverts the attention is an objective process by definition, and that which introverts the attention during auditing is a subjective process.

OBNOSIS, A made-up word meaning the observation of the obvious; the ability to look at and see the obvious. There is no English or any other language precise equivalent for it.

OBSERVATION, Observation is not passive. It is active and involves the closest possible study of what one is observing. One should train oneself to act in the following manner: if one is in mystery about something, instead of puzzling over it, one should recognize that one does not have enough data about it and the thing to do then is get more data. And that means to observe it more thoroughly.

OBSESSION, He is just compulsively returning an inflow of motion on some subject that went on too long. That's an obsession, and that's all an obsession is. It's just compulsively bouncing back the motion which has been thrown at him. It can be observed that many people defend their own selves by obsessively flipping back any ideas which come at them.

OBSESSIVE COMMUNICATION, A continuous outflow which is not relevant to any present terminals and situations.In other words, compulsive or obsessive communication is an outflow which is does not have much to do with the present existing reality.

OCA GRAPH, Personality profile, Oxford Capacity Analysis. *(see def.)* A specially prepared graph which plots ten traits of a person's personality as measured on a test. It is used for case evaluation in Scientology.

OCCLUDED CASE, A case with a lot of occlusion on it.The occluded case complains of illness, ordinarily. Such a person is using a service facsimile so heavily that it is in constant restimulation, and that service facsimile is occluded by heavy effort. It is simply a heavily ridged, balled-up-time-track case.

What is this thing called occlusion? Occlusion comes about as the consequences of loss. Something precious has disappeared from the person, and if he could still see, he'd notice it was gone, and this would be more than he could bear, so the best thing to do would be to cover it all up with blackness and that'd be that. That would be a good solution, wouldn't it? Let's just hide the whole thing. Let's just hide the problem and then let's just abandon the whole idea, and then, you see, we could still pretend that it's still there.

OCCLUDED TRACK, Those areas of the Time Track which are not available for present recall. Anyone who has a poor memory and poor recalls of the past is occluded.

OCCLUSION, An occluded case is one whose field of memory awareness is blank, black, or very dark. Occlusion comes about from using remote viewpoints – and assigning those as being the Cause-point in his life - and then having the remote viewpoints disappear. There is a loss of viewpoint and a loss of Cause. So for example, one decides to have a body and that life itself depends on the life of the body, that one can only see via a body's eyes and one can only think and be conscious via a body's brain. Then when one loses that body through death one remembers nothing that the body knew and so one goes into an state of unawareness. Occlusion, in other words. Note that a body is a remote viewpoint and is also a Service Facsimile. (see definition - "a substitute for self taken on after lost confidence in self")

OJ, Overt-Justification. The name of a process on Grade Four.

OLD AGE, One's whole life actually is a sequence of dropping tone levels. Old age is nothing more than a confirmed low tone on the part of the body. it is actually a physiological thing. Human bodies were not designed to last for long - they're very frail even at the best of times.

OLD CUFFS, This phrase refers to a habit which Ole Doc Methuselah had of writing notes on his shirt-cuffs - he was the hero of an LRH science fiction book. They're just suppositions and so forth, theories. "Ole Doc sat in the sunlight and puffed his pipe and occasionally made intricate calculations on his gold cuff - his filing case was full of torn cuffs containing solutions which would have rocked even his brothers of the Universal Medical Society."

OLFACTORY, The sense of smell is made possible by small particles escaping from an object, travelling through space and, meeting the nerve receptors in the nose, are there sensed and categorised.

OMITTED DATA, In evaluating a situation it is as important to pay attention to what is not there as it is to pay attention to what is there. What is not there when it should be, is an omitted datum of considerable importance. As an interesting example one could look over the ten commandments as given in the old testament book of Exodus and see what activities were omitted from the list of prohibitions.

The hardest outpoint to spot will always be the omitted datum, because it's not there to be seen. There aren't any personnel in the organisation. You don't notice this at first glance as being an outpoint. You don't notice the omitted data because they're not there.

An omitted anything is an outpoint. This can be an omitted plan, policy, person, object, energy, space, time, sequence, or even an omitted scene. Anything that has been omitted but that should be there as part of the logical sequence of the activity is an out-point. When followed up it will quite likely reveal more outpoints behind it. It is an indicator that the entire sequence may be illogical.

OMITTED TIME, This outpoint is a special case of an omitted datum. The time that something happened should be noted. When it isn't the datum could too easily be misplaced in time and false deductions would be drawn from it.

ONE FLUB SYSTEM, This is how auditors were handled when LRH was training them. One flub = cramming. Repeat the same flub = retrain on the relevant materials. Another repeat of the same flub = case handling, retrain, more cramming. The definition of flub is an absent or unusable product. A poorly given session is a flub. This method of handling auditors is now SOP for all HGCs and Quals.

ONENESS, People have had the idea that there was a main body of theta that everyone is a particle of and everybody will one day again became "one" when we all get to the top of the tone scale. Fortunately that isn't true. But if you go down tone scale you'll find everybody becoming one, and the oneness is Mest. There's no individuality whatsoever in Mest. At the top of the scale there really is no such concept possible as "one" or "two" or "many".

ONE-SHOT CLEAR, By one-shot clear we meant one process or one action given to a preclear which would bring him at once to the state of Clear. At one time the command "Be three feet back of your head" was thought to be such a process. But today "One Shot Clear it is a sarcasm. I can absolutely assure you completely and 100 per cent that there is no single magic button.

There was a great deal of discussion among some in the 1950s concerning the possibility that there ought to be some chemical mix which one could load up into a syringe and inject into someone, thereby fixing everything that could possibly be wrong in one go. The idea is, of course, quite nutty.

ONE WITH THE UNIVERSE, One of the control mechanisms which has been used on thetans is that when they rise in potential they are led to believe themselves to be at one with the universe. This is distinctly untrue. Thetans are individuals. They do not, as they rise up the scale, merge with other individualities. *(see Oneness above)*

> *[I'm not entirely sure about this one. Can one thetan create another thetan? How does a thetan get created in the first place? There is some evidence that a thetan can split into two and also that they can merge back into the being they originally separated from. So I keep my options on it open. LS]*

ONLY ONE, 1. You can look at any person who is being dishonest or who is upsetting his environment or who is getting people into trouble all the time. You could look at that person and the actuality is he has no reality on his fellow man. He doesn't know they live. That's a very low-toned thing we call "only one." And when they get into that then they are able to do most any evil thing.All criminals are in this bracket. They are just above zero on the tone scale. Such an individual can tolerate no effects on self and insists on others being total effect of him. That is the category of "only one". This person can never communicate on a team basis.

2. If an individual believes that he should only live for the first dynamic and that he belongs to no other team it is certain that this individual will lose, for he has before him all seven remaining dynamics. And the first dynamic is seldom capable by itself of besting all of the remaining dynamics. In Scientology we call this condition the "only one." Here is self-determinism in the guise of selfish-determinism and here is an individual who will most certainly be overwhelmed. To enjoy life one must be some part of life.

ONLY REAL ABERRATION, Factually, and in God-honest truth, nobody else can do anything to you that you have not priorly agreed could be done to you. You yourself decided that you could be hurt and only after that was it possible for you to be hurt. You decided that it was possible for you not to survive, you decided that losing was an option available to you, you decided that you could die, and you decided that all of these things were OK and could forward your survival in some way. That is how nutty a thetan really is.

That's a horrible state of affairs, but it is true. Your state of being as it is right now this moment is exactly the state of being that you have mocked up for yourself to be in right now. For anything at all to happen or not happen to you, your own postulate, your own agreement is required, and has been made. If this wasn't so then auditing could never work - would never work. People have to agree to be ill. They have to agree to be stupid. They have to agree to be in mystery.

And all of this tells you at once that THE ONLY ABERRATION IS DENIAL OF SELF.

OPENING PROCEDURE, Processes developed by LRH in the early 1950s which were designed to shift a preclear from following orders from a hidden source – i.e. significances recorded in his bank – to following and responding to orders given to him by an auditor. Opening Procedure establishes, in the preclear, the various auditing comm lines, i.e. those between the auditor and preclear, and preclear and bank. It is only when this is attained that the auditor and preclear can fully work together as a team. This is why it is called "Opening" procedure – it opens and grooves in the comm-lines that make auditing possible.

OPENING PROCEDURE BY DUPLICATION, A fabulously effective Objective Process. I've heard some people call it "Old Ghastly", but we'll leave that to them. Gets the preclear to examine, perceive fully and own two dissimilar objects, separated in space. These objects are placed several feet apart and at a level so that the preclear can pick them up without bending over, but also he has to walk between them. Known also as "Op Pro by Dup" and "Book and Bottle". The only difficulty an auditor could have in this process is getting the preclear to actually do it, to fully participate in the session, rather than just give automatic answers without really being involved. Whenever the process has "failed" it is this requirement that was not met.

This process was originally intended for training auditor to duplicate commands and keep at it no matter what turns up. Later it was used on preclears too but not with the added stress.

OPENING PROCEDURE OF 8-C, An Objective Process. Consists of having the preclear move his body around the room under the auditor's direction (a) until he finds he is in actual communication with many spots on the surface of things in the room, (b) until he can himself select random and varied spots in the room and can communicate with them on his own determinism, and (c) can select spots and can himself make and act on decisions about them.

The basic theory of Opening Procedure of 8-C is to make and break communication with the physical universe. Once an individual discovers that he can make and break communication with walls and objects, it will be found that he can control and let go of various pieces of his mind.

OPERATING THETAN, An individual who can operate totally independently of his body, whether he had one or not. He's now himself - he's not in any way dependent on the universe around him. By operating thetan we mean Theta Clear plus the ability to operate functionally against or with mest and other life forms without the via of a mest body.

He or she is a thetan exterior who can have (but doesn't have to have) a body, in order to live, or in order to control thought, life, matter, energy, space and time. He is willing and knowing cause over life, thought, matter, energy, space and time. And that would of course include mind and universe. A real OT has no reactive bank, is cause over matter, energy, space, time and thought and is completely free.

If you heed HCO Bulletin of 28 July 1963 and are getting good Tone Arm action on any process you will eventually make it to OT. Attaining the state of OT is entirely a matter of getting consistent Tone Arm motion, session after session. It is not dependent on the significance of what is run.

> *[Has such a state ever been stably attained by anyone in Scientology? Not that I have heard of. Some people have attained aspects of it for periods of time – not stably though. But the state remains a postulated reality that potentially can and will be attained. LS]*

Lecture 61.09.27 SHSBC-063 Q&A Period: "Now, you go up to the next grade. You go up to the grade of Operating Thetan and you notice that the word Clear has not been used for that grade. And there is no idea of Clear. You're talking about a different being entirely.

"And that state or status would be, therefore, one who didn't have a bank that was troubling him (in other words, his reactive bank was not an unknown series of factors to him), one who was not influenced in favour of one more than another of the dynamics and who did not experience need or necessity for food, clothing, shelter and the rest of these things. Didn't have to have a body and so forth.

"Now, we go up to an entirely different aspect on the upgrade. And that is somebody who can handle mest. He is not in a state where he could take it or leave it alone. He is in the state where he could be quite aggressive toward it or he could be quite manipulative of it.

"Now you get the clever states of moving the ashtray, you know. This kind of thing of—of 'starting the whirlwind.' This is your trick—the trick level. Oddly enough, some very aberrated thetans can on some very reactive system or another of something terrifically emphasized produce poltergeist. And some magician here or there in past times has been able to start a whirlwind. And, well, for instance, you could probably—there's undoubtedly somebody here, although you possibly haven't noticed it, who could disintegrate a cloud by looking at it. And this odd trickeries—but these things are too channeled and they're too fixed and the band isn't broad.

"An Operating Thetan, well, you could disperse a cloud and you could collect one and then you could move one. And then you could precipitate one. Got the idea? Then you could put it back the way it was in the first place. And then make three clouds and make three pretzels and Ballantine's Beer and hang it over the cloud.

"You could do something weird. You could do something with mest. And the best index of that, the best explanatory statement that could be made is "Someone who has no consequences connected with creation." And when he's—the person is totally recovered from all consequences of creation, you could say, well, OT. That's about the only test there would be there.

"And one of the tests would be, you'd have him mock up a whole bunch of things and see if he's spun in. I mean that's—that'd be the crudest level of testing we would have right at the present moment, you know. And it's a great liability having OTs around. It's a very great liability. It

must be because the state has been fought tooth and toenail by practically every society that has ever been formed.

"And right now the one thing to which the Roman Catholic Church owes a tremendous success line, is the fact they promised everybody to get rid of all of the spirits in their vicinity. And whether these spirits were good, bad or indifferent, they never bothered to inquire, but they promised everybody they were going to get rid of all the spirits and save their souls. Well, we don't know what that was all about. But it was apparently a lot of people were afraid of this particular state because they made a lot of smoke about itto chase spirits away.

"But of course, the people around who were in that state at that time were in such a limited state, it was something like, well, being able to dissolve a cloud today. They couldn't do very much. That, and they were possibly sufficiently irresponsible, though, that they were dangerous members of society. Who knows?

"It was three states with which you're dealing—you're (also) dealing with the fourth state. And this fourth state is Release. When you have found somebody's goal and terminal and level and when you have really nicely completed a Security Check, you will find that you have made a tremendous difference in this particular person.

"And if you have at the same time—let's expand the definition a little bit— eradicated his present time problems of long duration, let me assure you, you have something which is so superior to anything you had before that you certainly had better designate it as something, so you designate it as a Release. The basic definition of Release is somebody who doesn't think he's going to keep going downhill. That's all. He doesn't think he's going to get worse. He thinks he's going to get better. He knows now he's going to get better. He's got a certainty on the fact that he's on the road out. That is a Release."

OPIATE, What is an opiate? An opiate is something that renders a person insufficiently conscious and reduces his confront. He can confront so little and so poorly that he can't confront enough to feel any ache or pain. That's what an opiate is.

Unconsciousness is another method of not confronting. That's all. It's another method of not becoming familiar. And man has developed a whole mechanism along the lines of these opiates. A person that has to have tranquilizers all the time is a person that doesn't dare confront anything, is just turning his back on life and he feels if he can turn his back long enough and retreat far enough, he's got it made. He hopes. He hopes he's got it made. But of course, one day he keeps retreating and he runs into a wall. He can't go any further.

Of course, the thing to do is to put in more opiates, isn't it, huh? And more opiates. And more opiates. And more. And more. And they stop working. Now he's in bad shape until some drug company invents a new opiate.

All unconsciousness is, is a compounded unwillingness to confront. It's just a final answer to confronting.

OPINION, An opinion is an attitude, concept or belief one has towards or about something based upon one's current knowledge or experience of it and is potentially subject to change with increasing knowledge or experience in that area.

OPINION LEADER, That being to whom others look for interpretation of publicity or events. Through wisdom, proximity to data sources, personality or other factors including popularity itself, certain members of the group, company, community or nation are looked to by others for evaluation and guidance. "To whom do they listen?" "Whose opinion do they accept?" "Whom do they trust?" "On whom do they depend?" are the questions which, answered, identify the opinion leader of the group.

OPPOSITE POSTULATE, An individual who has made a postulate on a subject experiences a problem when he has to make an opposing postulate later. The opposing postulate causes a

problem to come into being since there are now two contrary postulates in place. What he should have done is first uncreate, as-is, his first postulate. *(synonym to Counter-Postulate)*

OPPOSITE VECTOR CASE, His own goals are quite the reverse of surviving.

OPPOSITION TERMINAL, An item or identity the preclear has actually opposed (fought, been an enemy of) sometime in the past (or present) is called an opposition terminal. As the person identified himself as 'not it', he could experience from it only sensation. An opposition terminal when its mental residues (black masses) are recontacted in processing, produces only sensation, never pain. Abrev: opterm.

OP PRO BY DUP, Opening Procedure by Duplication.

OPTERM, Opposition terminal.

OPTIMUM PRECLEAR, Would be one who had average response to noises and sights, who had accurate sonic and visio and who could imagine and know that he was imagining, in colour-visio and tone-sonic.

This person may have aberrations which make him climb every chimney in town, drink every drop in every bar every night (or try to anyway), beat his wife, drown his children and suppose himself to be a jub-jub bird. In the psychosomatic line he may have arthritis, gallbladder trouble, dermatitis, migraine headaches and flat feet. Or he may have that much more horrible aberration - pride in being average and "adjusted." He is still a relatively easy case to clear.

OPTIMUM RANDOMITY, From the viewpoint of the individual, something which has in it the right amount of motion or unexpectedness for his tolerance. The ratio of predicted versus unpredicted motion is just right, in his opinion.

OPTIMUM SOLUTION, The solution which brings the greatest benefit to the greatest number of dynamics. The infinitely perfect solution would be one which brought infinite survival on all dynamics.

ORDER, Good control and prediction over lines and particles. The difference between order and chaos is simply straightforward planned flows and correct particles; all actions and events leading towards survival for the activity.

Order goes in by getting particle motion to become more controlled and predictable. Order goes in by being and making stable terminals, each posted to handle a particular type of action and/or confusion. You solve confused areas by reinforcing stable terminals. Executives who do not grasp this live lives of total harassment and confusion.

ORDERS: Orders are what are issued to get the actions called for in programs and projects done so that an intended product results. Generally speaking, each order would cover one complete cycle of action resulting in a definite product, or one of a series of similar cycles of action resulting in many similar products.

Policy is the broad general outline which guides the activity. Orders are several levels below policy and are the instructions issued to get things done that result in products. Such orders must align to Policy. *(see Admin Scale)*

ORG, Organization.

ORGANICALLY INSANE, Malformed, missing or damaged portions of the brain bringing about an absence of purposeful behaviour, mainly genetic or iatrogenic in origin and relatively rare except in institutions.

ORGANIC SENSATION (or PERCEPTION), Internal sensations in the body. That sense which tells the central nervous system the state of the various organs of the body.

ORGANIZATION, A group of people that has more or less constant membership, leadership, a purpose and a mutually held set of agreements about how they will go about accomplishing their purpose. It is an interdependent activity, coordinated by its leaders.

ORGANISM, A piece of mest which is being used as a body and is controlled by theta. Organisms are alive. They are the physical expression of life. Theta is said, then, to be the "energy" of life, but this is not to be confused with *physical* energy, which is the "e" of "mest."

ORIENTATION, Determination of location in space and time and determination of energy quantity present. This applies to past, present and future.

ORIENTATION POINT, An orientation point is that point in relation to which others are perceived to have location. It is also that point from which the space containing those locations is being created.

When an individual considers that some other person has a greater degree of rightness than he himself has he will be found to negate his own viewpoint and individuality and he will adopt the viewpoint and identity of that other person. That other person (or group) has become his orientation point, and his only beingness now is the beingness deriving from his relationship to that person or group.People are often found to be still using orientation points from their childhood which may be thousands of miles from their present time location.

The goal of Scientology is that the thetan be his own principal orientation point, and that he should have the freedom to use or discard any other point of reference at will. This is an important aspect of ethical behaviour. *(see Ethics)*

ORIGIN, Oneself, what one considers to be "I". A viewpoint from which one can perceive anchor points. A point of no-dimension - a point which has neither length, breadth, nor depth. It is a position from which one could view length, breadth and depth.

ORIGINATION, It is the preclear volunteering something about himself all on his own. A communication coming from the preclear, not as a response to any auditing question - which concerns, or refers to, himself. A preclear is as well as he can originate a communication - that means he can stand at cause-point on the communication formula.

O.T., Operating Thetan. The highest state of beingness postulated in Scientology at this time. *(see also Total Freedom)* The goal of OT is to recognize, accept and continue to create his share of the eight dynamics.

OTHER-DETERMINED REALITY, Somebody else's viewpoint impressed on the person so heavily that he sees what he is told to see and he believes what he is told to believe. The other person's evaluations become more real to him than his own observations.

OTHER-DETERMINISM, Having one's actions determined by someone other than oneself. Simply, someone else giving you orders or directions on how to live your life and you follow those directions. He then operates on received orders. It usually happens when a person is below non-existence as a thetan*. [see Ethics Conditions]*

OT FORMULA, Cause.

OTHER-INTENTIONEDNESS, Other-intentionedness refers to the state of mind of a group member wanting to follow a different goal than that which is known to be the goal of the founder and has been set as the goal of the group.

OTHER-PERSON'S UNIVERSE, *(see Mind)* The other-person's universe is the private universe he has "inside his head", as the saying goes. It contains all of his knowledge, his memories, beliefs, fears, etc, etc. Every mental and spiritual significance of his own creation that all adds up to his being who he is. Also known as Universe-2 in Scientology. *[see also Own-Universe, Agreed-upon Universe]*

OTHER PRACTICES, Some practice, other than Scientology, which a person engages in with the hope of producing a change in his own state of case. One should not engage in other practices while receiving auditing. This would include "bathing in light," psychiatry, yoga, hypnotism, meditation, spiritualism, mysticism, extreme dieting, etc. Scientology works best when done on its own.

OTHER SIDE OF WITHHOLDS, This is the person who is afraid to find out. He is not withholding anything as such, but he sure doesn't want to find out about anything either. He reckons it's better to stay ignorant, to not get involved.

OTHER TECH, Is defined as any mental or spiritual technology which, when applied, does not lead to any betterment in the person. *(see Out Tech)*

OT TR-0, A drill to train students to be there comfortably and confront another person. The idea is to get the student able to be there present comfortably in a position three feet in front of another person, to be there and not do anything else but be there. Student and coach sit facing each other with eyes closed.

OUT, Things which should be there and aren't, or should be done and aren't, are said to be "out", e.g. "Tidiness is out."

OUT 2-D, Out 2D is a colloquial expression formed by Scientologists to mean unethical or non-optimum conduct on the second dynamic. These are sexual activities which impede or enturbulate a person's, group's, or family's forward progress in life. Bear in mind that two first dynamics fucking each other does not equate to a second dynamic. The second dynamic requires the mutual creation of a future,

OUT-CREATED, Created against so thoroughly by another so that one's own creation gets nullified.

OUT-ETHICS, 1. An action or situation in which an individual is involved contrary to his own ideals and best interests, as viewed across his or her own eight dynamics. An act or situation or relationship contrary to the basic ethical standards, codes or ideals of individual himself or herself. Any act of omission or commission by an individual that reduces his own effectiveness. An individual act of omission or commission which impedes the well-being of an individual and which impedes the achievement of his survival goals. His own actions in life are not adequate to his survival - that's what it means. At the root of all out-ethics is always a false identity which the person believes to be himself. Always.

2. A person may mean well - i.e. he may have a good survival goal in life - but if the actions he takes to achieve that goal are not in alignment with the achieving of it then he is Out-Ethics. Such misalignment always stems from the Beingness the person has adopted and which he

considers to be adequate to the living of his life, even though it isn't. That beingness, however, cannot observe any errors in itself. When a person's own view of who he is or what he is - i.e. the identity or individual whom he considers himself to be - is insufficient to attain adequate survival for himself or herself then he can be regarded as being out-Ethics.

3. What 'out-ethics' basically means, to put it country-simple, is going into agreement with one's own aberrations. That, with all that it implies, is all there is to it.

OUTFLOW, A flow of communication or interest from oneself to another or others.

OUT LIST, A wrong list item or a wrong list. *(see Listing and Nulling)*

OUT OF IT, When restimulation in life becomes too heavy the person goes "out of it." In such a condition people want to stop things, they cease to act, they try to halt life, and, failing this, they try to run away. When the actual by-passed charge is found and recognized by the person, up goes affinity and reality and communication and life can be lived again.

OUT-OF-ARC PROCESS, Any process would be "out of ARC" if it failed to align with the ARC of the preclear and detracted from the attainment of his goals. Any such "process" is Out Tech.

OUT OF PLUMB, A room has eight points at the baseboard and ceiling, and a preclear in session will sometimes see these go completely awry. Space itself will seem to wobble a bit. The eight points no longer make a box. They make a twisted space. The room looks like that to the person. It is just a momentary restimulation and soon passes.

OUT OF SESSION, The definition of a preclear "in session" is (a) he interested in his own case, (b) is willing to talk to the auditor. When either of these are violated the pc is "out of session" and is receiving no benefit from the processing.

Whenever the preclear controls the session he is "out of session" since he has no auditor present. An auditing session requires one important extra thing in addition to the preclear being "in session", and that important extra thing is an auditor who is in control of the session. Therefore it is necessary for the preclear to follow and contribute to the course of action of the auditor.

The moment that a preclear can satisfactorily, to himself, stop the auditor or cause him to deviate from his course of action, then that preclear is *out of session* and the chances of doing him much good become very remote. There are various degrees of being out of session. The most severe of these is the person who refuses auditing. The next degree is sitting in the chair but refusing to answer questions. The next degree is sitting in the chair and being uncooperative or even choppy.

OUT OF VALENCE, Means the person has adopted some artificial identity and is using it in life as a substitute for himself. It is the result of a case being too heavily charged. It is very, very, very heavily charged, to the point where the person cannot even come to the center of his bank and look at it. He looks at it on a via.He believes the bank isn't a record of his own experiences - it is to him just a mass of pictures that somehow just got there. He has been living for eons being a spectator to himself, so that the life he now lives and the reality he experiences are not his own. They are the life and experiences of some false persona that he uses as a substitute for himself. *Abbr: OOV.*

OUT-POINTS, Those indicators of illogic which display a lack of harmony between the activities of an individual or group and its ideal scene. It is simply an illogical departure from the ideal scene. By comparing the existing scene with the ideal scene one can easily spot the out-points.

It is a pointer towards a deeper situation which is present but unnoticed. Anything that detracts from potential survival in any situation is an out-point.

OUT RUDS, These are easy to spot. The person with an ARC break won't talk or is misemotional or antagonistic. Person sad means an ARC Break of long duration. A problem produces fixated attention. Natter and 1.1 remarks means a withhold.

OUT-SCANNING, When you get energy flows emanating from the preclear towards the environment in an incident - that's "out-scanning".

OUT TECH, Means that Scientology is not being applied or is not being correctly applied or something other than Scientology is being done. It is any tech which, when applied, does not lead to any betterment in the preclear.

OUT THE BOTTOM, *Slang.* The individual drops down the tone scale so far he can go no further down. It is worse than merely being on the bottom of the ladder. He has already gone further downward below the bottom. He's really far south.

OVER ACKNOWLEDGEMENT, Prematurely acknowledging before the pc has said it all, or giving an unnecessary number of Good's, Thank you's, etc., or acknowledging too loudly (excessive force in the communication).

OVERAUDITING, Auditing the preclear on a grade beyond his full attainment of the grade of release.

OVERBURDEN, The incident is too charged to be confronted. Such an area needs to be unburdened so that the preclear can get a better view of it - so one audits out later restimulations of the incident and thereby makes the incident itself more accessible. The word is a mining term referring to the rock which has to be dug away in order to reach the gold below it. *(see also Unburdening)*

OVERLISTED LIST, The pc is just kind of in apathy about it all and upset and has sort of been audited into the ground, and he's all sort of tight and the mass is tight and the needle is tight. The auditor had a complete list and didn't know when to stop. *(see Listing and Nulling)*

OVER-PERCEPTION, This is not necessarily imagination. It can go to the length of compulsively seeing and hearing things which are not there at all. This is a common insanity. It's a sort of compulsive dub-in while apparently in present time reality.

OVER-RESTIMULATION, Preclear gets into more charge than he or she can itsa easily - it will not discharge by ordinary means and the auditor needs to do something to cool things off a bit.

Something that is over-restimulated is not easily discharged because in some fashion or another the discharge is being prevented. It comes from getting too many different things in restimulation at the same time. The auditor then trying to handle one thing restimulates the other things even more as they are being neglected and unacknowledged. So he just digs the hole the preclear is in even deeper.

Sometimes the only remedy is to give the preclear a break to chill out for a few days. Then go in and deal with one thing at a time.

OVERRUN, Running a process beyond its End Phenomena. When this happens the preclear can, to a greater or lesser degree, sink back into his bank. Overrun means the preclear came out of the bank and then went back into it again.

OVERRUNNING, A thetan can actually do anything forever, but he considers that he can't or that he shouldn't. So when he feels something is going on too long he starts to protest it and gets upset about it until it is just a mass of stops.That's overrunning.

The solution is to balance things up by running the other flow - instead of running incidents of being eaten you run him eating others. Or something like that.

OVERT ACT, Doing to another that which you do not want to have done unto you. That is the most fundamental definition of an Overt Act. Doing something to another person or dynamic that you do not want to have happen to you.

Any act leading to the injury, reduction or degradation of oneself, another or others or their persons, possessions or associations. Overt acts can be intentional or unintentional. They are usually committed in a misguided effort to resolve a problem.

An overt act is more than just injuring someone or something. It is an act of omission or commission which does the least good for the least number of dynamics or the most harm to the greatest number of dynamics.

The most basic overt of all is to demean oneself, to pretend that one is less than one really is. There is nothing more destructive to life than this.

OVERT HOSTILITY, 2.0 on the Tone Scale. Here is the occasional grouch, the complaining individual who yet makes no mistake about what he finds wrong. The "blunt, honest" type who tactlessly tears up the more tender feelings of companions is found in this band.

OVERT-MOTIVATOR SEQUENCE, Someone who has committed an overt to resolve a problem always has an hidden underlying postulate about the action which declares that he does not want to experience such an act against himself. By carefully holding this underlying postulate in place, and being at a tone level where his postulates tend to invert, he thereby ensures that exactly that will happen to him at some time. This then justifies him in his earlier overt act and motivates him to commit further overt acts against that dynamic.

OVERT OF OMISSION, A failure to take action resulting in the injury, reduction or degradation of self, another or others in their beingness, persons, possessions or dynamics.

OVERWHELMING, Entirely and purely a consideration that an overwhelming has occurred. The winner is convinced that he has overwhelmed the opposing player. The loser is convinced that he has been overwhelmed. It has no basis other than consideration, but he, the loser, is now convinced that he is unable to Be, Do or Have in some game.

O/W, Abbreviation for Overt/Withhold.

O-W BY TRANSFER, Most preclears are on O-W by transfer which is to say when they kick George in the head they get a headache themselves. This makes them think they are George.

OWN, OWNERSHIP: Ownership, in Scientology, is a half-brother to Havingness. In the world at large, however, ownership means it's exclusively yours and you can legally prevent others from accessing it in any way if you wish to do so. But in Scientology, if you can Have something then you own it in a metaphorical way.

So one can own by deed of title, or one can simply own by survey and pervasion – these are the two different types of ownership. Owning by survey and pervasion is what an Operating Thetan does. Therefore, he can duplicate anything.
(see Havingness)

OWN UNIVERSE,One's own universe is the private universe you have "inside your head", as the saying goes. It contains all of your knowledge, your memories, beliefs, fears, etc, etc. Every mental and spiritual significance of your own creation that all adds up to you being who you are. Also known as Universe-1 in Scientology. *[see Other-person's Universe, Agreed-upon Universe]*

OWN VALENCE, His own concept of himself. A misnomer, since one does not have an "own" valence. One simply is.

OXFORD CAPACITY ANALYSIS (OCA) Is the English version of the American Personality Analysis (APA). Either may be used. Their administration, scoring and evaluation are handled in the same way. The OCA (or APA) consists of 200 questions. These 200 questions are divided up into series of 20 questions, each of which measures a single personality trait. Thus ten traits are measured in all. The 20 questions that measure each trait are randomly numbered throughout the 200 questions: i.e. the questions that measure trait A could be numbered 1, 8, 15, 17, 42, 46, etc. The testee may answer each question either yes, maybe/sometimes or no. Once his answers have been plotted on a graph and properly evaluated a very good insight into the case can be obtained.

P

PAB, Professional Auditors Bulletin - a series of technical booklets issued in the 1950's by LRH. They dealt with new technical developments in Scientology and relayed these to the field auditors to keep them up to date.

PAIN, 1. Pain is always loss of aligned motion. The loss of aligned motion is always pain. The effort of the individual to hold on to an aligned motion causes him to hold on to the pain. What is pain caused by? Pain is caused by the shock of opposed effort, so that randomity is set up along the line. You can cause it by slow pressure or fast pressure.

2. The sudden impact of theta and mest together could be considered a turbulence which creates dissonance in theta. This is registered and recorded as pain. Pain is a warning of non-survival or potential death. It is the randomity produced by sudden or strong counter-efforts. The sensation of pain is actually a sensation of loss. It is a loss of beingness, loss of position and awareness.

3. Is composed of heat, cold, electrical, and the combined effect of sharp hurting. If one stuck a fork in his arm, he would experience pain. According to experiments done at Harvard, if one were to make a grid with heated tubes going vertical and chilled tubes going horizontal and were to place a small current of electricity through the lot, the device, touched to a body, would produce the feeling of PAIN. It need not be composed of anything very hot or cold or of any high voltage to produce a very intense feeling of pain. Therefore what we call PAIN is itself, heat, cold and electrical. If a pc experiences one or more of these from his reactive mind, we say he is experiencing PAIN.

4. All pain is, is the suddenness of the communication break. That's all pain is. And all unconsciousness is, is the retreat from the communication break.

5. Now, the whole subject of randomity would be incomplete without understanding that it is nothing more nor less than randomity which is pain. Pain is randomity; it is a variety of randomity. It has volume and it damps out aligned motion. Anything which has volume and damps out an aligned motion is pain. Therefore people talk about mental pain as well as physical pain.

PANIC, Communication outflow with high volume and emotion but without being cause point.

PAIN ASSOCIATION, A crude form of brainwashing. The person is made to associate his "wrong ideas" with pain so that he "will not have these ideas," or will be "prevented from doing these things." A crude current example is to electric shock a person every time he smokes a cigarette. After several "treatments" he is supposed to associate the pain with the idea and so "give up smoking."

PAINFUL EMOTION ENGRAM, A Secondary *(see def.)* was formerly known as a painful emotion engram. It is the mental recording of the shock of sudden loss such as the death of a loved one.

PAINFUL INCIDENT, Any incident which was painful; a death, an operation, a big failure, an accident - big enough to render you unconscious.

PAN-DETERMINISM, Would mean a willingness to start, change and stop anything or anyone on any and all dynamics. That is its primary definition.

A further definition, also a precision definition, is: "the willingness to start, change and stop two or more forces, whether or not opposed", and this could be interpreted as two or more individuals, two or more groups, two or more planets, two or more like-species, two or more universes, two or more spirits, whether or not opposed to each other. This means that one would not necessarily fight, he would not necessarily choose sides. You are determining the activities of two or more sides in a game simultaneously and you are taking full responsibility for both sides of the game.

PAN-KNOWINGNESS, In his native state, a thetan knows everything without having to first look or learn anything, but he does not know any particulars of data. These are all invented. So what you would really call this would be a potentiality, or pan-knowingness.

PAPER TRICK, There are cases around that have been "audited" for years who have never really done a process. This can be whipped by a Comm Process done with paper and pencil. [The comm process discussed in the reference HCOB is *"From where could you communicate to a victim?"*] You locate the terminal with an E-Meter and then you lay the instrument aside, give the pc a sheet of paper and a pencil, and every time he answers your auditing question, you have him or her draw the answer on the paper. As this Comm Process exceeds language, it can be easily checked. Even if the preclear seems to be having some success but could succeed faster you can boost it along with the "paper trick" as this is called.

PARANOIA, Paranoia is the thetan attacking his own entities and his own illusions. He's created his own space and filled it with threats to his survival. Now that space is collapsing in on him and he's fighting it like mad.

PARA-SCIENTOLOGY,All those maybe's and uncertainties about spirits, other worlds, space opera, whole track and so on that lie beyond the scope and requirements of the technology of freeing thetans. Includes all of the uncertainties and unknown territories of life which have not been completely explored and explained. Here are the questionable things, the things of which the common normal observer cannot be sure. Here are theories, here are groups of data, even groups commonly accepted as "known facts" but which really aren't.

PARASITIC, Producing less than it consumes while being dependent on another entity for the production of the wherewithal to survive.

PARTICLE, Energy is sub-divisible into a large motion, such as a flow, a dispersal or a ridge, and a small motion which is itself commonly called a particle in nuclear physics. Agitation within agitation is the basic formation of particles of energy, such as electrons, protons and others. Masses give off particles. In Scientology we never address particles, only the masses they emanate from. In other words, we don't audit "anger" - we audit the terminal who is angry: "an angry man".

PARTS OF MAN, The individual human is divisible (separable) into three parts. The first of these is the spirit, called in Scientology the Thetan. The second of these parts is the Mind. The third of these parts is the Body. Included with the body is the Genetic Entity.

PARTS OF A GAME, LRH: "Now, freedom, problems and havingness add up this way: Havingness on the first dynamic would be the body, its mass. Problems would be the mind, including the reactive bank, the somatic mind, and the ridges and bric-a-brac and anchor points and stuff and junk, you know? It isn't quite observable and it isn't quite mass, but there it is; and it certainly co-mixes into a considerable problem. And then under freedom, we have here, "thetan." We actually have these three parts being kept up in the individual at

any given moment. These are the three parts of a game." [Lecture 56.02.14b - Games Processing Applied to Auditing]

PAST, On the time track, everything which is earlier than present time.

PAST POSTULATES, Decisions or conclusions the preclear has made in the past and to which he is still subjected in the present. Past postulates are largely unworkable since they do not take observation of the present environment into consideration.

PATHOLOGY, THREE STAGES OF, *Predisposition*, by which is meant the factors which prepared the body for sickness, *Precipitation*, by which is meant the factors which cause the sickness to manifest itself, and *Perpetuation* or *Prolongation*, by which is meant the factors which cause the sickness to continue.

PATTY-CAKED, *Slang.* The auditor left off simply because the preclear was having difficulty doing the process.

PC, Preclear. *(see def.)*

PC EXAMINER, That person in a Scientology organisation assigned to the duties of noting preclear's statements, TA position and indicators after an auditing session or when the preclear wishes to volunteer information for the Case Supervisor. *(see Examiner)*

PC RESULT, For preclears, results are measured not by TA action in session nor by Floating Needles, but *only* by case change - and in this case *more* and *bigger* is always *better*.

PC TYPE A, Has few personal problems. Even when they occur he isn't upset by them. Handles life easily. Is energetic generally and able to work efficiently at things. Takes setbacks optimistically. Feels good most of the time.

PC TYPE B, Is deluged with personal problems. Can't see any way out. Gets upset easily or is just in plain apathy and is never upset because things aren't real anyway (like a boulder wouldn't get upset). Has a hard time in life. Is generally tired and can't work very long at anything. Takes setbacks emotionally or just collapses. Feels ill most of the time. A type B can't be cause.

PDH, Stands for Pain-Drug-Hypnosis. A person is hypnotized then drugged and electric-shocked. It is known to some people as a "therapeutic" means of compelling obedience. They sometimes use it on psychotics. *(see Pain Association)*

PERCEPTICS, Those channels of perception by which a human being is able to be aware. Channels through which one can contact the physical universe. Any means of communicating below the level of telepathy or knowingness. Scientology recognises fifty-five separate basic perceptics used by the physical body, the best-known of which are the only five recognised by "Science" today: sight, hearing, touch, taste and smell.

The Fifty-five Human Perceptions are as follows:

> *Note: I have added to the list given in the original issue of Scientology 0-8. LRH himself said there are many more perceptics than the ones he listed. My additions are in italics. The numbering is per Scientology 0-8.*

1. Time, duration.
2. Sight - presence of objects, distances, spaces
   Perception of own Observation

3. Relative sizes of external masses relative to self
4. Taste - sweet, sour, salt, bitter. *umami*.

    Spatial Dimension

5. Colour - Spectrum, plus Black and White
6. Solidity of Barriers via Pressure - perception of physical resistance
7. Sounds, presence of
8. Pitch
9. Tone
10. Volume *(of Sound or Space?)*
11. Rhythm (includes Timbre)

    Harmony?
    Silence?
    Perception of not-thereness?
    Colourlessness?
    No emotion?
    Perception of Sources?

12. Smell (with four subdivisions) *fragrance, acridness, burning, decay ?*
13. Touch (with four subdivisions) *smooth, rough, oily, dry/wet, pressure, friction, heat or cold, oiliness?.*
14. Personal Emotion - per Tone Scale
15. Endocrine States
16. Awareness of being Aware

    Awareness of own individuality as a being
    Awareness of not being oneself (OOV a theta perceptic?)

17. Personal Size, including body size
18. Organic Sensation, including hunger, thirst, saline content of own body,
19. Heartbeat
20. Blood Circulation
21. Cellular and Bacterial Position ??
22. Gravitic (Self and Other Weights)
23. Motion of Self

    Dizziness
    Vibration of body
    Vibration external

24. Motion of exterior objects

    Perception of tolerance of randomity?

25. Own Body Position
26. Position of Body Joints
27. Internal Temperature of Body
28. External (Ambient) Temperature
29. Sense of Balance
30. Muscular Tension of own body
31. Saline content of Self (Body))
32. Fields, including Electro-magnetic Fields
33. Time Track Motion
34. Physical Energy (Personal weariness, etc.)
35. Self-Determinism (Relative on each Dynamic)
36. Moisture (self)
37. Sound direction
38. Emotional State *of body parts and* organs
39. Personal *Emotional* State on Tone Scale
40. Own level of Affinity for Self and Others
41. Communication level of Self and Others
42. Reality level of Self and Others

    Awareness of own understanding

Awareness of having been understood by others
43. Emotional State of Others/Groups
44. Compass Direction - (possibly covered under Fields)
45. Level of Consciousness
46. Pain – *Three subdivisions: Heat, Cold, Electrical.)*
47. Perception of Conclusions (past and Present)
48. Perception of own Computations (Past and present)
49. Perception of own Imagination (Past and Present)
50. Perception of having Perceived (Past and Present)
    Awareness of knowing
51. Awareness of not knowing
52. Awareness of Relative Importances
53. Awareness of the Presence of Others
54. Awareness of Location and Placement of (a) Masses, (b) Spaces,
    (c) Location itself.
55. Perception of Appetite (Possibly covered under 15 and 17)
    Kinesthesia
    Awareness of Personal self and identity.

PERCEPTION POINT, That point from which the Thetan is perceiving. It could be via any remote viewpoint - e.g. taste is perceived via the tongue, sight via the body's eyes, and so on.These perception points do not need to be linked to a meat body - this only happens to be the current fashion in this society.

PERFECT COMMUNICATION, A perfect communication is one which whatever emanated from the cause point is duplicated perfectly at the effect point.

PERFECT DUPLICATE, A perfect duplicate is an additional creation of the object, in its own space, in its own time, using its own energy and matter. This violates the condition that two objects must not occupy the same space, and causes a vanishment of the object. It means a copy in its own space with its own particles in its own time. It will disappear if you do that.

A perfect duplicate is a duplicate made in the place of, in the time of, with the energy of, surrounded by the space of the original, which tells you all it is, is a consideration that there are now two there.

Now, it's an interesting thing that you don't necessarily need to make a perfect duplicate of the significance of a thing in order to make the thing disappear. That simply turns up and blows. You don't have to know what the significance of something is in order to make a perfect duplicate of it. Many people hang up on that fact. It's totally a mechanical thing.

PERFECT DUPLICATION, Cause and effect in the same point in space.

PERFECT ORGANIZATION, Organization is composed of terminals and communication lines related by a common purpose. That's an organization. All the organizational pattern does is help separate the types of particles being handled. That, in a nutshell, is an organization and what it does. Now to make a perfect organization, evidently all you have to do is find out what particles come in, how they are changed, and how they are gotten rid of. That's all. If there's any friction on the lines, it's got to be smoothed out. A perfect organization is not a machine but a pattern of agreements.

PERFUNCTORYITIS, A disease gets amongst auditors called perfunctoryitis. They see a floating needle in every blowdown (when, of course, the needle does behave loosely for the moment during the blowdown). As a result such an auditor runs a process to a blowdown and says "floating needle."

PERMANENT RESTIMULATION, The mechanism of permanent restimulation consists of opposing forces of comparable magnitude which cause a balance which does not respond to current time and remains "timeless." *(see Problem)*

PERPETUATION, By which is meant the factors which cause the sickness to continue.

PERSISTENCE, The ability to exert a continuance of effort toward survival goals.

PERSISTENT F/N, Unkillable F/N. It's persistent at least for that day.

PERSON: A Human Being. A composite of the thetan, plus body, plus knowledge, plus memories, plus reactive bank, plus habits, plus personality. Every human being is composed of the same basics as every other human being, and yet, each human being is utterly unique. Every human being has a different personality and a different experience pattern to every other human being. Just as there are no two apples which are exactly alike, so there are no two human beings who are exactly alike., There will always be some differences.

PERSONAL IDENTITY, Literally, that which you have identified yourself with and become. The composite of all your experience plus an initial decision to be and occasional decisions not to be. You do not die as an identity or a personality or an individual. You and your body separate and the body gets a funeral. There is, apparently, such a thing as Thetan Identity or Theta Signature. Thetans can be recognised.

PERSONAL INTEGRITY, Is being who you really are and knowing what you know. Who you are is who you are and what you know is what you know, and to have the courage to be and say what you have observed and know - that is integrity and there is no other integrity.

PERSONALITY, The behaviour pattern by which a thetan seeks survival. The being's beingness-response to the aggregate of counter-efforts he has received. His considerations about survival and how to attain it - that's his personality.

PERSONALITY GRAPH, A picture of a valence. On any human being, he himself is not really sufficiently there to have a personality. *(see also Oxford Capacity Analysis).*

PERSONAL MOTION, This is awareness of change of position in space. This perception is assisted by sight, the feel of wind, changes in body weight, and by the observation of external environment.

PERSONAL PRESENCE ALTITUDE, The individual who leads or makes an impression upon others merely by his presence, by his example and the fact of his existence, has personal presence altitude. People like Churchill and Mandela had this to a very high degree.

PERVADE, PERVASION, A Thetan can be in any location it chooses, occupy any space, any time, any matter, any energy. By being there it can immediately *know* what is known there. By being Tom I can immediately know what Tom knows. And *vice versa* I can have Tom know what I know and can have him adopt as his own any intentions I choose to transfer into him - provided that he is sufficiently unaware of my presence and influence. This is the basis of one thetan taking over another and is the mechanism of telepathy.

PHANTOM SLAM, A phantom Rock slam. Always comes on and goes off and comes on and goes off and a phantom slam has this characteristic - that it never obeys the auditor. The phantom slam may turn on and louse you up on the list as to which item is rock slamming. You don't ever get a phantom slam on an uncharged list. The list has to be "hotter than a pistol" to turn the slam on. Completely aside from the phantom slam this type of case will never do what

you tell them. You say, "Has anything been suppressed?" and they don't think about suppressing something, they think about something else.

PHASE ONE, Beginning a new activity. An executive single-hands while he trains his staff. When he has people producing, functioning well and hatted he then enters the next phase: phase II - running an established activity.

PHASE TWO, Running an established activity. An executive gets people to get the work done.

PHI (Greek Letter ø), Symbol for Mest.

PHILOSOPHICAL ENGINE, An engine is normally thought of as a mest object capable of translating latent, or potential, energy into work. A philosophical engine is an engine constructed out of ideas which, when they are understood and are in alignment with each other, performs some task for the person who can not only use it to bring confusing aspects of the universe into order, but can also use it to generate new ideas and new engines.

For example, the entire system of numbers that we use to count and calculate with in arithmetic is a philosophical engine that has produced many others, such as algebra and geometry and calculus and so on.

The entire subject of Scientology is also a philosophical engine which has numerous sub-engines that have been derived from it, for example the Tone Scale, ARC Triangle, Admin Scale, Organising Board, and many others. Each of these sub-engines is a philosophical engine in its own right capable of generating others.

PHILOSOPHY, Philosophy is the postulated big picture which enables one to make sense out of all the little things that happen in life. The primary mission of philosophy is to establish the relationship of manifested things to their invisible ultimate cause or nature. Any philosophy is only as good as it is effective in resolving the issues of life.

Derivation: from Greek *philosophia, philosophos* - from *philos* (loving), and *sophos* (wise). Originally, love of wisdom and knowledge.

A study of the processes governing thought and conduct; theory or investigation of the principles or laws that regulate the physical universe and underlie all knowledge and reality; included in the study are aesthetics, ethics, logic, metaphysics, etc. The general principles or laws of a field of knowledge, activity, etc.; as the philosophy of economics. (a) a particular system of principles for the conduct of life; (b) a treatise covering such a system. A study of human morals, character and behaviour.

"Philosophy is the pursuit of reality through intuition aided by intellect." *[Colin Wilson]*

PHRASE (in an Engram), Can be an enforced command which an individual then takes as a superior command, or which he can often even take as his own postulate.

PHYSICAL EFFORT, The body energy level and endurance required to effectively perform a job or activity.

PHYSICALLY ILL PRECLEARS, He is in suppressed pain and each time he becomes more aware through auditing he puts a stop on it as it starts to hurt. He stops the pain by suppressing it, thereby putting a new stop on his case. Slow gain and poor results is what you get when auditing a physically ill preclear.

PHYSICAL UNIVERSE, The universe of matter, energy, space and time. It would be the universe of the planets, their rocks, rivers, and oceans, the universe of stars and galaxies, the universe of burning suns and time. The physical universe is reducible to motion of energy operating in space through time. In this universe we would not include theta as an integral portion of it, although theta obviously impinges upon it as life. *(see also Mest Universe)*

PHYSICAL WELL-BEING, Absence of factors which predispose him to illness.

PIANOLA CASE, A case that is fully accessible, has sonic recalls, visio recalls, no pain shut-offs or anything and you just said "Go back to the earliest moment of pain or unconsciousness" and the fellow went and you say "Go to the beginning of the engram" and he goes, and you run it out and it erases. Well, they call this the pianola case, because it plays itself. It's a case that has easy running in all perceptics.

PICTURE, Facsimile. *(see def.)*

PICTURE AND MASSES REMEDY, The anaten pc who dopes off in session with a high TA. The handling of the preclears that fall under the above category, even though they were well rested before session, consists of asking the preclear: "What pictures or masses have you touched on in life or in auditing that have been left unflat?" The auditor would get the best reading item from the list, gets the somatic or pain or sensation or unwanted emotion or attitude that goes with that picture or mass, makes sure that it reads well on the meter, and by auditing him with standard R3R, he would follow the item down to basic and erasure. The list is reassessed and is exhausted as above.

PINCH TEST, For demonstrations of the E-meter you can do a "pinch test" where you explain to the person that to show him how the meter registers mental mass you will give him a pinch as part of the demo. Then pinch him on his arm. Then get him to think of the pinch (while he is holding the cans) showing him that the meter reacts on just the thought of the pinch. You then explain how it registers mental mass.

PINK SHEET, Pink sheets are issued by a course supervisor as a corrective measure. A student is given a pink sheet when something earlier was missed that should have been learned. The principle of the pink sheet is that a student is responsible for knowing all the material he has studied. If he is unable to apply or use any of this material then the pink sheet is issued to remedy the situation. It gives the student a study assignment calling for restudy and checkout of the specific materials pertaining. It is a quick and precise remedy.

PLANS,*(see Admin Scale)* The overall scheme of action describing the route one will follow in attaining one's Goals and Purposes. It is a description of the overall *modus operandi* that will be implemented in order to attain the Goal. A good plan always aligns with the Policies of the activity, and lays out – in broad terms – how the activity is to proceed in the attainment of its Goals and Purposes.

PLATEN, As used on upper levels - a sheet of paper giving the implanted commands that need to be audited by the preclear in his solo-session.

PLAY, Somebody invented the difference between work and play. Play was seen to be something interesting and fun and work was seen to be something arduous and necessary and no fun at all. Play is meant to be almost purposeless. Work has an important purpose.

PLEASURE, The definition of pleasure is that the organism tending toward survival obtains pleasure by survival actions and the seeking of survival goals. Creative and constructive effort. The perception of well being or an advance toward the ultimate goal.

PLEASURE MOMENTS, Mental image pictures containing pleasure sensations. They are addressed in early auditing through, for example, Validation Straightwire - Self Analysis lists and so on. One seldom addresses them directly in later auditing unless the preclear has become fixated on some type of "pleasure" to a point where it has become aberrated and compulsive.

PLUS-POINTS, Those indicators which show that an a person or group is doing things right and is surviving well. *(see Out-Points)*

PLUS RANDOMITY, From the viewpoint of the individual, anything which has within it too much motion or unexpectedness for his tolerance, is plus randomity.

POINTS SYSTEM, An arbitrary system of assigning and counting up points for studies and drills that give a measure of the progress of a student and his speed of study. They are kept track of by the student and course administrator and added up each week as the student's statistic. The statistic of the course is the combined study points of the class.

POLE TRAP, 1. A *(single-pole)* theta-trap found on track where the thetan was shot into the implant area, put on a post which had the effigy of a body on it, was wobbled around and was then implanted with a series of false goals. The being himself didn't have a body but was put into the effigy-body and he thought it was him and that the goals given were his.
2. More commonly, people get trapped between the two extremes of a gradient scale (the poles) and uncontrollably flip back and forth between the identities of each. Give such a person a "well done" and they compulsively lock into thinking they are superman and can do no wrong. Give them a "flunk" and the collapse into believing they are completely useless and will never succeed at anything and are irredeemably a waste of time and oxygen. Their own concept of who they are has become other-determined.
3. A pole-type trap echoes everything the individual says or does or tries to push away from. A pole-type trap is simply sort of a mirror trap; it picks up the wavelength of the thetan and re-echoes it - it has no force or power in itself. People will swear when they first run into these things that they have electronic potential, that they have voltage and wattage running through them. No they don't. They are - that is the trick of the whole thing. They have nothing in them at all except the ability to reactivate against the source any impulse which comes at them. Mirror image sort of a thing.

POLICY: Policy is the set of agreed upon long-range operational rules or guides which are not subject to arbitrary change and which determine and limit future decisions. Policy means the principles evolved by an individual or group to guide planning in specific activities, which principles, if followed, will ensure that the Plans and Programs for the activity will never clash with the attainment of its Goals and Purposes. *(see Admin Scale)*

Policy is a *guiding* thing. It is composed those ideas and values to be followed as an operating basis with which to play a game. The basic policy of an activity must be the defining and recommending of a successful and desirable basic purpose. All policies actually derive in greater or lesser degree from experience in what forwards the attainment of that purpose and what impedes it.

POLICY-MAKING: The act of envisioning the already established goals and purposes of an activity and formulating workable rules, procedures and methods of operation to attain them now and in the future.

POLITICS, The study of the ideal social organization which would facilitate the attainment of group ideals - not, as is so often supposed, the art of getting elected and staying in office. Politics is the managing of the total complex of interrelationships between people, energies and organisations in a society, all directed towards the effective survival of that society. This must also include the survival of the people who form that society.

POOR MEMORY, A poor memory means a blocked access to memory, not an absence of memory - the memory recordings being complete. Every perception ever observed in life can be found in the banks. *(see Forgetfulness)*

POSITIONAL ALTITUDE, Deriving from an arbitrarily assigned position or rank given to one by another. Military officers and bureaucrats very often depend heavily upon their positional altitude.

POSITIVE POSTULATE, From the viewpoint of positive postulates there is no negative aspect. You just skip the whole category of negativism. It doesn't allow for any dichotomy. It just is itself.

This has something to do with the granting of beingness. If you can conceive of a postulate that doesn't also conceive any negative then you know what I'm talking about when I talk about a positive postulate. It's not only that there is no negative given attention to it but it does not assume that any negative is possible. It pays no any attention to negatives.

Any postulate you make will be ineffective to the degree that you doubt it.

POSITIVE PROCESSING, This consists of addressing the thetan on the case and bringing it to view. Validation Straightwire is such processing.

POSTULATE, A postulate is self-created truth. It is aconsideration generated by oneself which is completely real and true for oneself. It is a causative thinkingness - the Thinkingness produces a Havingness. It is the most basic and inherent attribute of a thetan and is that with which a thetan declares something (including himself) to BE in a certain way. This creates and shapes reality for the individual.

So if I say "I am no good" then that decision causes me to be no good. If I say "I will never ever recover from this" then I never will. These are both postulates. They are declarations of reality for the individual.

These self-created truths may subsequently be agreed to or not agreed to by others. Getting agreement to it would reinforce the creator's belief in the validity of the postulate.

A postulate is as effective as it is *not* cloaked in energy. Any time a postulate is cloaked in energy it becomes a symbol and has to be interpreted and agreed to by another in order for it to become reality.

It is a peculiarity of this universe that every postulate affects two terminals – it is a declaration of oneself (beingness)and the reality one wishes to affect (havingness). So by postulating that one wants to survive (a continuing havingness) one also postulates into existence the idea that one perhaps could somehow fail to survive (a self whose beingness could fail). If I postulate that I want riches I also postulate that poverty is to be avoided. By postulating that I am cute I also postulate that I want others to notice me. And so on. There is in any postulate a self-beingness" aspect, and also an "other-determining" aspect. When I postulate "Help me" I also implicitly declare (postulate) that I cannot help myself.

Each time I do this I postulate what I now am and I also make a complementary postulate of what I want another to be or do. And *vice-versa*. And in doing all of this I am also creating that separation that there is between the two. In this way we create the three-terminal universe we are in - the positive, the negative, and the intervening base that keeps them forever separate.

LRH: "Now, a consideration is different than a postulate. A consideration includes the acceptance of, or agreement with, an idea. In other words, somebody postulates something and then you consider that this is so -- you agree with it. You then have a consideration which you did not postulate. Therefore, a consideration has some slight difference from a postulate.

"All a consideration is, is a continuing idea, which you might say more aptly, "a fixed idea," since all continuance is in itself an illusion.

"A consideration is a fixed or continuing idea or opinion."

POSTULATES 1st, 2nd, 3rd, 4th etc., Many scales in Scientology, for example the Know to Mystery Scale, begin with Know at the top and then descend downwards from there. Even the Chart of Attitudes has 'Knows All' at the top and 'Knows Nothing' at the bottom. It is also a commonly held idea that in order to get out of the universe one would have to Know it all. The KRC triangle also emphasises the Know corner and we have the idea that a real OT knows so much.

Yet in order for the universe to exist at all one needs to first alter the creating as-is postulate. Creation as-is contains no Time; no persistence. So for there to even be a universe to "get into" one has to apply alter-isness. So prior to Know in this universe there must be Not-know. And this is then the First Postulate of, or in, this universe. It has to be so, otherwise – as I said - there would be no universe to enter. [As an aside, I remember 40plus years ago discussing this with another auditor and I suggested that the very first thing one said in this universe was, "Huh? Where did this come from?"]

So the real top of the scale is Not-Know. After this one can then Know it, and one can then assign un-knownness to part of it so that a game can be entered into. Now that unknownness becomes a barrier to winning and one has to Remember, or Find Out which is accomplished by Looking. These then, are the first four postulates made in this universe.

Note that Not-know and Know are not opposing sides here – these are not terms and op-terms generating charge. That comes later. And don't let the first paragraph above lead you into thinking that the way out is to not-know everything - that complete ignorance will get you out. It won't. You need to be able to selectively Not-know and Know all of the universe and its mechanisms.

Again - Know and Not-know are NOT opposites. It's not a dichotomy. It's not the positive and negative side of the electric motor. It is Not-know - the first postulate, the first condition - followed then by a postulated thing or condition, which is the universe which you now live in and Know.

POSTULATE LIMITATIONS OF IDENTITY, One entered this universe with the ability to Postulate and Perceive (Axiom 2). As one's beingness declined through aberration so one's abilities diminished as well. Any beingness or identity one has – other than that original beingness – carries with it a limitation on one's ability to postulate and perceive.

POSTULATE PROCESSING, That processing which addresses the postulates, evaluations and conclusions of the preclear at the level of self-determined thought and which permits an individual to change his operating postulates. Postulate processing is the primary and highest method of processing a thetan. With creative processing, it constitutes Scientology 8-8008 .

Example: Sometime or other you'll find some Scientologist who is about to have a dental operation and he says to himself, "This is going to hurt. I'm going to have to do something about this afterwards - I will audit it out afterwards." He's got a strong intention to run it out

afterwards, and so he'll kick the thing "up there" to be run out "afterwards", and then he'll wonder why it stays in restimulation and he can't get to grips with it. What he wanted to do with this facsimile becomes more important than the facsimile itself. That's why Postulate Processing came into existence.

POSTULATED REALITY, A second type of "reality" which is created by the person for himself by way of inadvertent negative postulates.

POSTULATING, Making a postulate - a conclusion, decision or resolution made by the individual himself to resolve a problem, or to set a pattern for the future, or to nullify a pattern of the past. For example, a person says, "I like Model T Fords. I am never going to drive another car." Years later, no longer consciously aware of this postulate, he will wonder why he is having so much trouble with his Buick; it's because he has made that earlier promise to himself. In order to change he has to find and undo that earlier postulate.

POTENTIAL TROUBLE SOURCE, 1. A person or preclear who "roller-coasters," i.e. gets better, then worse, gets better, then worse.The main cause of being a potential trouble source is being connected with persons (such as marital or familial ties) of known and accepted beneficial value to the preclear but who covertly want to keep him unchanged or even want him to become less powerful than he is. It means he now has an on-going problem with two conflicting impulses - one is to get better in life and risk the displeasure of his associates *versus* co-operating with his associates and thereby not bettering his own life. Which is he to do? When his attention goes off the problem he appears to make some progress, but as soon as his attention gets dragged back on to the problem the progress he made collapses. Such a problem-person itself needs to be fully and completely handled before he will make any real progress in life or in auditing.

2. Means the preclear is going to go up and fall down, repeatedly. He is under the stress of conflicting purposes regarding his betterment in life. He is a trouble source because he's going to get upset. He's a trouble source because he's going to make trouble. He is trouble for the auditor and he is trouble for himself. It means someone connected to the preclear is opposed to his doing Scientology. It is a technical thing. It results in illness and roller-coaster.

3. The mechanism of PTS is environmental menace that keeps something continually keyed in. This can manifest as a constant recurring somatic or continual, recurring pressure or mass. The menace in the environment is not imaginary in such extreme cases. Actions can be taken to key it out, but if the environmental menace is real and persists it will just key in again. This gives recurring stress which is unrelieved by usual processing. Abbr: PTS.

POTENTIAL VALUE, The potential value of the individual to his dynamics is derived from his ability to think, decide, and exert command over his environment. It is equal to intelligence multiplied by the dynamics of the individual to a certain power. This might be restated as meaning that the potential value of any man is equal to some numerical factor, denoting his intelligence and capability, multiplied by his free theta to a power. This was written in the Dianetics handbook in an effort to encourage some psychologist to discover what the power of the dynamic might be and conclude some means of establishing potential value by psychometry. It remains just a theory today.

POWER: The power of a being is his ability to make his postulates effective.It is the ability to produce and effect change in an area.

An individual's ability to generate power depends utterly upon his ability to be himself and hold his position in space - it's as simple as that. Being oneself, plus the ability to hold and maintain a position in space, and to create an outflow of energy from that position, and to direct it towards the attainment of a desired change - that is power.

POWER BADGES, All preclears being audited on Power Processes are to wear power badges as described below. This badge consists of a 3" x 2" white card with the lettering neatly printed on it in black, preferably sheathed in plastic. It is to be issued to the PC and pinned noticeably on a lapel, breast pocket or similar place by PC administrator at the commencement of his power processing cycle and collected back when he completes. Text of badge: "I am on Power Processing. Do not ask me any questions about my case, the processes or my auditing."

POWER CHANGE, 1. A person who is comfortably in a position of power would soon need to move up to playing a bigger game if he is to continue expanding as a being. He needs to find that bigger game and change his role for the larger one. Someone else will then take over his current job and that person is then in Power Change. He follows the formula and the formula of the power change condition is: when taking over a post which has been in power, change nothing until you are thoroughly familiarised with your new post and its zone of power.

2. There are only two circumstances which require the replacement of a person on a post - the very successful one or the very unsuccessful one. What a song it is to inherit a successful pair of boots. There is nothing to it, just step in the boots and don't bother to walk. If it was in a normal state of operation, which it normally would have been in for anybody to have been promoted out of it, you just don't change anything. So anybody wants anything signed that your predecessor didn't sign, don't sign it. Keep your eyes open, learn the ropes and depending on how big the organization is, after a certain time, why, see how it is running and run it as normal operating condition if it's not in anything but a normal operating condition. Go through the exact same routine of every day that your predecessor went through, sign nothing that he wouldn't sign, don't change a single order, look through the papers that had been issued at that period of time - these are the orders that are extant and so get as busy as the devil just enforcing those orders and your operation will increase and increase.

The fellow who walks into the boots of somebody who has left in disgrace had better apply the state of emergency formula to it, which is to immediately promote.

POWER FORMULA, The first law of a condition of Power is don't disconnect. You can't just deny your connections, you can't now turn your back on those who helped you attain your position of power. What you have got to do is take ownership and responsibility for all of your connections.

The next thing you have got to do is write up your whole post. That is the only way you will ever be able to disconnect and move on to a new area. So on a condition of Power the first thing you have to do is write up your whole post. You make it possible for the next fellow in to assume the state of power change.

If you don't write up your whole post you are going to be stuck with a piece of that post for ever after and a year or so later somebody will still be coming to you asking you about that post which you occupied. The responsibility is write the thing up and get it into the hands of the guy who is going to take care of it. Do all you can to make the post occupiable.

[The written and recorded instructions on the technology of Scientology is LRH's hat write-up.]

POWER OF A THETAN, The power of a being is his ability to make his postulates effective, thus all failure is basically postulate failure, and all success is postulate success. Complete failure causes the being to collapse his own identity and compulsively adopt the identity and postulates of his opponent.

POWER PROCESSES, The processes audited only by qualified auditors which make Grade V Power Releases. There are six power processes. Use of these processes is restricted to Class VII auditors.

PRACTICAL, The drills which permit the student to associate and coordinate theory with the actual items and objects to which the theory applies. Practical is application of what one knows to what one is being taught to understand, handle or control. Practical goes through the simple motions. Theory covers why one goes through those motions.

PRACTICAL SECTION, (of a course) As it has recently been found that theory is more easily confronted than doingness, the practical section is created to care for this fact and to make the student confront and do accurate doingness. This section may not then become a second theory section where one studies texts. In the practical section the student only does. Drills and practical auditing presence are the whole concentration of this section. Any study for it is instantly translated into doingness. This applies to all Scientology Internships.

PRECIPITATION, The factors which cause the sickness to manifest itself.

PRE-AUDITING EXAMINATION, There are two examinations on Scientology Academy Courses. The pre-auditing examination is done after the student has completed the theory and practical drill sections of the course. The examination is standard and has been written up and issued to all Qualifications Divisions in orgs. It must be passed 100% before the student is permitted to audit.

Then, once he is auditing, he is examined on the standardness of his actual application, his adherence to the Tech he has been taught, and the results he gets on his preclears.

PRECLEAR, A person being audited. A person who, through Dianetic or Scientology processing, is finding out more about himself and life. One who is discovering things about himself in auditing and who is confronting and handling his case and is becoming clearer.

PRECLEAR ROUTE, There are two routes to Clear and OT: the training (or professional) route and the processing (or PC) route. The preclear progresses up the levels from Grade I to Grade VI or above. He has no formal training, only enough specified education from his auditor to enable him to receive and benefit from the processes of any particular level.

PRECLEAR ASSESSMENT SHEET, The purpose of this form is to establish auditor control over the preclear, to better acquaint the auditor with his preclear, and to provide essential information required for case programming. Usually referred to as a White Form.

PREDICTION, The process of knowing the future. Living only for today is the process of not knowing the future. When we speak of prediction we mean that he should be in communication with his environment as it will exist in the future, as well as how it exists in the present.

PREDISPOSITION, Those factors which made the body susceptible to sickness. Before the fact of actual sickness, the guy is disposed to get sick due to the effects of the Reactive Mind on him and on his body.

PRE-HAVINGNESS SCALE, A scale listing those factors, in sequence, which brought about the deterioration of a person's Havingness. When repaired in order they rehabilitate a person's ability to Have.

Havingness is the make-break point of a case and must be attained. In order to attain it all of the heavy items on the lower part of the Pre-havingness scale need to be flattened through auditing.

PREMATURE ACKNOWLEDGEMENT, When you acknowledge the person before he has finished saying all he wanted to say. He didn't get a chance to say what he was going to say because he was stopped by a premature acknowledgement from the auditor.

This often occurs when you "coax" a person to continue talking after he has begun. This can almost come as an actual acknowledgement to the preclear and stop him in his tracks. Such a premature Ack can often make him forget what he was talking about, and then make him believe you haven't understood him. He feels bad and doesn't cognite and may ARC break. Any habit of agreeable noises and nods can be mistaken for an acknowledgement, ends cycle on the speaker, causes him to forget, feel dull, believe the listener is stupid, get cross, get exhausted explaining and ARC break. The missed withhold is inadvertent. Result, missed W/H in the speaker, with all its consequences. *(see also Half-Ack)*

PRENATAL ESP, Another manifestation of charge and circuits in the bank. There could be engram command which says "I know what you're thinking about", and when the preclear is returned to its vicinity he seems to get the thoughts of mother and father by "ESP". Actually these "thoughts" are composites of phrases which occur in the reactive and standard banks of the preclear. There may well be extrasensory perception, but "prenatal ESP" is false.

PRENATALS, A Dianetic term used to denote engrams received *in-utero* before birth.

PRENATAL VISIO, There actually is a prenatal visio, but it is black. The blackness of the prenatal, when the individual is stuck in a prenatal engram, will actually blot out his visio. There is no mechanism, save that of the imagination, which is known to produce the visual pictures that come about with "prenatal visio."

PRE-OT, A thetan beyond the state of Clear who is progressing to the full state of operating thetan through the advanced courses

PREPARED LIST, Lists designed to find by-passed charge and repair a faulty auditing action or life situation. Many years ago a system was developed to locate outnesses on a preclear. These lists became known as 'prepared lists', meaning that they were prepared before the session. Prepared by the auditor, the Case Supervisor, by LRH, or prepared by somebody else. These lists isolate the trouble the PC is having in auditing. They are assessed on an E-meter. One takes up the biggest read first and then cleans up all other reads.

PREPCHECK, "Prep" for preparatory to Clearing.Originally (1962) a method of setting up a case to be audited on Clearing routines that is more thorough and runs deeper than normal Rudiments do. But due to its success at this it was expanded and is now frequently used as a general case repair action or even as a process on the lower grades. Each item - the buttons on the assessed list - describes a block on, or withdrawal from, responsibility in an area.

Prepchecking is based on one of the simplest fundamentals of Dianetics, namely that every incident of a type which is similar to other such incidents tends to form up into a consecutive chain on the time track with a "basic", or "first time" on that chain. All overts of a certain type, for example 'stealing things', would form into such a chain with a "basic, first time" at the bottom of it. The anatomy of the mind then, is that chains consisting of similar incidents stem from a basic which can be reached into from present time. And Prepchecking is simply an effort to access one of these chains and trace it back down to its earliest basic that can be found and discharged. No charge can remain in a chain after the basic has been pulled out of unknownness and put into known category.

So in auditing, the auditor would first find a charged area, then a charged action in that area - in which the preclear did something of that character, and he then unburdens the area by having the preclear inspect it and itsa on it. The action is then followed down to its basic on that

chain and, by getting all of the data locked up in that basic, the preclear blows all of the charge on entire chain. The preclear's itsa is facilitated by having him focus on specific buttons as described.

The following prepcheck buttons should be used as a minimum, in the order given, whenever a prepcheck is called for.

Invalidated,
Evaluated,
Suppressed,
Been careful of,
Didn't reveal,
Not-ised,
Been suggested,
Mistake been made,
Protested,
Anxious about,
Decided,
Withdrawn from,
Reached,
Ignored,
Stated,
Helped,
Altered,
Revealed,
Asserted,
Agreed (with).

By finding charge on these buttons the auditor can get the preclear's attention to focus on the charged area or incident in detail allowing him to itsa all of the relevant factors concerning it.

The auditing question would be:

"On ___*(charged area)*___ has anything been ___*(button)*___?"

or

"On ___*(charged area)*___ is there anything you have ___*(button)*___?"

Whichever is most appropriate.

He will also direct the preclear to shift his attention to earlier similar incidents when appropriate. In this way basic is found and discharged.

Many useful buttons could be added to the list if the case requires it.

These buttons divide into two types: "Left-hand" buttons prevent the preclear from accessing his bank. These include Suppress, Careful of, Nearly found out, and probably Failed to Reveal and Invalidate. They do not *cause* a thing to read, they *prevent* things from reading.

"Right hand" buttons - Evaluate, Mistake, Suggest, Decide, Protest and all the others - these all allow things read but they often *alter-is* the way the Pc recalls them. But they don't prevent things from reading. *[63.01.10b lecture on How to Audit]*

PRE-RELEASE, Any person who is entered into auditing to accomplish a release from his chief difficulties, psychosomatic or aberrational. Same as a Preclear.

PRESENCE, The ability to get and hold the attention of others merely by being who one is.

PRESENT TIME, The time which is now and which becomes the past almost as rapidly as it is observed. It is a term loosely applied to the environment existing in now, as in "The preclear came up to present time", meaning the preclear became aware of the existing matter, energy, space and time of now. The point on anyone's time track where his physical body (if alive) may be found. When we say that somebody should be in present time we mean he should be in communication with his present environment. We mean, further, that he should be in communication with his environment as it exists now, not as it existed in the past. People go out of present time because they can't have the mest of present time.

The anatomy of present time consists of the ground, sky, walls, objects, and people of the immediate environment. In other words, the anatomy of present time is the anatomy of the room or area in which you are at the moment when you view it, and this is present time.

Present time is the only referral point that exists. In its absence all becomes bank. Mechanically, in this universe it is a response to the continuous rhythm of the physical universe, resulting in a hereness in nowness.

PRESENT TIME ENVIRONMENT, The whole area covering the pc's life and livingness over a definite period. It may be the last day, the last week, the last year, depending on the pc.

PRESENT TIME PROBLEM, Is a problem that exists in present time and in the real universe. It is a set of real physical circumstances that so engages the attention of a person that he feels he should be doing something about it instead doing what he is doing (e.g. having auditing).

In other words, there's something going on which he feels he cannot control and which he must attend to at this moment right now —that's the definition of a present time problem.

Technically, a special problem that exists in the physical universe now, on which the pc has his attention fixed. Any worry that keeps a pc out of session, which worry must exist in present time in the real universe. He believes he needs to do something about it in order to free his attention from it - in fact a light process will often unfix his attention.

Deep down, Present Time Problems are always and only threats of loss.

What is a PT problem but that activity going on in the physical universe at this moment which permits a preclear's attention to be exterior to the session and exterior to the auditor and therefore not upon the problem of auditing.

PRE-SESSION PROCESS, A process that is used to get a person into session. Designed as classes of processes to handle these four points:

(1) The preclear's willingness to be **help**ed;

(2) his willingness to accept the auditor's **control** over him;

(3) the preclear's willingness to engage in full two-way **communication** with the auditor;

(4) Engaging the preclear's **interest** in the session.

These four are vital to auditing itself and without them auditing doesn't happen. They must, therefore, be established before any real auditing can begin.

PRESSOR BEAM,The pressor is a beam which can be put out by a thetan which acts as a stick and with which he can thrust himself away or thrust things away. The pressor beam can be lengthened, and in lengthening, it pushes away. Pressor beams are used to direct action. *(see Tractor Beam)*

PRESSOR RIDGE,That ridge formed by two or more equally strong pressor beams operating directly against each other in a conflict.

PRESSOR-TRACTOR RIDGE,A combination of pressor-tractor flows in sufficient collision as to form a solidification of energy. *(see Must Have - Can't Have)*

PRESSURE, If one took an object and pressed it against one's arm, that would produce a feeling of pressure. A reactive bank solidity is a form of pressure.

PRESSURE SOMATIC, Is a symptom present in a lock, secondary or engram - simply part of the content.

PRETENSE, A false reason or excuse. A mere show without reality. A claim, profession or allegation which is falsely made or assumed or stated.

PRETENDED DEATH CASE, The pretended death case has come to a point where he considers the environment so fraught with menace that nothing in the environment has any intent save to kill him and that his death is imminent. He has insufficient energy or reason remaining even to appeal for help and, indeed, he considers that there is no person or object to which he can so appeal, and so he attempts to demonstrate to anything in the environment that it has won and that he is already dead. *(see also Entrapment)*

PRETENDED KNOWINGNESS, Is actually a denial of knowingness; an attempt to cover up the fact of not knowing.

PREVENT, Probably the most important button on a case that needs to be cleaned up in Scientology. All mental charge has at its root an effort to either prevent something from coming in on oneself, or to prevent something from going away from oneself. It is an attempt to stop reality from happening, and when the attempt fails the person holds on to the incident for ever, believing that he needs to correct it in order to survive. Hence, the entire Reactive Mind.

PREVENTIVE DIANETICS, Its basic principle is the simple fact that engrams can be held to hold minimal content or even prevented entirely, with large benefits in favour of mental health and physical well-being as well as social adjustment among people. Hospital theatre staff remaining silent during an operation is an example of this. Keepinmg onlookers quiet and calm at the scene of an accident where injured people are present is another. A large subject, embracing the entire scope of man's activity.

PREVENTIVE SCIENTOLOGY, In this branch of processing, an individual is freed from assuming states lower than those he has already suffered from. He thereafter knows that he won't ever get any worse than he has been. In other words, the progress of tendencies, neuroses, habits and deteriorating activities can be halted by Scientology, or their occurrence can be prevented. This is done by processing the individual on standard processes without particular attention to the aberration involved.

Note that this does not refer to the body's deterioration through drugs, aging or illness. It is the *thetan's* deterioration that is being referred to.

PRICE OF FREEDOM: Knowledge, Responsibility, and the exercise of Control over the environment. It calls for constant alertness and a constant willingness to fight back. There is no other price.

PRIDE, Pride is an aesthetic sensitivity of oneself. It is an awareness of one's own aesthetic qualities. It is not to be confused with Haughtiness or Contempt which is an inverted mockery of real pride.

PRIMARY ENGRAM, See Basic Engram.

PRIMARY LOCK, The first key-in of an engram which takes place at some future date from when the engram was actually received. The key-in moment contains analytical reduction such as weariness or some slight illness. A situation similar to the engram which contained pain and unconsciousness came about and triggered, or keyed-in, the engram. This is a primary lock.

PRIMARY RUNDOWN, The Primary Rundown is a training course which consists of word clearing and study tech. It results in an enormous increase in the student's literacy. Consists of Method one word clearing and Method eight on the Study Tapes and Student Hat. *(see Word Clearing)*

PRIMARY RUNDOWN END PHENOMENA, The end phenomenon of an honestly done Primary Rundown is a person who can read comfortably and can instantly translate written data into concepts, and so can study swiftly and accurately and can then easily go on to do the actions called for. Such people were called 'Super-literate'.

PRIMARY SCALE, Part of a Scientology process which consists of a list of nouns or conditions which are key items in mental reaction. Once these are assessed one takes the reading item and does a second assessment against the verbs in the Secondary Scale in order to complete a command which is then audited.

PRIMARY UNIVERSE, The physical universe.

PRIMARY UNMOTIVATED ACT, As any energy or space or condition survives only because it has been and is continually being altered, the 'primary unmotivated act' would be the first changing of the condition of energy, space and objects.

PRIME CAUSE, Prime postulate: "To Be."

PRIME MOVER UNMOVED, This is a philosophical concept long sought after in the halls of learning. In fact, the only prime mover unmoved is the thetan - the static.

PRIME POSTULATE, Every postulate is made either as a response to a past counter-effort or from a 'prime thought'. A prime postulate is the decision to change from a state of not beingness to a state of beingness. We call the prime postulate the basic purpose or goal of the individual for that portion of the game.

PRIME THOUGHT, The decision 'To Be', which moves the original potential being from the state of not beingness to the state of beingness. Prime thought can occur at any moment during any lifetime, moving the individual from a state of not beingness to the state of beingness in any area or activity. A common Scientology name for this phenomenon is "necessity level".

PRINCIPLE OF A-R-C, The A-R-C triangle is Affinity, Reality, and Communication. The basic principle here is that when one raises or lowers any one of these three, the other two are raised or lowered as well. The key entrance point to these is Communication.

PRIOR ASSESSMENT, The person looked on drugs or alcohol as a cure for unwanted feelings he had been experiencing. One has to assess for and handle what was wrong before, or prior to, the 'cure' of taking drugs.

PRIOR CAUSE, It is one of the "facts" of objects that space, matter and energy must have been caused before they could exist in the mest universe. Thus any object has prior cause where it was "moved" from non-existence into existence.

PRIOR CONFUSION, An important discovery in Scientology. Confusion stems from the absence or loss of a Stable Datum, or from the collapse resulting from having a false Stable Datum *[= Out Ethics].* When this happens the individual is liable to clutch onto anything - just absolutely anything in the universe or in his bank, anything whatever - as a new Stable Datum. *[see Superstition; see Law of Omitted Data; see Introduction of an Arbitrary]* To the degree that this new Stable Datum is false and does not align with Reality it will result in more problems for the individual. His postulates and efforts in handling his environment will clash with this "Stable Datum" adopted reactively during the prior confusion. And the problem will stick, it will hang up in time, and appear to be unsolvable.

All sticks on the time track stick because of a prior confusion. The most stuck point on the track is a problem. The confusion occurred minutes, days, weeks before this problem. All somatics, circuits, problems and difficulties including ARC breaks are *all* preceded by confusion. Therefore it is possible to eradicate problems by auditing out the areas of confusion which occurred just before the problems started. This auditing is usually done with PrepChecks.

> 61.10.03 - SHSBC-065 The Prior Confusion: "A chronic somatic is a stuck moment on a time track which is the stable datum of a prior confusion. A hidden standard is the stable datum of a prior confusion."
>
> . . .
>
> "Now, the way they get stuck is the confusion and the stable datum. Confusion and the stable datum has been known to us for many, many years. And what we've done to it is add time to the span. The confusion is in one place and the stable datum at a later place. So in all time track plotting, you get the confusion, and then you get, after that, the stable datum. So actually, they're linear in time. In other words, you don't have the stable datum and the confusion occurring necessarily—and certainly not very aberratedly —you don't have these two things occurring simultaneously in time. In other words, the stable datum and the confusion do not occur in time, if they're going to become aberrative, which is the same time—you don't have the stable datum and the confusion in the same instant of time."
>
> "And if you grasp this, you've grasped something. And if you haven't grasped it, you're stuck in one."

PRIOR READS, Reads on the E-meter which occur prior to the completion of the major thought.

PROBLEM: An unwanted and apparently unresolving condition in life.

A problem is a bundle of unfinished communications. That's all there is to a problem. It's a bundle of unfinished communications.

Strictly speaking, a problem consists of an Intention versus a Counter-Intention; or Purpose versus Counter-Purpose; or Effort versus Counter-Effort; or Emotion versus Counter-Emotion.

(see this dictionary for definitions of these terms.) While it often happens that the Counter-Emotion or Counter-Intention exists nowhere but in the person's own beliefs, this would nevertheless still qualify the situation as being a Problem.

So we have:

(1)A problem is a life-situation which exists when a person has an intention to attain something but, for example, does not know how to go about attaining it. Or perhaps he does know how but doesn't have the means to do it, and also feels he is quite unable to obtain these means.

Note that there are two sides to this problem - on the one side there is the person himself with his desire or intention, and on the other side there are the circumstances in which he finds himself where he cannot think of a way of satisfying his desire, or lacks the means to do so. This 'other side' appears to him to being an "opposing" intention, though this is often a delusion when the entire problem lies within his own head and with his own inability to creatively think of a solution. Nevertheless, delusion or not, it is a problem to him.

(2) A problem can also result from a conflict arising from one person who is confronted by another person who has these countering intentions and purposes and emotions etc., and the first person now finds himself unable to proceed because of this very real opposing person. This too creates a problem for him.

(3) Or it could be that at some time in the past he was overwhelmed by such an opposing person and he caved in to him and went into agreement and into that person's valence *(see dict.)* and so now he finds himself, unknowingly, to have within himself two directly countering purposes, goals, emotions, beliefs, or whatever. He certainly does have a serious problem.

Examples of (3) are a postulate (I am good) countered by an opposing postulate (I am worthless). If these two have the same degree of intention and force in them then they will balance each other in his mind and will persist as a problem to the person. Other opposing postulates could be "I must get better" and "I'll never get better", and "Love thy neighbour" opposed by "Don't trust anyone".

It can be two opposing intentions, two opposing forces, two opposing anythings. When they are exactly balanced they lock up, become immobile, and make a problem. All persisting problems have these mechanisms at their root.

For a problem consists of two opposed stable data and therefore two confusions.

The definition of a problem is "Two or more postulates in opposition to each other".

Remember, a problem is *not* a condition or a person. It is a "how" or "whether". It is a desired doingness that can't be done, and not a person. "My wife" is no answer to a present time problem question. "How to live with my wife" could be a problem. "Whether or not to live with my wife" could be a problem. "My wife's illness" is not a problem, but "How to get a cure for my wife's illness" could be one.

A common misconception is that a problem is something one cannot solve, but the underlying reason one cannot solve it is always the above pattern of balanced counter-opposing mechanisms held in suspension in the mind.

The most stuck point on the track is a Problem.

A Problem is caused by a balanced postulate-counter-postulate. Neither postulate has dominance.

The problem, therefore, hangs in time and floats in time. Force *versus* force, endeavour *versus* endeavour, these are examples of the anatomy of a problem.

One cannot have a problem without having committed overts (and has withholds) against the people involved in it, for one cannot be so individuated as to not influence others unless one has O/Ws on those others.

All somatics, aberrations, circuits and problems are postulate-counter-postulate situations.

All of these items occur only where one has O/Ws on others.

PROBLEM CLOSURE, The mechanism is this: As a person "solves" problems, they tend to close in on him. This is the explanation for that very, very baffling Freudian mechanism of healing somebody and getting his illness. We cure somebody's headache, we find we have a headache. Now, that is problem closure. We solved his problem and it closes in.

PROBLEMS INTENSIVE,A part of Expanded Grade One auditing. This action can key out present time problems of long duration, chronic somatics, circuits and hidden standards.

To run a problems intensive on someone the auditor first fills in the Preclear Assessment Form on the preclear. The auditor then asks the preclear for all self-determined changes the preclear has made in his life, handles each reading change in order of largest read, locates the prior confusion to the change by asking the pc for it. You want the time. Predate the time of the prior confusion by one month, and then Prepcheck that area.

PROBLEMS OF LONG DURATION, Are present in a preclear when one observes no real change in characteristics or OCA or general case despite good auditing.

PROBLEMS RELEASE, Expanded Grade One release.

PROCEDURE, The way in which one goes about running a Process, or Technique. Known today as Basic Auditing. *[see Technique; see Basic Auditing]*

PROCESS, Processes are methods of codifying experience so that the key charged experiences of the individual may be discharged or put within the control of his knowingness - the key charged experiences of this experience called life.

A way of getting a person to LOOK. Just as a can-opener is a way to open cans, so a process is a way to get a preclear to put his attention on some part of his case and LOOK at it.

A set of questions asked by an auditor to help a person find out things about himself or life. More fully, a process is a patterned action, done by the auditor and preclear under the auditor's direction, which is invariable and unchanging, composed of certain steps or actions calculated to release or free a thetan from the Reactive Mind.

Before an auditor can get the preclear to look at something he needs to be sure that the preclear has something to look AT. This is done by scouting, assessments, two-way comm for items, etc.

There are many processes and these are aligned with the levels taught to students and with grades as applied to preclears, all of which lead the student or the preclear gradiently to higher understanding and awareness. Any single process is run only so long as it produces change up to and until full end phenomena for that process is attained, and no longer. Any process which helps an individual to reason and work and live better is a valid process.

PROCESS BITING: If the process is producing Tone Arm action the process is 'biting' and if it is not moving the TA then the process is not biting. No motion on the tone arm dial = no action in the bank.

LRH: "I'll tell you how long to carry on a technique: as long as it can give communication changes. And that's about the end to it.

"And if you don't nag people, nag, nag, nag, nag, nag - "Have you got a perception shift on that?"

"Of course he'll say, "No, I haven't got any perception shift."

"Come on. Have you got any perception shift at all?"

"Oh well, I got this - roaring headache has come in on me again, but I haven't had any perception shift."

"Oh, he has "perception must be exclusively looking." The truth of the matter is perception is the entire scale which goes from Know, Look, Emote, Feel, Effort, more or less - most people define ... You say, "How do things feel?" They define it as Effort, not Emotion, Thinkingness, Symbols and so forth.

"He's got a lot of new ideas. That actually is a communication change, only you wouldn't think of it very much. He's got a whole lot of new ideas while you were doing this. Well, fine. That's communication change.

"Only you say, if your technique is really doing a lot of good, you're actually getting *perception* changes in *lookingness* or *knowingness* changes.

"Such as he says, "I know now - I had some doubt about it before, but I know now absolutely that I am the King of Siam." You've got, in essence, a perception change. A knowingness change is *always* senior to a perception change.

"Fellow all of a sudden says, "You know, I can control this body." That's a *big* change. That's a *real* good one, see?

"You can take the whole band. He got somatics coming in and out and so forth. Listen to this - the somatic band is not reliable from this standpoint: a person can play tag with a somatic which comes in and out, in and out. in and out. in and out, and because it's so low on the Lookingness Scale - or the Knowingness Scale, we'll call it - so low on the Knowingness Scale that almost any technique you use will flip this somatic in and out. Well, you better go upstairs someplace to where it flips his Sight on and off. Get the idea?

"It's a senior problem - senior proposition.

"Now, Knowingness goes into Lookingness, Lookingness goes into Emotion, Emotion goes into Effort, Effort goes into Thinkingness, Thinkingness goes into Symbols and Symbol goes into Applause and Attention Scale, all the way on down at the bottom. And if you will add Eating and then, below that, Sex at the lower end of the scale, you've got it. "Sure he will never get any applause at all" - well, actually, Eating and Sex are both above that. In the lowest end of the scale, "just certain you'll never have any applause of any kind," well, you go just above that and put Sex and just above Sex put Eating and you've got the complete scale.

"So that is a perception-type scale and it goes down into the Applause Scale. So we don't care anything much about the lower end of the scale because it's too beefy, it's too MESTy. And we're changing it on the GE, rather than changing the thetan. And that's the other reason why you don't pay too much attention to somatics."

PROCESS BY TONE ARM, The correct process on a preclear will, when run correctly, produce at least ten divisions of TA Action per two-and-a-half hours of auditing. At least. And if an auditor is not routinely getting that then there is something amiss in either his C/Sing or his auditing. Something needs to change.

PROCESS COMPLETION, Defined as the end phenomena of the process.

PROCESS CYCLE, Selecting a process to be run on the preclear, running the tone arm action into it (if necessary) and then running the tone arm action out of it.

PROCESSING, The activity of making an individual look at his own past and present existence and to confront and deal with all of the barriers he has erected between himself and the attainment of his goals, thereby improving his ability to confront what he is and where he is.

Processing is not getting data out of the preclear; it is not assembling his life for him as a complete, consecutive play - it is increasing his self-determinism and his right to reason. It is a procedure by which an individual recovers his self-determinism. A procedure which does not bring about increased self-determinism is not processing.

Called "auditing" by which the auditor (practitioner) "listens and commands." The auditor and the preclear are together out of doors or in a quiet place where they will not be disturbed or where they are not being subjected to interrupting influences. The purpose of the auditor is to give the preclear certain and exact commands which the preclear can follow and perform. The intention of the auditor is to increase the ability of the preclear. The Auditor's Code is the governing set of rules which govern the general activity of auditing.

PROCESS LAG, This is the length of time it requires for the preclear to obtain a result from a process. It is a "brother" to Communication Lag.

PROCESS S-2, ". . . Central org staffs right now are running on each other about as rough a process as you could want, Process S-2. It's named after an English brand of weed-killer.

If you're getting any co-auditing yourself, be sure to run flat-flat-flat, Process S-2. It's run muzzled. And its command is, *"From where could you communicate to a victim."* And what is 'flat' on that? Why, to regain the ability to communicate without reservation, of course. It's a one shot OT.

PRODUCTION, "Production is the basis of Morale" is an accepted Stable Datum in Scientology. It is the evidence of the demonstration of competence. Underlying it is the fact that production is solely the amount of completed cycles of action that occur. And any cycle of action is preceded by the postulate that it would be completed as planned. It is the recognition of this fact that gives rise to the increase in morale. Thus we have the two datums underlying all of this: "All success is postulate success" and "All failure is postulate failure".

PROFESSIONAL, It isn't magic or luck that makes the professional. It's hard won know-how carefully applied. A true professional may do things pretty easily from all appearances, but he is actually taking care with each little bit so that it is just right.

PROFESSIONAL AUDITOR'S BULLETINS, See PABs.

PROFESSIONAL AUDITING, Sessions given by a trained auditor, who is governed by professional codes and technical skills, and who, through auditing, directs the preclear's attention to areas which, when fully examined and itsa'd by the preclear, will bring about the release of sufficient charge from the mind to cause tone arm action on the E-meter and case gain in the preclear.

PROFESSIONAL ROUTE, There are two routes to Clear and OT: the processing (or preclear) route and the training (or professional) route. Someone on the preclear route pays for and receives Professional Auditing from a trained auditor *(see above)*. A person on the professional route trains as an auditor in an Academy of Scientology, and then co-audits with other students up to the level of training he has completed.

PROFESSIONAL SCIENTOLOGIST, One who can expertly use Scientology on any area or level of the society.

PROGRAM: In implementing a Plan one sets out all of the major steps that would have to be accomplished and which all add up to the achieving of the Goal and Purpose. A plan had to exist in the person's mind, whether written or not, before a program could be developed. Programs, therefore, are the major establishment steps taken which put the plan into action and which need to be achieved.

For example, a person may have the Goal to achieve total spiritual freedom. His or her Purpose could be to be able to play or not play any universe game by choice and to use that game-playing ability to create aesthetic effects which will be enjoyed by all. That's a Purpose.

Next comes Policy - these are the principles which will guide the individual through all future actions. Then the Plan - perhaps that would be to follow the Scientology route and become full, knowing cause in all aspects of the subject. Next comes the Programs, and these would embrace the various auditing and training steps of Scientology and much more besides. Each Program comprises various sub-activities which will need to be identified too.

So Programs are the consecutive layout of all of the major steps that have to be taken in the execution of a Plan. Each Program is designed to produce definite results in the furtherance of that Plan. *[see: Admin Scale]*

PROGRAM COMPLETION, A program is complete when the end phenomena of the program is attained.

PROGRAMMING, The overall planning for a person of the courses, auditing and study actions he should follow for the next extended time period. In auditing it is simply a list of the processes we are going to use to take the charge off the case.

PROGRESS PROGRAM, What was originally called a Repair Program on the first issue of C/S Series HCOBs has been renamed a Progress Program. It refers to that program which is used when you are bringing a case back up to where the case ought to be on his grade chart. In other words something was flubbed, somebody goofed and allowed this guy attest to having attained something he did not fully attain, and having not fully attained that one earlier action it means he did not fully attain much thereafter. So now you have to go back and clean up all the bits he missed.

PROJECT: One Program can be divided into several Projects. Completing each separate Project will add up into completing the Program. So a Project is a portion of a Program, and in turn it consists of many steps that need to be taken, usually in sequence. Each step thus is the basis of an order given to "do so and so". When each step is successfully completed then the Project

is complete, and when all of the Projects are complete then the Program is complete. *[see: Admin Scale]*

PROJECT 80, A breakthrough on Basic Auditing *(see def.)* which changes organizational targets. This technical advance makes many other things possible. We will designate their broad application to Central Org planning and dissemination, Project 80. Essentially what has happened is that I have found the minimum essentials of why auditing works, and have selected out the important parts for concentration. These parts are:

(1) The itsa line;

(2) Tone arm action;

(3) Directing the PC's attention to those things which bar him from release and Clear; and

(4) Directing the PC's attention to handling those things which bar him from OT.

PROMPTERS, THE, In Listen Style Auditing - used on Grade Zero - if the auditor believes the pc is having difficulty answering the auditing question because of embarrassment or some similar reason, the auditor uses the prompters to encourage the preclear to continue speaking.

Prompter (a) "Have you found something you think would make me think less of you?"

Prompter (b) "Is there something you thought of that you think I wouldn't understand?"

Prompter (c) "Have you said something you felt I didn't understand? If so, tell me again."

Prompter (d) "Have you found something you haven't understood? If so, tell me about it."

PROPAGANDA, The systematic dissemination of selected or false information in order to manipulate the thinking of less well-informed group members and so bring about support in them for one’s own strongly held and usually contra-survival cause.

PROPITIATION, Propitiation is an low-toned effort to deflect a present threat of loss by appeasement. It is a manifestation of an individual attempting to buy off the imagined danger by giving it more power. Preclears who are still far down on the tone scale will, when they reach 1.0, quite commonly offer the auditor presents and offer to do things for him. Underneath this is the preclear's hope that the auditor will not ask him to confess to embarrassing or disreputable aspects of his life.

PRO-SURVIVAL ENGRAM, An engram which seems to be in favour of survival. Any engram which, by its recorded spoken content, pretends to assist the person's survival. Pro-survival engrams containing the ally computation are those which contain personnel who defended the patient's existence in moments when the patient conceived that his existence was under attack. Also, engrams containing phrases such as “Work hard” or “Do your best” can be construed as being pro-survival. In fact ALL engrams are contra-survival, regardless of their content. The mere fact of their being hidden control sources over the preclear makes them completely contra-survival. *[see Assist Engram]*

PROTEST READ, The E-meter reads on Charge stored in the mind. *(see definition)* Charge is formed by the person protesting - and not resolving - some aspect of what is happening in his life. When that which is happening, and which he protests, is the auditing action itself, then the meter could well read on it. Occasionally the auditor would mistake this for a read indicating that something needs to be run. Such a read would be a "protest read". An item, possibly already run, is seen to read on the meter. The pc frowns. He is protesting and the meter is

registering protest, not the item. A protest almost never blows down the TA. *(see also Prevent)*

PrPr, Power Process.

PSEA, Abbreviation for "pain, sensation, emotion, attitude'. The four psychosomatic categories address by standard Dianetic auditing. More often we call them AESPs as this also gives the gradient order in which the auditor should handle them,

PSEUDO-ALLY, A person about whom the preclear has a similar computation to an ally computation, but not based directly on an engram recording but on a perceived similarity to an ally. A person whom the reactive mind has confused with the real ally. So, for example, if the person was helped by a nurse in a white uniform when he was ill and in need, he may thereafter consider all nurses in white uniforms to be allies.

PSEUDO-CENTERS, The mental recordings of the personalities of people whom you've tried to help and have failed. These are "valences."

PSYCHE, A thetan, the spirit, the being himself. A Greek word meaning spirit.

PSYCHIC, Spiritual.

PSYCHIC TRAUMA, An emotional hurt or shock which, restimulating earlier heavy engrams, acts as a heavy lock or secondary, and which thus affects the person's normal functions.

PSYCHO, A derogatory slang term for an insane person. The bank has total effect upon him and he has no effect of any kind on the bank. A psycho is actually an engram bank in full dramatization.

PSYCHOLOGY, An attempt was made, over the past one hundred and something years, to understand the human mind. Freud had indicated that not only was there a conscious mind, but there was also an *unconscious* mind. And this unconscious mind exerted a hidden and malevolent influence on a person. That's about as far as Freud went with the subject. When it came to the matter of actually doing something about this unconscious mind, not only Freud but all those who followed him, came unstuck. They fumbled about and achieved the most negligeable results.

The general subject of the mind came to be called "psychology", meaning "the study of the *psyche*, or spirit, or soul. And then in order to align themselves with academia they immediately swore off all association with any "soul" or "spirit". They wanted to be seen as "scientific".

Because of this their primary duty to this world and to thought at large, was to organize the necessary data for the resolution of problems relating to the mind. By definition; this was what it was supposed to do. And in this, they failed. No matter what any psychologist cares to tell you, his is a failed subject. And they have been wallowing about in their self-created mire ever since.

It took L Ron Hubbard and his work on Dianetics and Scientology to rescue them and make the study of the human condition a practical and useful subject for the benefit of all mankind.

PSYCHOLOGICAL NEED, A fancied need based upon a fixed idea or attitude one has, as distinct from a *basic need* which will actually affect or benefit one's survival.

PSYCHOSIS, We know what psychosis is these days. It is simply an evil purpose being dramatised; it means a definite obsessive desire to destroy. Now anybody has a few evil

purposes when they suddenly think of from time to time. They'd say "Boy I'd like to get even with that guy" or something. That's not what we're really talking about. Psychosis is the monitoring evil purpose which monitors *all* of this guy's activities, and that is a real psycho. Now there are people who are PTS and who act fairly crazily and there are people who are quite aberrated. They've simply got out-points in their thinking.

A real psycho is fighting an enemy who hasn't existed for the last many millions of years, and yet he is still fighting them and taking the actions in present time which "solve" that problem he had then with the enemy. What is this all about? Well the guy is totally stuck in a past incident where he is being attacked and he thinks it is all happening right now. He's got nearly all of his attention units stuck at this past period on the track. And he has this attitude of "get them before they get me" or something like that, which may have been a valid attitude to have at that time, but today, when facing a different reality - one that he has totally confused with the earlier one, his attitude is nothing more than an evil purpose which he is directing at innocent people.

He does not have any problem with you. You do not have any problem with him at all. You aren't back there where he is and he isn't up where you are. Now you can assume that he has problems in present time, but these aren't the problems he's trying to solve. he is trying to solve the old one.

That is the manifestation of psychosis: the *timelessness* of an incident, and the conviction that the incident is happening *now*. That is the whole anatomy of psychosis.

PSYCHOSOMATIC, *Psycho* of course refers to mind and *somatic* refers to body; the term psychosomatic means the mind making the body ill, or illnesses which have been created physically within the body by a derangement of the mind. Any chronic psychosomatic is evidence of the person adopting a state of not-being as a covert effort to succumb.

PSYCHOSOMATICALLY ILL CASE, One in which the enturbulated theta side of the engram is hidden and the somatic side of the engram is in restimulation.

PSYCHOSOMATIC ILLNESS, This we call physical illness caused by the mind. In brief, such illness is caused by perceptions received in the reactive mind during moments of pain and unconsciousness. They are illnesses which have a mental origin but which are nevertheless manifesting organically.

PSYCHOSOMATIC INTENSIVE, Standard Dianetic auditing will let a person recuperate from illness or injury and it will handle the beginnings of the illness and it will end off chronic illnesses. These are called recuperation intensives or psychosomatic intensives and that is all this is.

PSYCHOTIC, A person suffering from Psychosis. *(see def.)* He doesn't know what's happening inside himself and he doesn't know what's happening with himself and he doesn't know what's happening where he is and he doesn't know what's happening in front of him or behind him at any given time of the day or night. This is the one common denominator of all psychosis. When a person's mental facsimiles and his memories have control over him and determine reality for him and he has lost his ability to impose time and space upon them, then he's psychotic - he's gone.

There's the dramatizing psychotic as opposed to the computing psychotic. The computing psychotic is a nutty circuit, he's an insane circuit. It figure-figure-figure-figures and all of its computations are offbeat. Figure-figure-figure-figure-figure.

Now, you will understand something a little more in just a second now. The dramatizing psychotic is running off a player piano-roll of a facsimile. In other words, one is running off a facsimile and one is running off of a machine. So you have the nutty body with the dramatizing psychotic and the crazy thetan with the computing psychotic. We spotted the difference between these two things back in the fall, early fall of 1950. There are obviously these two types of psychotics and there are no other types of psychotics.

All right. So there's the reactive psychotic and the machine psychotic and you'll see these two. Now, the machine psychotic thinks; he figure-figures. He'll give you wild, different computations all the time.

The dramatizing psychotic doesn't. They simply play. Well, when I see a dramatizing psychotic I have a problem. Oh, I see—when I see a computing psychotic I know very well a thetan is present. When I see a dramatizing psychotic I am very doubtful because it tells you immediately that the thetan in this case must have at least succumbed to the reactive bank to dramatize this thoroughly. Both of them have no criteria, no consideration, as we were talking about a little while ago, see? The keynote is absent consideration - consideration absent. And so we have the dramatizing psychotic and the computing psychotic

PSYCHOTIC BREAK, When a person drops below the 2.0 level on the Tone Scale he has so much entheta compared to his theta that any sudden shock of loss or threatened loss may tip him over the edge and enturbulate the remaining theta and send him into a psychotic break. When *all* the theta is thus enturbulated, its reaction is to kick apart theta and mest, in other words, cause death and remove the organism from the path of other organisms.

Some person disorientates a human being one time too many. The person tells him he's here when he's there and fouls him up one way or the other and pulls the space out, or tells him he can't stay there anymore, or tells him that he can't have that space, or tells him that he can't have that matter which also contains space. He loses something in other words. But what he loses most importantly is space. So he loses this space, and one day he feels flips and has a full-on psychotic break.

PT ENVIRONMENT LIST, An Expanded Dianetics Rundown. The auditor finds out what is charged in the pc's present time environment, then gets PSEAs connected with that and runs standard R3R on the items. Life and livingness environment, the workaday world of the pc is a source of restimulation. *[PSEAs = pains, sensations, emotions and attitudes.]*

PTP, Short for *Present Time Problem*. It is an inability to span his attention across both sides of a problem. Basically the inability to confront the dual-terminal nature of the universe. The person who is having lots of PTPs has his attention very fixed on one side of something. *[see Present Time Problem]*

PTP OF LONG DURATION, By long duration we mean this lifetime absolute maximum limit. As soon as we exceed this lifetime we have case. The attention is fixed on something in present time all right but it's also been fixed on this thing for a long time and is usually subjective.

PTP OF SHORT DURATION, Fixed attention on the immediate environment. These are handled with the Rudiments in auditing.

PTSness, PTSness is actually a present time problem - the guy has someone in his environment who is causing him problems and he can't confront this guy or deal with him. So the problem becomes an ongoing PTSness. It causes the case to roller coaster.

PTS, Means Potential Trouble Source, which itself means a person connected to a suppressive person. All sick persons are PTS. All preclears who roller-coaster (regularly lose gains) are PTS.

Suppressive persons are themselves PTS to themselves. It is the manifestation of a postulate versus counter-postulate. An environmental menace that keeps something continuously keyed in. This can be a constant recurring somatic, a continual recurring pressure or a mass. The menace in the environment is not imaginary, it is real.

PTS TYPE ONE, The SP on the case is right in present time actively suppressing the person. Type One is normally handled by an Ethics Officer in the course of a hearing.

PTS TYPE TWO, Type Two is harder to handle than Type One, for the apparent suppressive person in present time is only a restimulator for the actual suppressive. The PC who isn't sure, won't disconnect, or still roller-coasters, or who doesn't brighten up, can't name any SP at all is a Type Two.

PTS TYPE THREE, The Type Three PTS is mostly in an institution or should be. In this case the Type Two's apparent SP is spread all over the world and is often more than all the people there are - for the person sometimes has ghosts about him, or demons, and they are not just imaginary beings but apparent SPs as well.

The following are third dynamic PTSes whom LRH advises auditors not to accept for auditing:

PTS TYPE A, Persons intimately connected with persons - such as marital or familial ties - of known antagonism to mental or spiritual betterment or Scientology.

In practice such persons, even when they approach Scientology in a friendly fashion, have such pressure continually brought to bear upon them by persons with undue influence over them that they make very poor gains in processing and their interest is solely devoted to proving the antagonistic element wrong. They, by experience, produce a great deal of trouble in the long run as their own condition does not improve adequately under such stresses to effectively combat the antagonism. Their present time problem cannot be reached as it is continuous, and so long as it remains so, they should not be accepted for auditing by an auditor.

PTS TYPE B, Criminals with proven criminal records often continue to commit so many undetected harmful acts between sessions that they do not make adequate case gains and therefore should not be accepted for processing by auditors.

PTS TYPE C, Persons who have ever threatened to sue or embarrass or attack or who have publicly attacked Scientology or been a party to an attack and all their immediate families should never be accepted for processing by an auditor. They have a history of only serving other ends than case gain and commonly again turn on the organization or auditor. They have already barred themselves out by their own overts against Scientology and are thereafter too difficult to help, since they cannot openly accept help from those they have tried to injure.

PTS TYPE D, "Responsible-for-condition" cases have been traced back to other causes for their condition too often to be acceptable. By responsible-for-condition cases is meant the person who insists a Scientology book or person or some auditor is "wholly responsible for the terrible condition I am in." Such cases demand unusual favours, free auditing, tremendous effort on the part of auditors. Review of these cases show that they were in the same or worse condition long before auditing, that they are using a planned campaign to obtain auditing for nothing, that they are not as bad off as they claim, and that their antagonism extends to anyone who seeks to help them, even their own families. Establish the rights of the matter and decide accordingly.

PTS TYPE E, Persons who are not being audited on their own determinism are a liability as they are coerced into being processed by some other person and have no personal desire to become better. Quite on the contrary they usually want only to prove the person who wants them audited wrong and so do not get better. Until a personally determined goal to be processed

occurs, the person will not benefit. Often this case comes in the guise of someone wanting the affection of a Scientologist and so has auditing not for their own benefit but solely to impress the hoped-for partner. Be very wary of these if they have no personal desires for betterment.

PTS TYPE F, Persons who only want to be processed “to see if Scientology works” have never been known to make gains as they do not participate or contribute to the auditing sessions. News reporters fall into this category. They should not be audited.

PTS TYPE G, Persons who claim that "if you help such and such a case" (at great and your expense) because somebody is rich or influential or the neighbours would be impressed should be ignored. Processing is designed for bettering individuals, not progressing by stunts or giving cases undue importance. Process only at convenience and usual arrangements. Make no extraordinary effort at the expense of other persons who do want processing for normal reasons. Not one of these arrangements has ever come off successfully as it has the unworthy goal of notoriety, not betterment.

PTS TYPE H, Persons who "have an open mind" but no personal hopes or desires for auditing or knowingness should be ignored, as they really don't have an open mind at all. They simply have no viewpoint on anything and lack the ability to decide about things. They are well below non-existence on the Ethics Conditions and are seldom found to be very responsible. They waste anyone's efforts "to convince them." They could be handled with the application of Ethics Tech but it would be a big job.

PTS TYPE I, Persons who do not believe anything or anyone can get better. They have a purpose for being audited entirely contrary to the auditor's and so in this conflict, do not benefit. When such persons are trained they use their training to degrade others. Thus they should not be accepted for training or auditing.

PTS TYPE J, Persons attempting to sit in judgment on Scientology in hearings or attempting to investigate Scientology should be given no undue importance. One should not seek to instruct or assist them in any way. This includes judges, boards, newspaper reporters, magazine writers, etc. All efforts to be helpful or instructive have done nothing beneficial as their first idea is a firm "I don't know" and this usually ends with an equally firm "I don't know." If a person can't see for himself or judge from the obvious then he does not have sufficient powers of observation even to sort out actual evidence.

PULL BACK, restrain, retard, flinch from confronting something. They often dub different vectors into an incident, claiming that something was done one way when in fact it was the other.

PUNISHMENT & DURESS, Pain and duress are of no value of any kind, since they admit of a weakness and a weakness cannot control anything. If you have to threaten anybody, then you have lost your hope of positive, knowing control of that person. You've just written it all out in a confession, and put your name and seal on it. You've said, "If you don't give me that in a couple of minutes I'm going to knock your brains in." You've just written a complete confession, and said, "I cannot control you, Joe." Signed it, sealed it, everything. And when the state says, "Now if you kill anybody we're going to kill you." And this is "Now we're going to keep you in line," at once everybody goes out of line. And this is what's fabulous about the world! Is they couldn't possibly be proceeding on a route less beneficial in accomplishment. No hope of accomplishment lies along the line of punishment or duress. There's no accomplishment possible.

PURPOSE, Purpose deals with the reasons why one goes about attaining the Goal. What is the value of the Goal? What will be the benefits to the Dynamics of your attaining it. Purpose is the reason why a Goal is worth striving for. The purpose is specific and may be defined as being the enhancement the Goal's attainment will bring to the individual across *all* of his

dynamics. It has been established by investigation that an individual has established his purpose for life by the age of two years and that the actual purpose is a theta-purpose - it is not derived in any degree from engrams but is only warped by them. *[see Admin Scale]*

PURPOSE OF AUDITING (PROCESSING), The end-all of processing is the attainment of a goal, the goal of OT. One always processes the problems and difficulties of the preclear One does not process the process. Processes only assist in processing the preclear. They will not do anything by themselves. Processes are a *road map* to the goal of OT, they are nothing in themselves. The target is the condition, the disabilities of the preclear. How one achieves the eradication of these difficulties is secondary to the fact of their eradication. Scientology is a route attained after several thousand years of no attainment by Man and the route is important and valuable and must be travelled correctly, but the concern is the *preclear*, not the route.

PURPOSE OF ETHICS, The purpose of Ethics is to bring the Beingness, Doingness and Havingness of any individual or activity into alignment, and to remove any counter-intentions which impede that alignment.

PYRAMID, A symbol for the tiers of knowledge that has been in use on earth for at least 8,000 years. Lower levels of knowledge are those that can be derived from the ones above it; and so on up to the postulated highest possible source of knowledge at the pyramid's apex. In Scientology we consider the Q's to be the highest tier that we yet have. There probably are higher tiers of knowledge than these Q's.

It is sometimes symbolised by a cone-shaped object, rather than a pyramid.

Q

Q, Knowledge is a pyramid and has at its highest point are a few basic data from which all other data below it are derived. The knowledge at the top point of this pyramid is what we call the Q. It is the common denominator, or the highest echelon, from which all other knowable things in this universe are derived. It is in common to every other datum in this pyramid full of data.

The symbol 'Q' comes from 'quod' in Q.E.D. (*quod erat demonstrandum*) meaning "which was to be shown, or demonstrated," used especially in mathematical proofs.

There are five Qs and they can be found in the book *Scientology 0-8: The Book of Basics.*

Q can be defined this way: It is the level of the highest common denominator to everything from which we are now viewing; in other words it is common to all experience which we can now view. Q is the highest level from which we are now operating in Scientology.

Q AND A, (properly called Q an A) Means to **Q**uestion an **A**nswer. When the term Q an A is used it means one did not get a proper answer to one's question and instead has formulated a second question based on the incomplete answer he did get. For example, A asks B "How are you?" B replies ""My car won't work", to which A responds by asking "What's wrong with it?" B now replies to this second question by saying "You can't trust mechanics these days". And so it goes on - nothing gets answered, nothing is accomplished.

It also means not getting compliance with an order but accepting something else. Example: Mother to child: "Do your homework before tea." Child replies: "I don't like my teacher." Mother accepts this and asks: "What don't you like about your teacher?" Flunk. It's a Q and A. The right response would be doing the homework.

The origin of the term comes from observing that some auditors would change when their preclears changed. A later definition was "Questioning the preclear's Answer." Q and A is a failure to complete a cycle of action on a preclear. An auditor who starts a process and gets it going, gets a new idea because of pc cognition, takes up the cognition and abandons the original process is Qing and Aing.

Q and A is simply postulate aberration. Aberration is non-straight line by definition. People who can't get things done are simply Qing and Aing with people and life.

QUICKIE GRADES, Refers to the now discontinued and illegal practice of auditing the Grade Processes in as short a time as possible with many or most of the numerous processes of each Grade not done at all.

QUI VIVE, An expression LRH regularly uses in his lectures - Auditors have to be always on the "*Qui vive". Per Merriam-Webster:* When a sentinel guarding a French castle in days of yore cried *"Qui vive?* your life depended on your answer - the right one was something like "Long live the king!" *[It was the French equivalent of the British challenge of "Halt! Who goes there?"]* The question the sentinel was asking was 'Long live who?" but the act of calling out apparently impressed the English listeners more than the meaning of the phrase, because when they adopted it in the early 1700s they used *qui vive* to mean "alert." Nowadays, the term is most often used in the phrase *on the qui vive* meaning "wide awake, in present time and on the lookout."

R

R, Means "Routine". Used as a prefix on process designations. Example, R2-25, R3-R, R-3X. "Routine" followed by the research code number of the process. When processes were being researched and developed they were given numbers by LRH and some become known by these numbers rather than names.

As a suffix, R means "Revised", so for example "R3-R" would be "Routine 3 Revised".

R1, Route One. A series of OT processes given in the opening section of the original version of The Creation of Human Ability. LRH in Lecture 58.07.01 20th ACC-01: "Route One processes work on a tremendous number of people. You say, "Why did we abandon them?" Because they don't include fifty percent of the human race, that's why. And for another twenty-five percent they only work for three days and then the guy goes back in his head and that's that. The old Route One processes worked then for a certain number of people but didn't work for all. So therefore, there must be some missing truth in the matter."

R2, Route Two, A large group of processes found in The Creation of Human Ability. These address a wide variety of case conditions. Many of these processes have been included in the Expanded Lower Grades.

R3-R, Routine Three Revised. Engram running by chains. A vast improvement on earlier Dianetics developed by LRH during the 1960s.

R3-X, Routine Three Expanded. A highly workable version of Dianetics developed by Florida auditor Robert Ducharme. It runs chains and/or incidents more thoroughly than any previous technique ever did.

R4-SC, A process used in the running of Service Facsimiles at Grade Four.

RABBIT, A person who runs from everything including his bank. Auditors who can't confront what the preclear is saying have been known to "rabbit" i.e. they run away by ending the session before completing the auditing actions to proper end results..

RANDOMITY, In life a person often selects some area and decides not to be responsible for it. Not being responsible for it he can neither understand it nor control it. This gives him a lot of unpredicted motion which he can fight, and so he has a game to play. One selects one's randomity in order to get action in life.

This abandonment of responsibility results in a misalignment of the efforts of a being through the internal or external efforts by other forms of life or the material universe.

Every individual has a consideration with regard to how much commotion or activity he can tolerate in his environment, and he has some consideration that such and such is too much, and such and such is too little. Underlying it is the ratio of predicted motion *versus* unpredicted motion in the person's area. If he considers that there are too many unpredicted things going on in his area then he has a plus-randomity. When there are too many predicted and too few unpredicted events then he has a minus-randomity.

RAPPORT: Rapport is mutual feelingness brought about by having a high affinity for someone or something. To have rapport with people means you are willing to *be* them.

RATIONAL CONFLICT, While man is concerned with any of the eight dynamics, he may, for the sake of having a game, select any one of them to be antipathetic to his own survival. Such a game would enable him to, for example, learn more about that dynamic, become it, or understand it better. This is rational conflict and is normally and commonly incidental to survival. It is non-aberrative in that it is rational within the educational limitation. For example, LRH declared that he had selected psychiatry for his randomity and as a result he was in a life-long games condition with them, attacking them at every turn.

RATIONALITY, The computational effectiveness of the individual, modified by education and viewpoint. His ability to recognize causes and effects in the past, present and future.

To evaluate whether a person is rational or not, compare him with what his environment demands of him and whether or not he answers up to the demands of his environment. That is where rationality should be present. His environment demands certain things of him. Does he do those things? He demands certain things of his environment. Does he accomplish them? There is the full dress-parade of rationality, including the dynamics, including competence and everything else in this interplay. Does he match up to all of this?

[see also Lecture 51.09.20 – 2nd PCW-16 *Self-Determined Effort Processing* for more good data on this.]

RATIONALIZATION, (A derogatory term in Scientology) To make something quite nutty appear sensible by means of some invented *non-sequitur* reasons for it. A lunatic murders someone and a "reason" for this is invented by saying it is his deprived upbringing that is at fault. Rationalizing something is always and only an attempt to deny one's responsibility in an area. *(see also Justified Thought, Reasonableness)*

RAVE SUCCESS STORY, An unsolicited success story given voluntarily by the preclear or student which expresses real improvement and benefits achieved from auditing or training, acknowledged by them in complimentary terms, and which may include thanks to those persons involved. *[see Success Story]*

RAW MEAT PRECLEAR,One who is completely new to Scientology and Auditing - he has never had any before. The guy thinks he's a brain. He doesn't know he's a thetan, he isn't up there and he thinks he's deteriorated into a bit of matter, he thinks he's a body and so forth. Hence this jocular term "raw meat."

RD, Abbreviation for Rundown (which see). A series of Scientology processes grouped into a stated category which seeks to thoroughly address and handle the stated area of aberration.

REACH AND WITHDRAW, To reach is to extend one's attention and beingness outward so as to contact and pervade an area or object. To withdraw is the opposite - it is withdrawing one's attention and beingness from an area or object. Reach and Withdraw are the two fundamentals in the action of theta in this universe. Compulsive withdrawing is a prime cause of all aberration. Auditing seeks to raise the ability of the preclear to reach and withdraw at will and on his own determinism from all spaces, objects, energies and times in all universes.

REACTIONARY, When one is stuck on the time track it may seem pretty difficult to envision a future. In politics this is called being "reactionary" or "conservative". These words describe any resistance to change, even when that change would be an improvement. The bad old days seem to be the good old days to such people. Yet the old days will not come again. One has to make the new days good. Reactionaries are people resisting all progress or action.

REACTION TIME, It's how fast theta can recognize a situation and act upon it.

REACTIVATED, An engram is reactivated when an individual with a dormant engram perceives something in his environment which is somehow similar to the perceptions recorded in the engram. The engram puts everything it contains into greater or lesser operation at that moment. *[see also Restimulation, Key-in]*

REACTIVE, Means acting under the control of the Reactive Mind. A person who is unwilling or unable to confront and duplicate something puts his responses to it on automatic – and so become part of his reactive mind - and he then allows his reactive mind, as triggered by his environment, to determine his actions. He then does not *act*; he only *reacts*.

REACTIVE MIND (REACTIVE BANK), It must be understood right at the outset that the term 'Reactive Mind' is an *analogy*. *[Ref: LRH Lecture 52.01.07 - 04 PCW-01 - SURVIVAL]* The Reactive Mind is not a 'thing' that can be seen or put on a table and dissected. It is not the brain and is not located in the brain nor anywhere else in the body. However, there is a pattern evident in the behaviour of a thetan (as a human) which seems to be such that the existence of such a "mind" could be posited in order to explain this behaviour.

It is that "mind" which stores experiences of overwhelm, pain, unconsciousness, and severe loss and non-confront which we here call the "Reactive Mind". It also contains all of the decisions and postulates one made while in this lessened state. It is a mind which, by the person's own consideration, he is unable to control, and the events consequent to its influence become *not* under his own volitional control. It works on a totally stimulus-response basis, and exerts *force* and the *power of command* over a person's awareness, purposes, thoughts, body, and actions.

The Reactive Mind is *real* to the person who has it. It is a "theta-creation" and is linked to the thetan (person) who created it and has it. It is a part of his own "real world", every bit as much as horses and mountains are real to him. You have one, I have one, we all have them; and even though they may differ from each other as far as their experiential content is concerned, yet where the operating mechanisms of the mind are concerned they are absolutely identical from one person to another. No exceptions have ever been found.

The reactive mind is not a thinking mind - it can neither perceive nor evaluate nor compute. It is not "conscious" - rather, it is a *mechanism*. It records all things and identifies all things with all other things and reacts accordingly, without rationality of any kind. Given a certain stimulus it reacts in a certain way, imposing its influence on the conduct of the being without his volitional control. It is the immediate source of all aberration. Originally created as a survival mechanism, its mechanical identification of all things with all other things led to its being a colossal hindrance and burden to every person.

Furthermore, the Reactive Mind is a *self-protective* mechanism. Now, when one says that it is "self-protective" one may get the idea that it is somehow alive and has an intention to protect itself, but this is not the case. It is a *mechanism* and therefore not alive but just seems to be so.

More data on these mechanisms can be found in this dictionary under the following headings: Time Track, Engram, Secondary, Lock, Key-in, Key-out, Bouncer, Misdirector, Denyer and Grouper. The book by L Ron Hubbard called *Dianetics, The Modern Science of Mental Health* contains a thorough and detailed description of the Reactive Mind and its operation,

REACTIVE PLEASURE, In a person below 2.0 on the tone scale (tending toward death), a reactive pleasure can be taken in the performance of acts which lead to succumbing on any of the dynamics. In other words, above 2.0 pleasure is survival, and below 2.0 pleasure is

obtained only by succumbing or by bringing harm to self or others, thereby causing self and others to be further suppressed on the tone scale.

Education and Social Conditioning can often supplant the person's own inclinations in these matters and so spare him a trip to the gallows.

REACTIVE THOUGHT, Reactive thought is behaviour at the dictates of the reactive mind which may appear to be (but isn't) the person's own thought.

READ, When the preclear – while holding the cans – thinks of some charged item or is subliminally reminded of some charged item by the auditor's question, then any reactive charge connected to that item will momentarily "stiffen", or "react". This is restimulation, and the mental reaction will read on the E-meter where it can be seen by the auditor.

Absolutely *any* response on the E-meter to such a restimulation can be classified as a "read", but this does NOT mean that it can at be once run in a process. So for example, if the meter reaction is to go into a sudden rise of the needle and Tone Arm then it is clear that the item is being protested and is too charged to be fully confronted at this time.

Or it could be that what the auditor said reminded the preclear of a very happy and high-toned childhood holiday he'd had years in the past, and the meter's reaction to this is to produce an instant floating needle. This is a pleasure moment and would not be audited.

Or the meter could respond with an instant Rock slam. This would indicate that a very highly charged area has been touched upon – one which would require the attention of a more senior auditor. So the present auditor would merely mark the fact clearly on his worksheet and would continue the session without further comment.

In order for a read on the meter to be taken as evidence of a runnable (auditable) item The read would have to be a Small Fall, a Fall, a Long Fall or a Long Fall Blowdown. *[see dictionary for each of these]*

And having said all of the above, it should also be borne in mind that on some auditing actions a read can transfer from some charged item (which gave a no-read and attach itself to something else the auditor mentions. This sometimes happens when an item does not directly read, but when the auditor asks if anything on that item has been suppressed or invalidated, then the read can transfer from the actual item onto the word "supress" or "invalidate". This would then be accepted as a valid read.

READING ITEM, An item which reads on the E-meter and which can be run in a process.

REALITY, Reality is always relative to the universe it is in. What is real in one universe may be regarded as nonsense in another, and *vice versa*.

In this universe we share and live in now, Reality is the state of things as they really exist, rather than as they are hoped or imagined to exist - or even as we "perceive" them to exist (or not) when viewing it through our aberrated and occluding Reactive Minds.

This existence is the result of agreements which we, who participate in this universe, made at the dawn of existence. We agreed on its basics at that time, and we continue to agree through every ongoing moment of our existence. Reality is *agreement* as to what is. It is the agreed-uponapparency of existence.

Even when one loudly asserts that one disagrees with reality and protests that one did not agree to such and such, one is in fact only protesting the earlier agreement one made and to

which one agreed to be subject. If you hadn't agreed, you wouldn't be here. It is as simple as that.

The agreement upon perceptions and data in the physical universe - that is what Reality is - the agreement with the postulates which became the MEST universe.

This does not mean that we can now refuse to agree and that all will suddenly change - we have already agreed and so the reality we experience is as we agreed it would be. We cannot paste a non-agreement over the top of an earlier agreement *[see 'Not-is' in this dictionary].* In order to change the reality of how life and the universe is for us we need to go back to the original moment of creation and agreement and take full ownership of those postulates*. [see 'As-is' and 'Responsibility' in this dictionary]*

Neither does this mean that the universe is an "illusion". It is as one knows it is. Barriers of space, matter or time can be formidably real, but they yet have their origins in simple agreement. Agreement is the basis of it all. Everything which is real is real simply because it is agreed upon, and for no other reason. All reality is a postulated reality.

As charge is erased through auditing and the person's "reality" increases, many things become real to his perception that were "unreal" before. The more charge off, the greater the person's perception of Reality and his understanding of it.

REAL UNIVERSE, The Mest universe. The one which contains space, energy and time.

REAL WHY, The correctly identified cause of something. A 'real why' opens the door to a handling. If it does not, then it is a wrong why. When you have a right why, handling becomes simple. The more one has to beat one's brains for a bright idea in order to handle something, the more likely it is that one has a wrong 'why'. The 'why' will be the prime reason the situation is such a departure from the ideal scene and will open the door to handling.

REASONABLENESS, (In the C of S) Means to grant validity to counter-intentions. An objective can always be achieved. Most usually, when it is not being achieved, the person is finding counter-intention in the environment which coincides with his own, and so his attention becomes fixed on the counter-intention rather than on his objective. He has in fact inverted from pursuing his own objectives over into forwarding the objectives which counter them, and he explains this away since it all seems perfectly reasonable to him since he or she is really only asserting self-rightness and other-wrongness. You can safely say that being reasonable is a symptom of being unable to recognize out-points for what they are and use them to discover actual situations.

REASON, The ability to extrapolate new data from existing data. Reason goes hand in glove with self-determinism. The rehabilitation of a person's self-determinism is the rehabilitation of his ability to reason. Reason has to include the thought plus the effort. Thought plus intention plus effort equals reason.

RECALL, Present time remembering of something that happened in the past. It is not re-experiencing it, re-living it or re-running it. Recall does not mean going back to when it happened. It simply means that you are in present time, thinking of, remembering, putting your attention on, something that happened in the past - all done from present time.

RECALL PROCESSES, Processes which deal with the preclear remembering things that happened in his past.

RECALL RELEASE, Expanded ARC Straightwire release.

RECEIPT POINT, The terminal which receives, or inflows, the communication particle.

RECESSION, You may find you get into a little light engram and you find it won't lift and you go over it a second time and then it faded away. This is recession. You can do this and three days later have a stalled case on your hands. This engram you have beaten down comes back in full force in a few days.

If a recession takes place, it means that a tremendous quantity of entheta in secondaries and locks exists above (i.e. nearer to present time) the engram that is being recessed. Recessions occur only where the auditor has not taken off *(see Unburdening)* enough entheta from the case in the form of locks and secondaries to permit earlier engrams to be run.

RECOGNITION, The mental process by which a thing once known is perceived to be the same or similar to something in present time.

RECOUNTING, The principle of recounting is very simple. The preclear is merely told to go back to the beginning of the incident and to describe it as it is now as he goes though it again. He does this many times. As he does it the engram should lift in tone on each recounting. *(see also Reduce)*

RECURRING WITHHOLDS, The preclear that gives the same withhold over and over to the same or different auditors, has a hidden withhold underlying it. All is not revealed on that chain.

RED TAG, After a flubbed or poor-result session a large red card placed on the outside front cover of a pc folder which indicates that a repair session must be done within 24 hours or if a full FES is required, within 72 hours.

REDUCE, To take the charge or pain out of an incident without the incident fully erasing. This is sometimes all one can do when auditing a very sick or injured person and their confront is lower than usual as a result of their present physical condition.

Reducing the incident means to have the preclear recount the incident from beginning to end (while returned to it in reverie) over and over again, picking up all the somatics and perceptions present just as though the incident were happening at that moment. To reduce means, technically, to lessen the aberrative effect of an incident as far as possible in order to make some case progress. One reduces the intensity of an engram and somewhat frees the person from somatics or misemotion by recountings. *(see also Erase; see also Reduction)*

REDUCED FACSIMILE, Is a facsimile which you can look at or not look at, at will. It no longer has the capability of absorbing your attention units without your consent.

REDUCTION, A reduction is done exactly as an erasure, but the engram will not completely erase, remaining, after a few recountings, in a more or less static condition of low aberrative power and with no physical pains remaining in it. *[see Reduce]*

RE-EXPERIENCE, You re-experience a facsimile by seeing it, hearing it, feeling everything in it including, especially, your own thoughts and conclusions. You take on the viewpoint you had at the time of the incident just as though you were there again.

REGIMEN, A definite patterned way of doing things repetitively towards a predictable result of competence.

REGRET, An emotion which is experienced when one tries to take something out of the time stream, "I'm sorry it happened. I wish it hadn't happened." One is trying to make time run *backwards* or be different to what it is. Regret is what inverts the time track, one wishes it

hadn't happened, one wishes one hadn’t made the postulate that one did make and so one tries stop time and the track collapses right on that point. Actually overt acts collapse the track but the emotion of regret is experienced at that level.

Being sorry for, or regretting, is the action of trying to turn back time, and it puts the individual straight back into the incident and connects him up with the moment he tried to stop himself. And you will find him stopped right in the middle of this incident - stopped while he is standing there - and by some physical, psychic force, trying to keep somebody from falling or trying to hold back a knife from thrusting or trying to hold back a fist. He stopped himself. That is regret, and that is consequent to almost any overt act.

How do you best run regret? Well, run the incident backwards - nothing to it, it is fascinating. What is regret? It is trying to turn time back. So you agree with the preclear and make him run the incident backwards. He just does fine. [52.01.14]

REHAB, see Rehabilitate.

REHABBING DRUGS, Drugs produce a chemical release in a person. One can be “released” from somatics or feelings - these are real releases, though being induced by chemicals and not by any increase in awareness, are therefore not lasting. In fact the drug itself also forms a lock onto the somatic chain which will cause it to be more easily restimulated in the future. In the Scientology Drug Rundown these releases need to be rehabilitated in order to free the preclear from this lock-aspect of the chemical releases.

REHABILITATION, When the person is released from a mental aberration he has realized something which caused the reactive mind to destimulate or disconnect (key out) at that point. There was a sudden awareness of something in the mind and so its hold on him lessened and he was released. If later this portion of the reactive mind should for any reason key-in again then the former release point can be found and rehabilitated. This will regain the former release state for the preclear.

REJECTION LEVEL, The condition in which a person or object must be, in order that the preclear be able to reject it freely. *(see also Acceptance Level)*

RELEASE, *(noun)* A person who, through Scientology processing, has separated himself from a part of his Reactive Mind which had previously been affecting him. He knows has had worthwhile gains from Scientology processing and he knows he will not now get any worse. A release is a person who has been able to back out of his bank. The bank is still there but the person isn't sunk into it with all its somatics and depressions.

RELEASE CHECK, A meter check done between an auditor and a preclear to establish whether a given state of release has been attained.

RELEASED OT, A person who has keyed out from those things which aberrated him and has also become exterior to his body. At this stage his being exterior is very much second in importance to the fact of his being a release.

"Released OT" it is only a keyed-out state and the basic aberrations in the bank are still there and do tend to key-in again at some stage. Due to certain booby-traps installed in the bank he will, as soon as he attempts to exert his "OT" powers, tend to restimulate his bank and so slam back into his body. So he’s temporarily been up and feeling high and great but he can fall on his head. *[see Keyed-out OT]*

RELEASE OF AFFECT, A discharge of misemotional energy. By first getting the preclear to find and say what shock occurred when a sickness began, getting when and getting it recounted, the

"illness" will lessen and the emotional state will alter - this is called a "release of affect" in psychotherapy and "running a secondary" in Scientology.

RELIABLE ITEM, Is an item in a GPM that the preclear is thoroughly stuck in. It is a black mass with a significance in it which is dominated by a goal and which is part of a GPM.

RELIEF RELEASE, Expanded Grade Two release.

RELIGION, A religion is not a philosophy. The difference between these should be clearly understood. A religion is that body of data which is given as a package to people which they are then required to accept and believe in. They are not supposed to reason about it – in fact religion invariably contains precepts which make no sense whatsoever – the person is required to set aside his ability to reason and should just accept what he is told. He is under threat of spiritual destruction if he fails to do so. It is nothing less than a control mechanism.

A Religious Philosophy on the other hand, is a coherent set of theoretical data which enables one to understand the how's and why's of life, or a part of life. A religious philosophy focusses one's attention on higher states of being. Often they embrace practices aimed at attaining a postulated higher condition of spiritual existence.

Now, even though these are two separate subjects, they can combine into *what appears to be* a single body of knowledge. Scientology is such a combination of the two subjects. It is an applied (i.e. a practical, do-able) religious philosophy - but note carefully that this, apparently, makes it a blending of two different things.

The underlying purpose of any religion should be to help the individual to discover and then orientate himself in all universes, both visible and invisible, in which he finds himself, to understand them, and to understand himself in relation to them, and eventually to know and master all of those universes. He will attain all of the qualities of a god, excepting only that he will never *be* "God".

Scientology is a religion, though it is not a religion of dogma, rites, and worship. The practice of this religion consists of study and the running of processes to discover for oneself the true nature of these universes and to thereby increase one's awareness of one's own spiritual nature and one's relationship to these universes and to other beings.

This is what is known as the "Tech" of Scientology.

RELIGIOUS PHILOSOPHY, Refers to knowledge and wisdoms regarding the origins and nature of mankind as spiritual phenomena; and the nature of the spirit and a study of the relationship of the spirit to the body and the universe.

RELIGIOUS PRACTICE, Refers to actions and exercises which will lead one to discover and make available for oneself a higher state of spiritual existence.

RELIVING, Where a person so thoroughly has his attention in the past that for the moment while he is recalling an experience he had as an infant, if startled, he would react just as he would have done when a baby. (see also *Revivification*)

REMEDY, An auditing process which is designed to handle a non-routine situation. Something you do to get the preclear into condition for routine auditing.

REMEDY A, Locates and clears the misunderstood words a person has in Scientology or the subject he is presently studying. You must not miss that, it's the *present* subject, the *immediate* subject. It's the subject the guy's trying to study *right now*. It's not just applicable to

Scientology. This guy is trying to study engineering and he hasn't understood a term in engineering. Well, you could handle that with Remedy A.

REMEDY B, Seeks out and handles misunderstoods in a former subject, conceived to be similar to the immediate subject, in order to make the immediate subject more accessible. You see, he's got the present immediate subject mixed up with some former subject, and he has huge misunderstoods in that former subject and that acts as a barrier to studying this new subject. So you've got to find the former subject and then find the words in it which hadn't been defined and you have to clear them up. When you've done that the present subject will become understandable.

REMEDY OF HAVINGNESS, *[See also: Loss of Havingness. Also: Repair of Havingness]* The Remedy of Havingness is too often interpreted by the auditor as meaning an inflow. And it's not totally an inflow. Remedy of Havingness means remedy of the condition of 'having to have'. *[i.e. the considered necessity to have]* That's what Remedy of Havingness means, very precisely. It's a remedy of the condition of *having* to have.

By "Remedy" one means the correction of any aberrated condition. By "Havingness" one refers to the ability to reach out towards spaces, objects or persons, to confront them and pervade them. So it means the rehabilitation of a preclear's native ability to acquire things at will and reject them at will, in accordance with his own postulates. The remedy of havingness of a specific thing subjectively results in an ability to have or not have that thing at will. The Remedy of Havingness is a very necessary step in the recovery of an individual.

That means therefore, that a Remedy of Havingness should be run in such a way as to have the individual pull things in - mock them up and pull them in - and mock them up and throw them away. *[repeatedly]* And he's got to be able to accept or reject any of this havingness.

REMEDY OF LAUGHTER (R2-26), In the Remedy of Laughter the preclear can be made simply to stand up and start laughing. The goal of the process is to regain the ability to laugh without reason. This process is done until the preclear can actually enjoy a laugh without any reason whatsoever, without believing that laughing without reason is insane, without feeling self-conscious about laughing, and without needing any boost from the auditor.

REMEMBERING: The process of knowing the past. One could recall the fact that one had seen a dog chase a cat. That would be remembering.

Remembering is an artificial system, ordinarily, to supplant knowingness. Remembering and forgetting have been ignored to a large extent in auditing, simply because they're not a dichotomy - they appear to be, you see, but they're not. *Remembering* is actually pulling things into you and forgetting them is pushing them away - but that isn't apt either - it only carries out a certain time and then breaks down. And remembering is not the opposite of forgetting, *remembering* is the substitution of an artificial system for knowingness.
(see also Recall)

REMOTE VIEWPOINT, A viewpoint without the consideration by the thetan that he is located at that point. The thetan may have any number of remote viewpoints. A technical term referring to a habit of thetans who are afraid to look from where they are, believing that they could be injured. They put out viewpoints over there and look from that. They sometimes assert that the body they have is "not my body".

REPAIR, Repairs are undertaken to eradicate errors made in auditing or in the environment which impede routine auditing. Patching up past auditing or recent life errors. This is done by prepared lists or completing the chain or correcting lists or even two-way comm or prepchecks on auditors, sessions, etc.

REPAIR OF HAVINGNESS, Let's differentiate at once between a repair of havingness and a remedy of havingness. We used to call repair of havingness "giving him some havingness". It needs a better technical term. Therefore let us call this *repair* of havingness. It means having the preclear mock up anything he can mock up and in any way it can be done to get him to shove (never pull) that mock-up into the body, and by similar means to get rid of the residue which went along with the mock-up. That is a repair of havingness. It is a one-way flow. It is an inflow. *[See also: Loss of Havingness. Also: Remedy of Havingness]*

Now a *remedy* of havingness is getting him to mock up and shove into the body enough masses or simply mock up and copy enough masses to bring him to a point where he can eventually throw one away. In other words, repair of havingness is simply having him mock up things and have him shove them into the body, and a remedy of havingness is having him mock up and *shove in and throw away* the same type of mock-up.

Remedy of havingness is always a superior operation to repair of havingness. Repair of havingness is a very crude stop-gap but can be used at any time. However, a preclear who is working well and on whom havingness can be remedied should at all times have his havingness remedied not repaired. In other words, any mock-up mocked up should both be shoved into the body and mocked up and shoved away, and this should be done in considerable quantity until the preclear is quite relaxed about that particular type of mock-up. One does this, remember, every time the attention of the preclear drops or becomes agitated.

REPAIR PROGRAM, Takes the case from where it has falsely gotten to on the Grade Chart and gets off the overwhelm with light processes. A program to eradicate case mishandling by current life or auditing errors *(also called a Set-up Program or Progress program.*

REPEATER TECHNIQUE, 1. The repetition of a word or phrase in order to produce movement on the time track into an entheta area containing that word or phrase. For example, if the preclear insists he "can't go anyplace," the auditor makes him repeat the phrase. Repetition of such a phrase, over and over, sucks the patient back down the track and into contact with an engram which contains it. If all goes on schedule the preclear will very often let out a chuckle or a laugh of relief. The phrase has been sprung.

2. Repeating or "rolling" a phrase in an engram in order to de-intensify the phrase or reduce the engram. This was not originally regarded as being repeater technique, but in later years (1961) this name was applied to this action when used in auditing Goals. Per LRH in HCOB 20.08.63: "To remove a postulate from any incident, have the preclear repeat it until it no longer reacts on the needle of the meter." This technique is used on some of the upper levels.

REPETITIVE AUDITING CYCLE, Is the activity of running one Auditing Comm Cycle and then another and another and another, repetitively, until the process is flat. *(see Auditing Comm Cycle)*

REPETITIVE PROCESS, Is simply a process that is run over and over asking the same question of the preclear. The preclear answers the question and the auditor gives him an acknowledgment. Gives him TR-4 on his origins and it is run until it is flat. A process which permits the individual to examine his mind and environment and out of it select the importances and unimportances on the particular area the process calls for.

REPETITIVE RUDIMENTS,

(1) run the rudiment as a repetitive process until pc has no answer;
(2) consult meter for a hidden answer;
(3) if meter reads use it to steer ("that" "that" each time the meter flicks) the pc to the answer;

(4) lay aside the meter and do (1) and (2) and (3).

The process is flat when there is no instant read to the question.

REPETITIVE STRAIGHTWIRE, Straightwire to one incident done over and over until the incident is de-sensitized.

REPLAY, A bad habit some preclears have in Dianetic auditing of playing over what they remember they said the last time instead of progressing through the engram freshly after each recounting and contacting what is now contained in the engram itself.

REPRESENT LIST, Done when the preclear has a generality as his item on an L & N list. One then does a second list asking "Who or What would represent . . . (generality) . . . ?" For example - An L&N question "Who killed Cock-Robin?" could produce the item "A murderous person". This would have to be represented with "W/W would represent a murderous person?"

REPRESSIONS, Things the preclear must prevent himself from doing. These usually stem from an engramic command phrase stating that the person must do something which happens to be contrary to a moral code by which he is bound. Through sheer effort and will he manages to keep these reactive urges in check.

REPUTATIONAL WITHHOLD, He must withhold it because it will damage his beingness if known about; in other words he feels he needs to protect his reputation.

RESEARCH, A careful investigation of an area to discover and isolate the basic laws or principles involved in a phenomenon plus the formulation and testing of a manner or device which will safely allow these principles to be put to use.

RESERVATION, Is entering into an outgoing flow a postulate to make it flow less hard and so hit the receipt point less hard.

RESISTIVE CASES, A case which does not respond well to routine standard auditing. There is always a reason for this poor response which, when handled, will make the gains of Scientology available to that person.

These are the only cases which hang up in auditing:

(1) Unaudited cases - they claim they have attained a grade EP when they haven't.

(2) Drug cases - who seek in processing the delusions or madness which exhilarated them while taking drugs.

(3) Former therapy cases (in this or past lives) who are still stuck in the failure of that former therapy.

(4) Out of valence cases – by not having a viewpoint they are unable to as-is anything.

(5) Cases who continually commit overts on Scientology will not make any gains with Scientology.

(6) Cases "audited" with their rudiments out or grades out;

(7) Seriously physically ill cases - where the illness itself is a continuous Present Time Problem to the person.

Note: The above were the Resistive cases identified by LRH at the time of the Class VIII Course in 1968. Subsequent to this more types of resistive case have been identified, as follows:

(8) Person is being audited against his will.

(9) Person is not there to be audited. This refers to a person or being in such a low state that he is simply not present - only a circuit is.

RESPECT, Respect is a recognition of inspiration, purpose and competence in oneself or another. This is respect. It is a compound of demonstrated competence plus being dependable - trustworthy. A broad examination of history shows clearly that men follow those they respect. Confidence in one's self and in being respected by others are things that have to be earned.

RESPONSIBILITY, 1. The state, quality or fact of being accountable for the care or welfare of another or others. Involving personal accountability and ability to act independently without guidance or superior authority. Being the *source* or *cause* of something. Capable of making moral and rational decisions on one's own, and therefore answerable for one's own behaviour. Able to be trusted or depended upon; reliable. Based upon or characterized by good judgement or sound thinking.

2. The willingness to be the cause-point on a cycle of action, or has been in the past or will be in a stated future situation. It is the willingness to *own* and to control. The willingness to be in command. The willingness to act in some area coupled with the willingness to refrain from action when needed, and the good sense to know the difference. It is the willingness to be or act or use or own. The individual's willingness to rationally affect an area or sphere of influence around himself, other people, life, mest and the general environment. Responsibility simply means admission of control of space, energy, and objects.

3. In a very real sense, responsibility is "command over force" or "willingness to control force". An individual will not be responsible for that on which he refuses use force. If one discovers in an individual where he will not use force, or cannot tolerate force, one will have where that individual will refuse to be responsible. The definition of responsibility is entirely within this boundary.

'Force' is not the same as 'violent force'. Any energy flow would, if controlled and directed, be a force. Force is estimated, directed, channeled energy. That would be the responsible use of force.

4. "Now, continuing on this responsibility, if you have then achieved with your preclear full command over force, you have only then achieved full responsibility. So what is full responsibility? It would be full *command* over force, not full *employment* of force; that's something else. Full employment of force would be an abandonment of every ethic, because an ethic is essentially a proper estimation of force. You could say a culture, a society, depends for its rationality - and so does every individual - on a proper estimation of force. Therefore, behind force you have, much more powerfully, that which estimates force, and that is *reason* in the mest universe." LRH

5. It is admitting that one has some share, some role to play, some necessary contribution to make, in the survival of something which is seeking to survive.

RESPONSIBLE FOR CONDITION CASES, Refers to a person who insists some outside cause is wholly responsible for "the terrible condition I am in", and then demands that someone else do something about it.

RESTIMULATE, To key-in.

RESTIMULATION, Where something in the person's present environment triggers the charge he has in an earlier incident, and that charge then reacts upon him. It is a very simple system of stimulus-response

RESTIMULATION LOCK, *(see Lock)* Merely brings to the person perceptions which approximate those of an engram. If the individual is tired or weary, these perceptions, sights, sounds, smells, or whatever they may be, will restimulate the engram which has similar perceptics; and the incident becomes a lock on the engram and charges it up to some small degree.

RESTIMULATOR, Words, smells, voice tones, music, objects, or anything else whatever which is in some way a trigger for something in the Reactive Mind. Restimulators are those things in the environment of an individual which approximate the content of an engram or secondary.

RESTIMULATOR LAG, When a keyed-in engram was restimulated it often required two or three days for action to take place. Example: say a migraine headache has as its restimulator a rhythmic bumping sound; that sound is heard by the individual who has the engram; three days later he suddenly has a migraine.

REST PERIOD, A break from work for a period of time to extrovert one's attention, relieve monotony, rest tired body muscles, replenish one's energy, etc.

REST POINT, An individual in a high games condition is in motion. The game gets too high i.e. it becomes too much randomity for him, and he drops out. So he goes into a no-games condition. You can call this a rest point on the time track.

RESULTS (in auditing), When the preclear, in his own estimation, achieves real change for the better of his or her case, somatic behavior or appearance.

RETRACTOR, It is possible for a wave to act as a retractor. That is to say, it is possible for certain waves to pull back instead of push out. Thetans can put out such a retractor wave.

RETRACTOR BEAM, A retractor beam or a retractor loop is a beam which goes out here from the source, hits the target then drags the target in. It's to grab hold of something and hold it and pull it in. That's one of its uses and the other use is to nail you into a body. *(See also Tractor Beam)*

RETRAINING, Means to train again, so as to get straight exactly what was missed on earlier training. Occurs where the person has continually flubbed sessions or tech actions or flunked exams. It is evidence that he does not have a grasp of the data. In retraining the student or auditor may be ordered to redo the full requirements of the checksheets or only part thereof.

RETREAD, Retreading is different to retraining. Retread is brushing up one's knowledge and application of tech by redoing a course one has graduated from in the past. It is done on one's own determinism and is a most commendable action.

RETURNING, What was known as "regression" in earlier psychological practices is called "returning" in Dianetic auditing. It means to go back and re-experience an incident. The person can put his attention on a past period and can re-experience incidents which have taken place in his past in the same fashion and with the same sensations as before. Return is the method of retaining the body and beingness in present time while he is told to put his attention back at a certain incident.

REVERIE, A word used to refer to the slight "out-of-present-timeness" that a preclear experiences while returned to an earlier incident on the Time track. The preclear is fully aware of everything which is taking place in present time while also fully recalling everything which has happened in the past incident.

Dianetic reverie is the thinnest upper level possible of hypnotism. Here the auditor had to take a certain amount of control over the preclear's bank in order to get the preclear's bank operating at all. The only excuse we had for doing this, for inducing anything like an attentive state of mind on the part of a preclear, was because preclears were not able, in the main, to do these processes without this. *[54.10.27 – 8th ACC – Hypnotism]*

REVERSAL OF POSTULATE, One postulates that something will take place, yet something else takes place. This is a reversal of postulate.

REVERSE BLOCKADE: Emphatically insisting upon something which is the opposite of truth blocks the average person's mind from perceiving the real truth. He holds on to the False Datum and this blocks his perception of any true datum. In accordance with the dictates of "healthy common sense", he now starts searching for meaning in the "golden average" somewhere between truth and its opposite, winding up with some satisfactory counterfeit. People who think like this do not realize that this effect is precisely the intent of the person who subjects them to this method. [see *Political Ponerology* by Andrei M Lobachevski] *(see False Data)*

REVERSE CURVE, THE, Is the Emotional Curve *(see def.)* rising from a low-toned position up to a high-toned position as the result of the intervention of another coming to the aid of the low-toned person. Things are looking decidedly bleak but when the cavalry arrives to save the day everyone rockets up in tone and is elated. It is important because it locates allies. It is aberrative and needs to be run.

REVIEW AUDITOR, Where a higher classed auditor is needed to do repairs on a preclear being audited by a lower classed auditor then he or she is referred to as a Review Auditor. Back in the 1960's all repair actions were done by a senior auditor; today each auditor does his own repairs to the full extent of his abilities.

REVIVIFICATION, Revivification is the bringing back to life of an engram in which the preclear is stuck. The engram or some portion thereof is then acted out in present time by the preclear. It is called a revivification because the engram is suddenly more real to the preclear than present time is. He *relives* that moment -he does not merely recall or remember it.

This is not the same thing as the technique of "returning" to an incident or engram that is employed in Dianetic auditing. Return is the method of the body and the awareness of the preclear remaining in present time while he is told to put his attention back to a certain incident. Revivification is the complete reliving of an incident or a portion of it as if it were happening right now.

REVOLT, Revolt is a third dynamic expression of rejection of too many and too long unhandled departures from the ideal scene in society. Usually the stitches taken to mend the growing social order are too weak and too hastily improvised to prevent the cultural fabric from being torn to rags. Street battles and angry infantry are the direct opposite of an ideal political scene.

R-FACTOR, R = reality, Reality factor. Telling the pc what you are going to do at each new step so that he knows what's going on and what's expected of him. Don't ever audit a preclear in mystery - all of his attention will be devoted to figuring out what is going on and none of it to confronting his case.

RHYTHM: Actually, a part of a thetan's time sense, but it is also the ability to perceive the spaces between sound waves which are pulsing regularly, as in the beating of a drum. Any kind of movement characterized by the regular recurrence of strong and weak elements. Rhythm denotes the regular patterned flow, the ebb and rise of sounds and movements in speech, music, writing, dance, and in other physical activities. An understanding of rhythm is important in Scientology because (a) the time stream of the universe is impelled forward by a minute rhythm, and (b) a thetan can be trapped by it.

RI: see Reliable Item.

RIDGE: An engram is brought about by an inflow of destructive energy and the person's equally strong opposing outflow resisting it. These two can lock up and freeze right there in space and time, and will continue to exist right there long after the person has died and passed on and the source of the inflowing energy has also ceased. The mental recordings of the event lie "frozen" in the mind, locking up all of the effort the preclear outflowed at the time.

Flows have direction. Ridges have location, and because of their lack of flow they hang up in time. A ridge is essentially suspended energy in space. There's an apparent solidity, an apparent no-outflow no-inflow - that's a ridge. It's an apparent motionlessness of some kind or other. Ridges exist in suspension around a person and are the foundation upon which facsimiles and the Time Track are built.

RIDICULE: People run around talking about having been betrayed - there's a certain nobility in having been betrayed. It at least admits that you have an identity, but this is not true of ridicule. People pull all this stuff in on themselves because they want to be betrayed rather than ridiculed.

Now, what is the mechanical action of ridicule? It is having something pulled away from you and held away from you, that's all. And that, actually, will engender the emotion "ridicule" - have something pulled away from you, without your consent, and held away from you.

RIGHTNESS: Is conceived to be survival. Any action which assists survival along the maximal number of dynamics is considered to be a right action. Theoretically, how right can one be? Immortal!

RIGHTS OF THETAN: We consider that beings in this universe have certain inalienable rights, and these are:

1. A Being has the right to participate in the game of life. He has the right to pursue his own goals within that game.

2. A Being has the right to his own sanity and his own self-determinism.

3. A Being has the right to create or choose a game that suits his reality as long as he does not interfere with the rights of any other Being.

4. A Being has the right to leave any game at any time if he so chooses.

RIGHT 'WHY': We know that if a person continuously tries to solve some problem and it just as continuously won't resolve, then they're usually trying to solve the wrong problem. It has to be a false problem for the thing to persist. So the "right why" is another way of saying the "correct problem" or the "correct reason". When you get the right why, when you address the right problem, things will get better. That's how you know you have the right one - things get better when you handle it. If it doesn't resolve then you know you have the wrong one. *(see also Real Why)*

RIP OFF:A Scientology slang expression meaning "take without exchange." Can be applied to personnel, money, anything. Anyone who takes money and fails to give the agreed upon exchange is ripping someone off.

RIGIDITY: Fixed attention on a location in space.

RISE: Is exactly opposite to a "Fall" - the needle moves to your left instead of to the right. It is a steady constant movement of the needle, rather slow, from right to left, requiring one to move the TA knob up in order to keep the needle on the dial. A very *rapid* rise – TA "soaring", as we say - indicates that either the preclear is protesting something or the process is being overrun.

RISING NEEDLE: Means mental charge is being located and is moving in on the preclear. Running the auditing process will cause it to blow and the charge will as-is.

A rising needle in session means "no confront." The person has struck an area or something he isn't confronting. Too much is getting restimulated too soon, and his confront is not up to it. His reality, responsibility and knowingness on whatever significance it's rising on is too low. One never calls his attention to this. But one knows what it is.

RISING SCALE PROCESSING: Is way of doing postulate processing. One takes any point or column of the Chart of Attitudes which the preclear can reach, and asks the preclear then to shift his postulate upwards toward a higher level. Rising Scale processing is simply a method of shifting a preclear's postulates, from where he believes he is on the chart, upwards towards optimum. It is essentially a process directed toward increasing belief in self by using all of the "buttons" on the Chart of Attitudes.

ROAD TO CLEAR, LRH: You always pick up these 'Instantaneous Clear' rumours. And they are *not true,* and don't fall for them. Because I'm telling you, I have had cases over the jumps now for, man and boy now, these fourteen years or better, and there *is* no thought process—no thought, single-button process—I tell you this advisedly—that will produce a Clear. There is no single button. Nor is there any shot in the arm that'll produce a Clear. That's just a bunch of balderdash.

The fellow has got to get out of the trap the same way he came in. He's got to walk out of the labyrinth the same way he walked into the labyrinth, which was overwhelming (others) and getting overwhelmed (himself). (61.06.13 - SHSBC-13 - Seminar, Q & A Period)

ROBOT, The individual who cannot control himself has to withhold himself because he may do destructive things. When he fails to withhold himself he commits overt acts on his fellows or other dynamics and so "handles" this by stopping all action in himself. This of course makes him quite inactive. To overcome this he refuses any responsibility for his own actions. Any motion he makes must be on the responsibility of others. He operates then only when given orders. Thus he must have orders to operate. When told to do something he does something, and when not so ordered he sits and does nothing. Any motion he makes must be on the responsibility of others. He displays no initiative. Therefore one could term such a person a robot and the malady could be called robotism. A robot is a machine that somebody else runs.

ROCK, THE, The "Rock" is that facsimile which the preclear is continuously and obsessively creating and which he is suppressing below his level of consciousness with an inhibitor. The Rock, in other words, is an obsessive creation. It is almost totally identified with anything and everything wrong with the bank.

That engram chain which contains basic-basic is known as the Rock. The Rock is Basic-Basic. Basic-Basic is the Rock. The Rock is the first Mest object which the thetan identified himself with in this universe, i.e. he said "I am …(object)…." It is the thetan's very first shift of identity, his first creation and use of a substitute. Instead of just being, he now was using something else to represent himself and was "being" that object. It is an early track object which the thetan created as a substitute for himself and presented to others as being himself, and which he used as a via in order to communicate with people or things. And then it failed. And he ARC Broke. And he has been trying to remedy that by substituting for the substitute ever since.

The cycle of the Rock is: A person (1) failed to communicate as himself; (2) started using some created object to communicate via; (3) put this creation on automatic so that it then created for him; (4) it failed.

It is the first shift of valence, the loss of identity of self and the assumption of the identity of something else.

It is obvious that the first item on the PC's track was an item with which the PC had a very large confusion on. It was the first thing he used to help (contribute to the creation) with, or to get help with - something of this sort. We call it the Rock - the first mass that he attributed large significances to.

ROCKET READ(RR), A Rocket Read is characterized by a spurted, accelerated beginning - it takes off. It always goes to the right, like a fall, but it takes off with a very fast spurt and then does a rapid decay. Like a bullet fired into water. It's very fast. It looks like its got all of its motive power from its first instance of impulse with no additional motive power being imparted to it by anything. It's kicked off and it has no further kick so it rapidly dies out. Called a rocket read because it takes off like a rocket and slows down. It is the meter response to hitting the thetan's goal, and is not normally found on preclears below Grade Four.

ROCK SLAM, An R/S or rock slam is a crazy irregular slashing motion of the needle. A crazy, irregular, unequal, jerky motion of the needle, as narrow as one inch or as wide as three inches, happening several times a second. The needle goes crazy, slamming back and forth, narrowly, widely over on the left, over on the right, in a mad war dance or as if it were frantically trying to escape. It slams back and forth with a very erratic agitated slashing movement. It is actually quite startling to see one. It is very different from other meter phenomena.

A Rock Slam indicates at once that you are into an area where the thetan is in extreme fear of immediate unmocking, i.e. being completely unmocked as a thetan. It is also an area of innumerable overts committed in a certain direction and with a real evil purpose underpinning them. It indicates a fight, an effort to individuate, an extreme games condition which, in the absence of auditing, the person would seek unsuccessfully to separate from while simultaneously attacking. (This is the confusion referred to in the last para of the definition of The Rock above)

Since most overts on the track have been directed at terminals opposed to the preclear's own goals, an R/S also indicates that you are close to the preclear's own goal. This is the most difficult needle response to find or attain or preserve. And it is the most valuable in clearing. All rock slams result from a pair of items locked in opposition to each other, one of which is a terminal (i.e. the person himself), the other being an opposition terminal (the identity who he conceives has opposes him an whom he has himself opposed). It can exist in present time where the pc is the terminal and what the pc is faced with is the opposition terminal, or where the preclear in the chair believes he will be identified as the opposition terminal with the auditor as the terminal..

If the preclear Rock slams on Scientology or anything connected to Scientology then it indicates that Scientology itself is reactively viewed by him as being in opposition to his own survival in this universe. People who viciously and irrationally attack Scientology are all Rock Slammers.

ROCK SLAM CHANNEL, The pathway through the pairs of items that compose a cycle of the GPM and lead back to the rock and Goal. That course which exists between the series of pairs consisting of terminals and opposition terminals and which has to be discovered and followed while unburdening the GPM chain.

ROCKSLAMMER, He is someone who has hidden evil intentions against Scientology and against freeing thetans. It isn't just somebody you can get a rock slam on with an E-meter, you would be wrong if you assumed that. It means it's somebody who gets a rock slam when you ask them: "Consider committing overts against Scientology" and that broadens out of course against LRH, against the organizations or against an auditor.

> *[This is very dubious Tech at best. A thetan is capable of holding any viewpoint it chooses, and so can adopt and hold the viewpoint of a person committing overts on Scientology and will present a rockslam on the e-mater when he does so. One needs to look more broadly and more thoroughly at the person and his behaviour out of session when trying to establish whether or not the person really is a 'Rockslammer'.]*

ROLLER-COASTER, A case that betters and worsens. Gets better, gets worse, gets better, gets worse. A roller-coaster is always connected to a suppressive person and will not get steady gains until the present time suppressive is found on the case, or, in the case of a Type Two PTS, when the basic suppressive person earlier on the track is found. Because the case doesn't get well he or she is a potential source of trouble to us, to others and to himself. Preclears who do not hold their gains are PTS.

ROLLING A PHRASE, Repeating or rolling a phrase in an engram in order to de-intensify the phrase or reduce the engram. *[see Repeater Technique, def 2]*

ROTE STYLE AUDITING, Muzzled auditing or repetitive command auditing.

ROUGH CASE, Difficult to get any case gain on. Reality itself is quite unreal to such a case.

ROUGH AUDITING, Wherever the auditor's TRs and Comm Cycle is poor, where his confront on the preclear and on the preclear's case is low, where his own rudiments on the preclear and on auditing is out, where there are regular Code breaks, Rough Auditing will always occur.

We have known since 1955 that rough auditing reduces havingness. Here’s why: Rough auditing lowers the pc’s ability to confront in the session. The pc’s havingness is proportional to his ability to confront in the session. If a pc’s havingness by can-squeeze test is lower at session end than at beginning of session, then there’s something wrong with the auditing or with the way it is being applied.

ROUGH PRECLEAR, The characteristic of the rough preclear is not his tendency to ARC break and scream but something much more subtle. The preclear who makes no gain is the preclear who will not confront, who will not as-is, who can be audited forever without cogniting on anything.

The person whose "thought has no effect on his bank" has been known to us for many years. This person is so afraid of some reality, so afraid of finding out that that reality may be real, that he will not permit anything to appear and therefore nothing gets confronted and nothing will as-is - therefore, no cognition and no case gain.

ROUTE, A route is the agreed upon procedure, an agreed-upon way of going about attaining something. The terminals involved in it have to make that agreement or the route won't work. A route that was never agreed upon is no route at all but a labyrinth. People agree to postulates they can understand and appreciate. Hence a route and a handling begins with a particle, develops with a theory, comes to life with an agreement, and continues to work because of judgement and decision.

Routes of handling are not orders to handle but directions to go. This applies to auditing exactly as it does to life at large. *[See expansion of this under R-1, R-2, etc]*

ROUTE TO FAILURE, LRH: "Thetans teach each other the philosophy of restraint. They say some writer didn't write well because he wrote with insufficient restraint. They say some dancer was too abandoned - insufficient restraint. They say that man cannot live without artificial threats and restraints. In other words, we get the whole priesthood of restraint, when the fact of the matter is there's only one thing that permits you to fail. There's only one way you can fail—just one route to failure, actually—and that is "not to communicate enough." That doesn't even say restraint, does it?" *[58.01.27a - 19th ACC-12 - Something and Nothing]*

ROUTINE, A standardised process designed for the best steady gain of the preclear at that level. The processes developed for utilising a given Route.

ROUTINE 1, Applying control so as to get him into communication so that he can reach out and have. CCHs and Joburg security checks are included here.

ROUTINE 1-A, Any combination of processes which combines the auditing of Problems and Security Checks. Is simply familiarization with problems and getting the fellow's overts and withholds off with security checks.

ROUTINE 1-C, Consists of (1) finding something that moves the TA; (2) running the TA out of that subject to F/N, cog, VGIs.

The usual method of finding what to run in general R1-C is by assessment of dynamics. Assessment by dynamics gives a series of questions covering each of the dynamics. This is assessed by tone arm as given in E-meter Drill 23. Then take up the reading question by use of further questions on that same subject.

ROUTINE 2, Getting out of the road the fixed reactive buttons which prevent him from reaching out and having things. Routine 2 is the technology of the GPM perimeter. Routine 3 is just inside the perimeter. Routine 2 handles the oddities and frequency of lock items on the central items of the GPM. You can relieve these. The purpose of Routine 2 is not to make the PC feel better or to make the PC fly or get a big reality on Scientology. Those are simply bonuses. What you're trying to clear up is the PT environment to a point where the individual can be run on a goals process and be cleared. It is a general run of the Pre-hav scale, Joburg security check, and the havingness and confront processes all run in model session.

Note: Many Routine 2 processes can be found in the book *The Creation of Human Ability* by L. Ron Hubbard.

ROUTINE 2-C, R-2C Slow Assessment by Dynamics. This form is a breakdown of the eight dynamics into areas where important itsa may be developed. The stress of this assessment is on TA motion.

ROUTINE 2-16, Opening Procedure of 8-C.

ROUTINE 2-17, Opening Procedure by Duplication.

ROUTINE 3, Deals with the *contents* of GPMs, in other words the engram chains accumulated either in pursuing the Goal or in being blocked from pursuing the Goal.

ROUTINE 3-R, Routine 3 Revised. This developed into the main approach to handling engrams by running the engram chains. R3-R is Engram Running by Chains

ROUTINE 3-T, Routine 3-T simply asks the PC what he mainly complains about in auditing, what he is trying to solve in processing. "What physical condition are you trying to solve?" He will eventually isolate this. Then the total action is you date it and let him get the itsa line in on it.

ROUTINE 3-X, A further development on R-3R making Engram running more thorough and more effective. Enables early track periods to be accessible to auditing.

ROUTINE 3-XD,Audits out the track of the Eight Dynamics and all of the charge accumulated on them.

ROUTINE 4, In Routine 4 one is dealing with the methods by which the thetan is using the Reactive Mind as a survival tool.

ROUTINE 4-SC, The process used to locate and run service facsimiles. In R4-SC you are ending the compulsive character of the service facsimile found and get it off automatic, and to get the preclear to confront how he has used the computation in his life.

ROUTINE 6 END WORDS (R6-EW), Whereby the preclear takes the locks off of the core of the reactive mind itself.

ROUTINE 7, The Clearing Course.

RR, see Rocket Read.

R/S HANDLING, An Expanded Dianetics Rundown. Also called the Responsibility RD, is done as OCA right-hand side handling. A list of all the preclear's R/Sing statements is made, then each is taken up and audited out. The R/S will occur in connection with a terminal which will read again when checked, and that's what you want to run.

R/Sing PC, Rockslams = psychosis = succumb = trying to die (evil purpose). And the auditor is trying to make him live. This gives you an intention - counter-intention = problem, so all such preclears are problems to audit.

R/S STATEMENTS, Statements which the preclear said that R/Sed when he said it.

R-6 BANK, The inner core of the Reactive Mind. It consists of a series of very heavy implants which convince us that we need mest bodies in order to survive, that we can only perceive what our mest bodies can perceive, that the only valid knowledge is knowledge of mest itself, that all communication has to pass through mest comm-lines, and so on. All engrams, secondaries and locks attach themselves to this inner core.

RUDIMENTS, A rudiment is that which is used to get the preclear in shape to be audited that session. Setting the case up for the session action. The reason you use and clean rudiments is to get the pc in session so you can have the preclear who is (1) in communication with the auditor and (2) interested in his own case (in other words, wants to be audited). The purpose of rudiments is to set up a case to run, not to run a case.

This includes handling any extant ARC breaks, PTPs, W/Hs, Overts or any other aspect of the case which may impede auditing. The rudiments apply to present time and to this universe now. They are a nowness series of processes.

RUDS, see Rudiments.

RUIN, This is, basically, what is ruining a person? What is messing him up? What is causing him to fail all the time? If you look at all of a person's failures in life you'll find there is a common thread to them. There is some quality or ability he is lacking that keeps recurring and that is what is ruining things for him. Find it, and use Scientology to fix it.

RUN, To audit a process.

RUNDOWN, A series of auditing actions and processes designed to handle a specific aspect of a case and which have a known end phenomena. Example: Integrity Possessing.

RUN OUT, To audit something out of his reactive mind, To erase it.

S

SACRED, Something is sacred when you are not supposed to create any effects on it. That's its message: "Don't create any effect on me. I'm sacred." Sacredness merely means that there isn't enough of it, so you have to safeguard it and you have to protect it.

SAD EFFECT, This is a state of great sadness, apathy, misery and desire for death. When an ARC break is permitted to continue and remains in restimulation over too long a period of time a person goes into a sad effect - they become sad and mournful, usually without knowing what is causing it. Handling Rudiments of Long Duration usually relieves the condition.

SAFE TECHNIQUE, Is that technique which always deals in things of which the preclear is certain.

SAINT HILL, The name of LRH's home in East Grinstead, Sussex, England, and for a long time the location of the world-wide headquarters of Scientology. LRH taught the original Saint Hill Special Briefing Course at Saint Hill from 1961 to 1965.

LRH: "This spring, with my own money, I bought Saint Hill, the former luxury estate of the Maharajah of Jaipur. It is complete with 55 acres of beautiful grounds and gardens, a swimming pool, a ball room, a cinema, uncounted bedrooms, eleven baths, a fishing lake, another fish pond, a huge conservatory, glasshouses, a billiard room and numerous other items. This will be used as my residence abroad and by HCO WW as the communication center of Scientology."

SAINT HILL SPECIAL BRIEFING COURSE, The SHSBC teaches about the full practical application of Scientology grades, repair, set-ups, assists and special cases tech up to Class VI. End result is a superb auditor with full philosophic and technical command of materials up to Level VI.

The Saint Hill Special Briefing Course was established with certain distinct purposes. The course was to do two things: (1) to study and resolve training and education in Scientology; (2) to assist people who wanted to perfect their Scientology auditing skills.

The purpose of the Saint Hill Special Briefing Course is to make the auditors and instructors who make other auditors and instructors all over the world, and to put the final polish on auditing.

SALVAGE, To save from the ruin his own reactive mind is leading him to.

S AND D, see Search and Discovery.

SANITY: Somebody who is sane could be defined as: a person who resolves problems for the greatest good of the greatest number of dynamics. That's a sane action. We can define that - I think you would agree with that. I'm not shoving it down your throats as the definition of sanity. We don't even have to have it as a technical fact, but I think you'd rather agree with that as sane.

One's success in pursuing one's goal to survive across all Dynamics is monitored by one's level of Sanity. Sanity is the ability to perceive the consequences of one's actions and to correct them when they do not produce the desired result. Continuing to do something which observably doesn't work in the hope that it will somehow produce a better result is nuts.

It is the degree of rationality of an individual. A man is sane to the degree that he can compute accurately. Sanity is a synonym for Logic, and Logic is the ability to exactly identify linked Causes and Effects in the past, the present and the future.

What is sanity? Well, absolute sanity would be an absolute perfection in reasoning which would resolve problems to the optimum good of all those concerned. And that would be an absolute of sanity. However, absolutes are not obtainable in this universe. In the first place, a person who was absolutely capable of being sane would probably still lack some data, and so you would have that small margin there of the unattainable.

A person is as sane as he can handle his memories. Now, a person is also as sane as he can plan for the future. If he can plan for the future well and ably with no concern for the present, he's pretty sane.

As an aside: An aberrated individual believes that physical forces are greater than himself. He believes he himself cannot cope with the forces around him and is very prone to believe that all forces are greater than he is. He believes all force is dangerous to him. He does not believe that he himself can emanate force, which would be dangerous to anything or anybody else. And yet, man is only as sane as he believes himself to be dangerous to his environment. Corollary: The amount of force that an individual will let loose is not an index of his sanity. But the amount of force that the individual can confront or tolerate is a direct measurement of his sanity.

Well, sanity is differentiation, the ability to differentiate. The better a person can differentiate, the more rational, the saner, the more able, the more capable of motion he is. The better he can differentiate, the better off he is. The more he identifies, the worse off he is. So, identification is down toward solid matter. And as far as differentiation is concerned in space, it is up toward nice, clear, open space. It's just as simple as that.

SCALE OF REALITY, The reality scale refers to the individual's hold on reality and his agreement with others on what reality is. At the bottom there is nothing, above that there is a communication line, the line becomes more solid, then above that terminals begin to materialize lightly and the line becomes less solid, then above that you have the terminals and you don't have any lines, and above that the terminals are there mostly by agreement, above that there is agreement, and above agreement there is consideration, individual consideration, and above that there is postulate. That is the Scale of Reality.

SCALE OF MOTIVATION, The scale of motivation from the highest to the lowest is: Duty, Personal Conviction, Personal Gain, Money.

SCANNING, The action of rapidly glancing through an incident from beginning (earliest moment of the incident) to the end of the incident. One contacts an incident and recognizes it as a concept of an incident. The preclear then goes forward from this incident to the next one of a similar type that he can recognize.

SCIENCE, Scientology is a body of knowledge which includes a technology which, when applied as directed, produces predictable and desirable results. This is a sufficient reason to justify the claim that Scientology is a “science”.

A science is not merely a collection of facts, neatly arranged. An essential of a science is that observations give rise to theories which, in turn, predict new observations. When the new observations are made, they, in turn, give rise to better theories, which predict further observations. A science is an organized body of knowledge, where, when you look, knowledge will be found. It doesn't have variables in it.

One test of a science is in whether, in order to prove itself, it needs to call phenomena which do not exist in observable fact, whether it explains existing phenomena and whether it predicts phenomena which, when looked for, will be found to exist in fact.

SCIENTIFIC TRUTH, Something which was workably and invariably right within the context of the body of knowledge in which it lay.

SCIENTOLOGIST, Someone who can better conditions. A Scientologist is essentially one who betters the conditions of himself and the conditions of others across the Dynamics by using Scientology technology. Of course, there are lots of "do-gooders" and people trying to better conditions, but the difference between them and a Scientologist is that the Scientologist is the one who knows how. He is equipped with far superior know-how. He is in much better shape than the person on the street. He is one who understands life. His technical skill is devoted to the resolution of the problems of life. A specialist in spiritual and human affairs.

56.10.22 - Scale of Reality: LRH: "Now, we Scientologists very often, some of us, make a slight error. We think Scientology is totally auditing. Scientology is not totally auditing. Scientology is a broad address to life itself.

"I just received a letter from an auditor who says, "I am not working professionally in Scientology now," and then goes on to say that she's running an accounting business which is succeeding wonderfully because she's using Scientology in it. And she's handling all her help with this and handling all of her customers with this, and she's getting along beautifully, and she's straightened out her home with this. And it's never occurred to her that she is operating as a professional Scientologist and could simply expand that accounting business of hers to organizational accounting, with Scientology, to a level that she hasn't dreamed of yet.

"She has thought of Scientology as simply auditing - just auditing a preclear to better his health. That's what she's thought Scientology was. Now that's an awfully narrow look - an awfully narrow look. But there are those of us who do just this and do no further than this. And that is all right too, because in order to run a business with Scientology, or to conduct yourself as a professional business Scientologist, you would have to know auditing and be a very, very good auditor. Because it's essentially the action of bringing people into an awareness of themselves, their surroundings and you. Now, you see, that's an auditing operation. Now, how is it done?"

SCIENTOLOGY, If one looks broadly at the subject of psychology - not the profession mind you, but the general subject of psychology as being a determined effort to research and gain an understanding of the nature and make-up of humans and their mental apparatus, then we can say that Scientology is clearly "that portion of Psychology that is devoted to the increase of human ability". That's what it is. That has always been the focussed aim of who we are and what we are. The "why" of why we are separate to the general profession of psychology, is exactly because we do have such a "focused aim", in contrast to psychology which, lacking any such focus, has become a carry-all bag of every possible phenomenon that the mind can and does produce.

Scientology is devoted to "the increase of human ability". Not the ability to speak Chinese, or play the piano, or manage the engines of an ocean-going ship, but more basic human abilities. Like the ability to make friends, to communicate freely, to think clearly, to be free of unwanted emotions and phobias, to be free of the upsets of the past that colours one's life, to be free to initiate new ventures, and a host of others too. And by the way, wherever we use the word "freedom" you can easily substitute the word "ability" for it. Right now you already have the freedom to go out and manifest any and all of the above list of abilities, but do you have the

ability to actually do so? Probably not. You really are only as free as you are able, and not a whit more.

The mind is a creation of the spirit. It is a mechanism which serves the spirit. If you wish to change or improve the mind, you need to address the spirit. You cannot directly address the mind because anything you try and do there will be to no avail unless you change it at the deeper, spiritual level. And so what is the spirit? That's *you*. Plain and simple. You are a spirit. You are not your mind.

So now we can say, in truth, that Scientology is a philosophy and practice that deals with the rehabilitation of the spirit. One can easily notice that individuals today are living their lives at a grossly sub-optimum level. The root cause of this lowered state of humanity is the self-induced degradation of our spiritual natures and the consequent substituting of the mind for the spirit, and (in our present society) the further substituting of the brain for the mind.

The subject is divided into three parts. One part deals with Ethics and the rehabilitation of true self; the second part deals with the development of our human and spiritual abilities, and the third with expansion - actual reaching out into the broader universe and life itself. These three parts correlate directly with Be, Do and Have, - three words that you will often encounter and explore in depth in this subject.

Scientology is the study of the source of life itself - not the living body, but the spiritual animator of that body - the being who lives in and who uses the body. Scientology is not limited to just the field of the human mind - it goes further and embraces the study of the living being who creates and uses the human mind. It teaches the fundamental laws and basics of life itself, and then also the mind that it has created.

Scientology assumes that every person can become more able than he is, and then goes ahead with very precise techniques to make this increase in ability possible. Scientology is thus used to increase ability, intelligence, and spiritual freedom.

The word 'Scientology' is formed from the Latin word *Scio*, which means 'to know or identify', and the Greek word *logos*, which means 'the word' or the 'outward form by which the inward thought is expressed and made known'. *Logos* is usually translated into English as "the study of". One could say that Scientology is "the study of knowing how to know" or "the study of the knower - the being who knows".

Scientology is an organized body of research knowledge concerning life, life sources and the mind, and it includes practices that improve the intelligence, state and conduct of persons. It is the study of the human spirit in its relationship to the physical universe and its living forms.

It is a wisdom in the tradition of thousands of years of search in Asia and Western civilization. It is the science of human affairs which treats the livingness and beingness of man, and demonstrates to him a pathway to greater freedom. It is a philosophy in its highest meaning as it brings man to a personal understanding of life and existence, and so gives to man freedom and truth. Scientology is the one thing senior to life because it handles all of the factors of life. It contains the data necessary to live as a free and able being. An understanding of Scientology is an understanding of life.

The goal of Scientology is, ultimately, to free the individual spirit from its entrapment in the material world, to re-awaken its unlimited potential, and to recover its ability to control its own destiny. *[see also Vedanta]*

SCIENTOLOGY 8-8008, This is a formula. The original definition of Scientology 8-8008 was the attainment of infinity [8] by the reduction of the apparent infinity of the power of the Mest

Universe [8] to a zero for self [0], and the increase of the apparent zero [0] of one's own universe to an infinity [8] for oneself. Hence, 8-8008. *(Infinity stood upright approximates the shape of the number eight.)*

SCIENTOLOGY PROCESSING, Could be described as methods of "un-hypnotizing" people (freeing them from the enforced acceptance of the commands of the Reactive Mind) to their own freer choice and better life.

SCIENTOLOGY RELEASES, A series of major levels of gain wherein Scientology processing frees the person from the principal life difficulties or personal "blocks" stemming from the mind. Called release grades, each of these levels must be completed for one to be ready to undertake Scientology clearing. (see Grades)

SCIENTOLOGY SYMBOL, The S and double triangle. The S stands for Scientology. The upper triangle is the KRC triangle. The points are K for Knowledge, R for Responsibility and C for Control. The lower triangle is the ARC triangle, its points being Affinity, Reality, Communication which combined give Understanding.

SCHIZOPHRENIA, The origin of the term "schizophrenic" or "scissors personality" was in the observation of a shift of identity in a person. A case which is very heavily charged goes into valences so completely that the person sharply and distinctly changes personality and appearance when shifted from one valence to another. It is an odd misnomer in that it means "split personality" and the trouble with a schizo is that he needs the splitting of himself from the pseudo-identity he is pretending to be, not that *he* is in any way 'split'. He's in another's valence and what is required is to remove or split the preclear out of that other's valence.

SCIENTOMETRIC TESTING, Personality tests reworked and modernized and coordinated with the Chart of Human Evaluation. This is Scientometry. This is not psychology.

SCOUTING, This is a two-way comm activity. Guide the preclear carefully around his life until he gets on a sticky point. Then sort it out, attempting to get parts of it to clear up. Do not let pc linger on matters which do not stick. Responsibility sorts the matter out. His realization (cognition) of various zones are what does him good.

SCRAMBLER, Engramic command-phrases which command that things get scrambled. Examples: "I'm confused" "I'll take mine scrambled" "stir it up" "it's all mixed up and I'm in the middle."

SCREAMER, Some people can be quite noisy when running Dianetics or Scientology. We call them screamers. They perceive screaming as being a way to handle the bank. Once they start making gains they quieten down and speak in a normal volume.

SCREEN, The person who has been taught to hate things begins to resist them and eventually piles up energy against them to such a degree that he makes an actual deposit in the mind which is an occlusion and which has on his side of it complete blackness and on the reverse side

of it the piled-up facsimiles of that thing which he is resisting. This screen, then, has a hunger for the thing which it was resisting; and if this screen is fed whatever it was set up to resist, it will dissolve. The screen is actually a ridge that is formed for a special purpose of protection. *(see Force Screen)*

S-C-S, see Start-Change-Stop.

SEARCH AND DISCOVERY, A series of audited actions designed to fish a person out of a Type Two PTS situation. *(see PTS Type Two)*

SECONDARY, A mental image picture of a moment of severe and shocking *loss* or threat of loss which contains misemotion such as anger, fear, grief, apathy or "deathfulness." It is a mental image recording of a time of severe mental stress. It may contain unconsciousness but it contains no physical impact. Called a secondary because it itself depends upon an earlier engram with similar data but real pain, etc.

SECONDARY STYLE, Every level has a different basic style of auditing. But sometimes in actual sessions or particularly in assists this style is altered slightly for special purposes. The style when altered for assists or for a particular process in a regular session is called a *secondary* style. It is done a precise but different way to accomplish assists or to assist a preclear in a regular session. This variation is called the "secondary style" of that level.

SECONDARY UNIVERSE, It isn't really his universe. It's pictures of the physical universe which he retains in lieu of his having to confront the real thing. Here we're talking of the reactive mind, the facsimiles, engrams, energy pictures, as a *secondary* universe which is formed by reason of not being able to have the physical universe. And that's how the reactive mind gets born and where it comes from. These secondary universes could just as well be called reactive universes.

SECOND PHENOMENON, (see also First Phenomenon)

> *[Note: This phenomenon observed by LRH is in many ways an egregious example of poor research and poor co-ordination of research findings. I have added my comments indented and in italics and within brackets. LRH in normal font.]*

The second phenomenon is the overt cycle which follows a misunderstood word. When a word is not grasped, the student then goes into a non-comprehension (blankness) of things immediately after it.

> *[The not-understood word, or mis-understood word is, immediately, a break in communication - so the ARC Break with the materials starts right here. The blankness that follows is exactly the person withdrawing from (or disconnecting from) the materials.]*

This is followed by the student's solution for the blank condition which is to individuate from it - separate self from it.

> *[No; he sees the others in the group apparently understanding what he does not understand and is blank on; (This is another ARC Break in itself) from this he sees himself as being different to the others and 'outcast' from them. He sees this as a betrayal by the group, and it is here that he starts separating himself from them and uses this separateness and the feeling of having been betrayed as a justification for committing overts on the group. Note though, that underlying this are the ARC Breaks with the materials and the members of the group.]*

Now wanting to be right and not wanting to be seen as not comprehending the subject the student commits overts against the more general area - the other students and so on. These overts, of course, are followed by restraining himself from committing more overts. This pulls flows in towards the person and makes the person crave motivators. This is then followed by various mental and physical conditions and by various complaints, fault-finding and look-what-you-did-to-me. This justifies a departure, a blow.

[Prior to the overts is the ARC Break.]

SECOND POSTULATE, Not-Know.

SECRET, A withheld thought. It is the answer which was never given and that is all a secret is.

SECURITY, Security is *understanding*. Men who know are secure. Insecurity exists in the absence of knowledge (i.e. ignorance of truth). All security derives from knowledge and self-confidence. Your ability in life is your security in life. There is no security but you. Is not a static thing - it's dynamic. Security would lie only in a person having goals and in his confidence in reaching them.

There is only one security, and that is the security of confidence in yourself—to be, to create, to make any position you want to make for yourself. When you lose that confidence, you have lost the only security there is. Self-confidence is self-determinism—one's belief in one's ability to determine one's own course. As long as one has that he has the universe in his pocket. And when he hasn't got that, not all the pearls in China nor all the grain and corn in Iowa can give him security, because that is the only security there is.

SECURITY CHECKING, There are two forms of Security Checking in Scientology:

The first (original) purpose of it was to find out where and how the Orgs were being infiltrated by evildoers. The e-meter was used as a lie-detector to find out whether the person was an *agent provocateur* or newspaper reporter (same thing) or not. The only interest was in determining whether he was presently committing overts on Scientology or had withholds on who or what he was. When found he was promptly booted out of the Org. *[The downside of this system is that real psychopaths don't read on the e-meter. Or they have a lovely floating needle while boasting about the most horrendous overts they have committed.]*

The second method developed when many well-meaning Scientologists came up with valid past-life incidents of where they had - in those earlier lifetimes - committed overts against others. The relief they experienced when these were found and itsa'd and the resurgence in integrity they had resulted in Security Processing being included as part of the normal line-up in Orgs; at first only for auditors, later - under the name of Integrity Processing - for the general public too. This Rundown remedies the compulsion or obsession to commit actions which then have to be withheld. (see Integrity Processing)

But let's get to the fundamentals behind all this: [Lecture 62.01.11 - SHSBC 103]: *"Now, let's not talk about drills and getting the pc to communicate better. Let's talk about knocking out the things which keep the pc from communicating. There—what things are impeding his reach? And we know that he is impeding his own reach and that these are being impeded by having things he cannot—or he feels he cannot communicate.*

"All right. It's up to the auditor to get those off. Now, I don't care if we have policy letters. The auditor does it standing on his head, hanging by his toes, does it by handing carrots to the pc every time the pc gives up a withhold. I don't care what method is used here. The point is the auditor has to be good enough to get that pc's withholds. Not some other pc's withholds. But that pc that's sitting right in front of him. He has to be able to get that pc's withholds.

"What are they? Well, the auditor doesn't know. On the basic fundamentals of the game, you could say, well, a generality of withhold is the pc is not communicating something because he doesn't want to, thinks he'll be hung, tried to make other people guilty, is restraining people from knowing about him. You could go on and make a long category about it, but just come down to the solid fact that the pc is not communicating because he's holding back the communication and you've got it.

"The pc is not reaching because he's not reaching. And why is he not reaching? Well, he has self-imposed restraints called withholds. And that's that. That's it. That's the entirety of Security Checking. All you're trying to do is release jammed communication lines that are pulled in by the pc so that he will not anymore communicate into certain areas. That's all.

"And that's all you're trying to do. I don't care how many systems or rituals or anything else. You're just trying to find out what he is withholding from whom. And of course the converse of this is that if he is withholding from whom, why, he ain't communicating somewhat to that 'whom'. So therefore, he isn't reaching that whom, so therefore, he doesn't feel he can be free in that direction, so therefore, that is just one more channel in this universe that he cannot put a communication line on. That is just one more zone into which he cannot reach.

"In other words, men build their prison cages out of these bars of "mustn't reach." And one by one they say, "I cannot reach into this zone and I cannot reach into that zone." In other words, "I have withholds from this zone and withholds from that zone," see?

"And every time they do that, they put another bar on the cage and after a while somebody wheels them off and uses them in a circus as a freak. They get elected president or something

"But withhold after withhold, you see, they just pile it up and the next thing you know they're in a cage. That's all there is to it. That is all there is to it."

SELF, Thetan, plus this lifetime identity. *(see also Person)*

SELF ANALYSIS IN SCIENTOLOGY, Is a large set of processes contained in the book of that name aimed at the rehabilitation of one's perception of one's own universe so as to bring it up to a level with one's observation of the Mest Universe. These are lists of questions by which the individual can explore his past and improve his reactions toward life.

SELF AUDITING, The action of a person continually trying to run processes on himself or thinking about his own case or trying to work out what is wrong with himself. It is an improper action which will only lead to a worsening of the person's case. Solo auditing occurs in session with a meter. Self-auditing is out-of-session wondering and chewing on bank significances.

SELF-COACHING, The student tending to introvert and look too much at how he is doing and what he is doing rather than just doing it. It should be discouraged by the coach in practical drills.

SELF-CONFIDENCE, Nothing more than belief in one's own ability to decide, and to be comfortable with the decisions one has made. Self-confidence is confidence in one's own self-determinism. It is one's belief in one's ability to determine one's own causes.

SELF-DETERMINED, One can only be self-determined when one can observe the actual situation before one; otherwise a person is delusion-determined or other-determined.

SELF-DETERMINISM, Self-determinism is that state of being wherein the individual can impose his own choices on himself and on his environment. He uses his own perceptions, draws his own conclusions, sets his own policy, formulates his own beliefs. He is confident about any and all abilities or talents he may possess. He is confident in his interpersonal relationships. He reasons freely and acts freely. Self-determinism means, in essence, control by the awareness of

awareness unit(the thetan) of that which it conceives to be its identity - i.e. its human form and person. Self-determinism is the effort of an individual to attain the goals of theta.

First things come first, and the first dynamic comes first. But at the same time, there are dynamics two, three, four, five, six, seven and infinity on top of that. Therefore, when we say self-determinism, we should understand exactly what we mean by self-determinism—exactly what we mean by it. It is the person's own command or control on each one of the dynamics.

SELF-INVALIDATING ENGRAM, The engram which contains the phrases, "never happened," "can't believe it," "wouldn't possibly imagine it," and so on.

SELF-INVALIDATION, A person who berates himself over every little error or imagined error and who is continually concerned about what others think of him. The only real overt - get that please, the ***ONLY*** real overt in this universe is to invalidate oneself, to demean oneself, to weaken oneself. Another's actions against one only seem to be harmful because one has oneself decided to be unable to deal with them. And prior to that is one's own postulate that that same action done to another will be one they cannot deal with.

SELF-NEGATION, One of the worst aberrations we have. This code of conduct that we cling to is one of the most destructive things we could possibly have: self-negation. Do you know where the bottom rung of this code of conduct is? In a sick, lame, halt and blind society like China. Self-negation results in illness because one continues to postulate his own non-existence, and he keeps getting caught in these postulates—these conclusions of non-existence—day after day, week after week, and he gets sicker and sicker and crazier and crazier.

SELFNESS, Not selfishness, but just being oneself.

SELF-PERPETUATING ENGRAM, Implies that "It will always be this way," and "It happens all the time," and "It will never end."

SELF-PROCESSING, see Self Auditing.

SEMANTICS, Semantics is a theory concerned with meanings as expressed in signs, symbols, words and other means of communication. Semantics, since it deals with words and their meanings, studies changing forms of meaning and definitions by comparison to other significances and meanings. This can have as many variables as there are words.

SEMI-ACKNOWLEDGEMENT, Half acknowledgements. When you acknowledge what the preclear said without ending the cycle of the auditing command.

SENSATION, All uncomfortable perceptions (except pain) stemming from the reactive mind are called sensations. These are basically "pressure," "motion," "dizziness," "sexual sensation," and "emotion" and "misemotion." There are others, definite in themselves but definable within these five general categories.

If one took an object and pressed it against one's arm, that would be "pressure." "Motion" is just that - a feeling of being in motion when one is not. "Motion" includes the "winds of space." A feeling of being blown upon, especially from in front of the face. "Dizziness" is a feeling of disorientation and includes a spinniness, as well as an out-of-balance feeling. Also an inability to focus one's eyes properly. "Sexual sensation" means any feeling, pleasant or unpleasant, commonly experienced during sexual restimulation or action. "Emotion" and "misemotion" include all levels of the complete tone scale except "pain"; emotion and misemotion are closely allied to "motion," being only a finer particle action. A bank solidity is a form of "pressure," and when the sensation of increasing solidity of masses in the mind occurs, we say "The bank is

beefing up." All these are classified as sensation. All sensations are energy impacting on the body. Symbol: Sen.

SENSE, This "sense" you get of the spiritual domain involves certain kinds of feelings and higher intellectual thoughts. It is more like sensitivity than sense. It involves intimations and intuitions much more than knock-down sensations and definitive concepts.

SENSE OF HUMOUR, A sense of humour is in part an ability to spot out-points that should be rejected from a body of data. In fact a sense of humour is based on both rejection and absurd out-points of all types.

SENSITIVITY BOOSTER, The meter can be made more sensitive by turning the sensitivity booster to 32 which will double the sensitivity or to 64 which quadruples the sensitivity (64 or 128 in later models).

SENSITIVITY KNOB, On the E-meter the sensitivity knob magnifies the movement of the needle. It increases the swing of the needle.

SEPARATENESS, A process, the object of which in locational processing is to establish and run out the preclear's identifications of himself with objects. Commands: Find an object from which you are separate. Find an object which is separate from you.

SERENE VALENCES, People who are in serene valences are wholly overwhelmed as thetans. Their ability to confront force is close to absolute zero. *[see Theetie-Weetie]*

SERV FAC, see Service Facsimile.

SERIOUS, When it is important to be interested because of some threat of penalty. Seriousness equates to Mental Mass. That's all it means - one way or another there's Mental Mass associated with it.

SERIOUSLY PHYSICALLY ILL CASES, Cases where the bodily illness itself is a continuous Present Time Problem to the person.

SERVICE FACSIMILE, 1. A Service Facsimile is an aberrated computation which the person uses to explain his own failures. He uses it to make others wrong and to procure their co-operation in his own survival. Since he believes cannot achieve survival by his own efforts he creates an illness or a disability and covertly blames it on others, demanding their assistance in attaining survival for himself.

2. It is a self-installed disability, physical or mental, that "explains" how one is not responsible for being unable to cope with life. So one is not wrong for not coping. The service facsimile is therefore a computation *(see def.)* containing an explanation of one's own considered inadequacies and which also contains a fixed method of making others wrong. An essential part of a Service Facsimile is the attempt to be right by making others wrong. *(see also Reasonableness)*

The Service Facsimile exists in present time, and you can trace it back through the person's life. *He uses it all the time.* He's using it in the way he stands, in the way he walks, in the way he talks. This is his Service Facsimile.

3. The service facsimile is a method of withdrawing from a state of beingness to a state of not beingness, and it is intended to persuade others to coax the individual back into a state of beingness. It is only superficially useful. After the person has conceived that he has himself failed to handle life he uses his aberrations to handle life for him.

4. It isn't the bank, it's not the reactive mind at all. It's the guy himself with his decision to keep his bank in restimulation because he "knows what's best" for him. The person is himself generating the computation. It isn't what aberration the individual is dramatizing. It's what aberration does the individual think he needs to dredge up in order to achieve survival and the reasons why he thinks that it is sensible to do so.

5. In the pc's Present Time GPM the pair of two top RIs (Reliable Items) *is the service facsimile*. One RI is a terminal and is the pc's current "identity", and the other RI is an opterm (Opposition Terminal) being the identity which the pc considers as having been opposed to his own earlier identity and which he is now trying to handle. They each have thousands of lock RIs attached to them. If the item the auditor found as a 'Service Fac' moved the TA but made the pc wrong rather than make others wrong, then it is such a lock on the opterm and must be Prepchecked and not run on the usual service-fac process.

Any pair of lock RIs is a bygone (past life) service facsimile, and will give TA action. These are not generally run as the action of springing the current (top) pair of RIs from the GPM keys out the entire GPM. When this is done the preclear's entire this-lifetime case disintegrates. This can be quite spectacular. *[refs: HCOB 1 October 1963 How to get TA Action]*

SESSION, All auditing is done in session. It is period of time in which an auditor and preclear are in a quiet place where they will not be disturbed. The session begins with the auditor saying "Start of Session" and ends when the auditor says "End of Session". During the session the preclear is under the auditor's control. An auditor never audits outside of a session period.

SESSION CANCELLATION, Session cancellation was a system introduced as the only training rebuttal by an instructor in the auditing section for a Gross Auditing Error. When a student auditor commits a Gross Auditing Error (GAE) in the auditing section, the student's sessions as an auditor are cancelled; the student is put back through the theory and practical sections on those points involved in the GAE and is then permitted to audit again. All former passes in theory or practical on the subject of the GAE are cancelled and the items must be passed again as though they had never been taken before.

This system was later replaced by the Flub-Catch System - see definition

SESSION ARC BREAK, Occurs when the session inadvertently brought into view something on the backtrack which ARC breaks the preclear. Some heavily charged area on the backtrack was not acknowledged and moved in just to the fringes of consciousness of the pc and he reacted, and his affinity, and reality, and communication went by the boards.

SESSION MISSED WITHHOLD, A missed withhold picked up in a session is anything the pc thinks, anything the pc is withholding. It doesn't matter what it is. That's a session missed withhold. Pc didn't tell the auditor he was uncomfortable, etc.

SETTLE OUT, To destimulate by being away from the restimulators previously encountered, which permits the temporarily enturbulated theta to disenturbulate and convert to free theta.

SET UP, To "set up" a preclear for auditing means getting an F/N showing on the meter and VGIs present before starting any major auditing action (e.g. running a process). Such may require a repair action and rudiments as well. A preclear must always be set up before a major process is run.

SET-UP PROGRAM, A preclear repair program designed to eradicate case mishandling by current life or auditing errors.

SEVEN RESISTIVE CASES, see Resistive Cases.

SEX, An interchange of condensed admiration particles which gives pleasure and forwards new bodies into being. Sex is a harmonic of both aesthetics and pain. The super-condensed, many times via'd activity of creating other life forms. The only thing which makes it more complex is the fact that it is considered to be more complex.

Sex becomes aberrating only to the degree that self-determinism is violated.

Sex is the body's single effort to create something out of nothing, and in this culture at our time sex is something embarrassing and laughed about, a thing which must be hidden. Babies are often "accidents" to be prevented. Thus even sex has become inverted and has been made into a something-into-nothing impulse, rather than a "nothing-into-something" impulse.

Sex has been overrated in importance in old-time psychotherapy. Sex is only one of numerous creative impulses. An anxiety about sex, however, occurs when an individual begins to believe that there will not be a suitable body for him to have during his next lifetime.

SEXUAL SENSATION, Any feeling, pleasant or unpleasant, commonly experienced during sexual restimulation or action.

SF, Small fall, (a quarter to half an inch). A meter read.

SHAME, The effect one created is considered to be unworthy - one shouldn't have done it. So one denies oneself and shifts into not being oneself - consequently one tries to present oneself as some other beingness. Unable to hold one's own viewpoint, one is desperately being someone else - that's shame. It is an emotion and is a harmonic of Hiding. *(see Valence Shifter)*

SHIFT OF VALENCE, see Valence Shift.

SHOCK, An sudden and complete unwillingness to duplicate present time occasioned by the presence of an unpredicted reality, based on an underlying inability to experience sudden change. A person can be broken down on the Tone Scale so steeply, sharply and suddenly that he can be killed. That's what's known as shock.

SHORT SESSIONING, Starting a session, continuing for a few minutes, and then ending the session. It has good gain qualities for a preclear who is ill or who has poor concentration and where the randomity of an auditing session is too much for the person in is present state.

SHORT SPOTTING, A process called short spotting, wherein the auditor has the preclear spot things in space that are very close to him.

SHSBC, Saint Hill Special Briefing Course. The primary purpose of the Saint Hill Special Briefing Course was first, foremost and only, to make auditors who could Clear people. The secondary purpose was to get those auditors able to train other people to be competent auditors.

SHUT-OFFS, There is a whole species of engrammic commands which shut off pain and emotion simultaneously. "I can't feel anything" is the standard, but the command varies widely and is worded in a great many ways.

SICK BEING, One who has been intent upon violence and was suppressed, or one who was intent upon constructiveness and was suppressed. Either way, he was suppressed, thwarted in his purpose, and was and is a Potential Trouble Source.

Being sick is only a demonstration that you aren't dangerous to somebody else. Wearing glasses is the same thing. You "have to" wear glasses; that convinces other people that you can't see as well as they can and therefore you are a friend of theirs. Stupid, isn't it?

SICKNESS, Is a covert though socially acceptable effort to die. It is nothing less than that. Ever. It is the result of engram chains in restimulation.

Well, what is sickness? Sickness is the exhaustion of no longer wanting anything to do with the force. It's the wave of "I don't want anything to do with the force."

SIGHT, Light waves - coming from the sun, moon, stars or artificial sources - reflect from objects and enter the eyes and are relayed to the brain and the mind and are recorded for present time action or as memory for future reference. Light sources are also recorded. This is the bodily sense perception called sight. A thetan requires no mest-light-energy waves in order to see.

SIGNIFICANCE, The mind and the universe are basically composed of masses and significances. The word "significance" is used to denote any thought, decision, concept, idea or meaning, as distinct from the masses. A thetan can postulate or say or reason anything and can attach any meaning or significance onto any mass. Thus there is an infinity of significances.

SIGNIFICANCE PROCESSING, Significance processing had the preclear take some picture or object and assign innumerable significances to it. This is an excellent process for those who are always looking for deeper meanings in everything. *(COHA, R2-32)*

SIMULATED CLEAR, Quite properly known as a "keyed-out clear". The person has been released from his reactive mind. He still has that reactive mind but he's not in it and he is not compulsively using it in an attempt to survive. He seems to be clear while his reactive mind still lurks in the background.

SITUATION, An unexpected state of affairs. It is either very good or it is very bad. A good situation is an unexpected windfall or circumstance which forwards the being beyond what was predicted. A bad situation is a major departure from the Ideal Scene. This means a wide and significant or dangerous or potentially damaging circumstance or state of affairs which shows that the ideal scene has been departed from and doesn't fully exist in that area.

Something that applies to survival. If you evaluate the word situation against survival you've got it. A good situation is a high level of survival, a bad situation is a threatened survival, and a no situation is something that won't affect survival one way or the other.

SITUATION ANALYSIS, Whether in auditing or in an organisation, when a bad situation shows up that needs to be handled (repaired) then one first needs to find out exactly what is apparently wrong. One then focuses in to the main area of outness and determines causation of the wrongness. One now knows what area to handle and repair.

SIX BASIC PROCESSES, THE,This is really an early form of what later became the Grade Chart. Processes were categorised into the depth of charge likely to be encountered while running them and one found the one the preclear could make progress on and then ran that thoroughly to full ability gained. Then the next process, and so on. The six processes were:

(1) Two-Way Communication;
(2) Elementary Straightwire;
(3) Opening Procedure of 8C;
(4) Opening Procedure by Duplication;
(5) Remedying Havingness;

(6) Spotting Spots in Space.

These processes are still in use today on the Expanded Lower Grades.

SKILL OF AN AUDITOR, The skill of an auditor is directly measured by the amount of TA action he or she can get on a preclear. Pcs are not more difficult from one to another. Any pc can be made to produce TA. But some auditors are more skilled at getting their preclear to Itsa, and so produce more TA action than others do.

Also, just in passing, an auditor cannot falsify TA. It's written all over the pc after a session. Lots of TA action = Bright pc. Little TA action = Dull pc.

SKIPPED GRADIENT, A skipped gradient means taking on a higher degree or amount (of anything) before a lesser degree of it has been competently handled. One has to go back and master the missed degree or thing, or else one will have just losses on the subject thereafter.

SLAVERY, Being positioned in and controlled from another's time and space.

SLAVE SOCIETIES, Societies composed only of unthinking terminals who act as vias for their master’s intentions.

SLOW ASSESSMENT, By slow assessment is meant letting the pc itsa while assessing. This consists of rapid auditor action, very crisp to get something that moves the TA and then immediately shift into letting the pc itsa during which the auditor stays quiet. The slowness is in the overall action. It takes hours and hours to do an old preclear assessment form this way but the TA flies.

SLOW BOAT AUDITING, Auditing done without an ability to estimate the ARC of the preclear and without knowing where the basic processes fit on the tone scale. It's just a hit and miss approach, randomly taking processes and seeing whether or not they produce a result on the preclear. With proper programming and Case Supervising by a properly trained tech expert preclears can be guaranteed rapid gains.

SLOW GAIN CASE, Someone who is committing overts the auditor doesn't get to know about. Therefore a little discipline in the environment speeds the slow gain case.

SMELL, Is evidently activated by small particles escaping from the object, which is thus sensed travelling through space and meeting the nerves. Taste is usually considered to be a part of the sense of smell.

SNAPPING TERMINALS, When the terminals and the comm-line get locked into position and the comm particles are flowed compulsively - we call that Snapping Terminals. The thetans are no longer freely creating the space nor the communications. All theta-determinism has gone out of it and we have two reactive mechanisms battering away at each other.

The reactive mind can be considered to be a terminal with the preclear as the other terminal on the line. The reason an engram comes into being and imposes itself on a preclear's body is a lack of free space and communication between it and the preclear. The line and the communication has become solid in the collapsed space. The solution is to get the preclear to take command of the space and the communications and return it to full theta control.

SOCIAL CODE, The agreed-upon – though usually unwritten – moral code by which a society lives. It could also be called good manners. In most societies there is a terrific amount of misguided social activity that goes on which is terrifically inhibitive to the society itself and to

the people it is done to. It is unnecessary. If you started living on a more honest basis than the existing social code, you would find things would work out much more kindly.

SOCIAL PERSONALITY, The social personality naturally operates on the basis of the greatest good for the greatest number of dynamics. He is not haunted by imagined enemies but he does recognize real enemies when they exist. The social personality wants to survive and wants others to survive. Basically the social personality wants others to be happy and do well. *(see also Anti-Social Personality)*

The twelve primary characteristics of the social personality are as follows:

(1) The social personality is specific in relating circumstances. "Joe Jones said . . ." "The Star Newspaper reported . . ." And gives sources of data where important or possible.

(2) The social personality is eager to relay good news and reluctant to relay bad.

(3) A social personality passes communication without much alteration and if deleting anything tends to delete injurious matters.

(4) Treatment, reform and psychotherapy particularly of a mild nature work very well on the social personality.

(5) The friends and associates of a social personality tend to be well, happy and of good morale.

(6) The social personality tends to select correct targets for correction. He fixes the tyre that is flat rather than attack the windscreen. In the mechanical arts he can therefore repair things and make them work.

(7) Cycles of action begun are ordinarily completed by the social personality, if possible.

(8) The social personality is ashamed of his misdeeds and reluctant to confess them. He takes responsibility for his errors.

(9) The social personality supports constructive groups and tends to protest or resist destructive groups.

(10) Destructive actions are protested by the social personality. He assists constructive or helpful actions.

(11) The social personality helps others and actively resists acts which harm others.

(12) Property is property of someone to the social personality and its theft or misuse is prevented or frowned upon.

SOCIAL MACHINERY, Action without awareness. He's doing it all the time but he never noticed it. What the individual is aware of and what the individual is doing are not the same thing, ever.

SOFT TRs, There has been such a thing as "soft TRs". In being "soft" and "nice" about TRs, you are not doing anyone a favour. If anything, it would be the greatest disservice you could give a being. In Scientology we get results and we get them by following our technology relentlessly to the letter.

SOLID, When the meter needle is not floating and the TA is registering mental mass. When you see a TA going up, up, up you know the picture isn't erasing but is getting more solid. The solidness is visible in the needle right on the TA dial.

SOLIDITY, Too many barriers, not enough reach. Could be said to be stupidity.

SOLO AUDITING, In solo auditing the auditor is also the pc. He audits himself, or herself. This means that once the auditor has duplicated and understood the item or question the pc has also duplicated and understood it. The action of "solo auditing" is not self-auditing. Solo auditing is done in a regular session in model session form.

SOLUTION, A "solution" to most people is an action taken to make a problem disappear. In fact common "solutions" all entrench problems and make them more solid. The reason for this is that the solution adopted consists of preserving one side of an existing problem (one's own) and then wishing other side gone. So now one's own side misses its other terminal and the whole caboodle snaps in on the body,

That solution which *will* cause the problem to dissipate and disappear is the as-isness of the problem, and this includes taking full responsibility for one's own creation and intent and also responsibility for one's own rigid holding onto the opposing terminal in the problem. This is the only solution for it that would vanish the problem.

SOMATIC, This is a general word used to describe any and all uncomfortable physical perceptions coming from the reactive mind. Its origin is early Dianetics and it is a common package word used by Scientologists to denote "pain" or "sensation" with no difference made between them. To the Scientologist anything is a somatic if it emanates from the various parts of the reactive mind and produces any of kind feeling in or on the body.

There are a thousand different descriptive words that could add up to a somatic. Pains, aches, dizziness, sadness, heaviness, light-headedness - these are all somatics. It can mean actual pain, such as that caused by a cut or a blow; or it can mean discomfort as from heat or cold, it can mean itching - in short, anything physically uncomfortable. It does not include mental discomfort such as grief or anger.

SOMATIC CHAIN, Dianetic Chains are held together by somatics. The similarity of body condition, or somatic, experienced in different engrams, secondaries and locks, is what keeps them associated and forms the chain. Somatic chains go quickly to a basic engram and are the important chains to be addressed in auditing. These somatics are audited on a gradient scale of Attitudes, Emotions, Sensations and then Pains. Abbreviated as AESPs

SOMATIC MIND, The somatic mind would be that mind which takes care of the automatic mechanisms of the body, the regulation of the minutiae which keep the organism running. It deals with the body's heartbeat, digestion, glandular secretions, growth, and so on. The somatic mind can be directed by both the thetan or reactive mind, or it can simply run on automatic. It places solutions into effect on the physical level. It could also be called the "animal mind" which operates the body on a fifth-dynamic basis. *[Also known as the Genetic Entity]*

SOMATIC SHUT-OFF, There is a whole species of commands which shut-off pain and emotion simultaneously: this is because the word "feel" is homonymic. "I can't feel anything" is the standard, but the command varies widely and is worded in a great many ways. The somatic may be shut-off in the incident or elsewhere in the reactive mind, either earlier by command or later by painful emotion.

SOMATIC STRIP, An earlier name for the Time Track.

SONIC, The ability to recall and hear the sound in facsimiles in auditing. By the word 'sonic' in this context is meant actually hearing the sounds which have been recorded in the incident. Those sounds which the individual has heard in the past are all recorded, either in the analytical standard memory bank or in the reactive bank.

SONIC CIRCUITS, Are very easily recognized, for they speak audibly inside the head of the preclear or give him faint sonic impressions.

SONIC SHUT-OFF, Is often present in a person who is trying to stop the energy wave of sound. Sonic shut-off may be quite selective: the individual may be able to hear sounds but not voices. Selective shut-offs are caused both by charge on the case and by selective sonic shut-off commands, such as "You never listen to your wife," or "You pay no attention to me."

SOP, Standard Operating Procedure. The standardized approach used in the early days of Scientology for the handling of all cases. The processes and procedures used are still valid and are used in auditing today. The full Grade Chart includes these and gives the current sequence in which cases are audited.

SOP 8-0, SOP 8-0 is a technique which gradiently drills up the capabilities of a thetan so that he can see, hear, speak, get out electricity, throw out postulates, control bodies other than his own, and do other things which are well within his abilities.

SOUND, Sound consists of the perception of waves emanating from vibrating objects. An object pulses and sets the air in its vicinity into vibration which then sets up pressure waves in the air. These cross over to the listener whose eardrum vibrates in response to the fluctuating air pressure and these then transmit the pulses to the brain via nerves. Sound is absent in a vacuum.

Sound has several parts. The first is pitch. This is the number of vibrations per unit of time of any object from which sound is coming. The second is quality or tone which is the difference between a jagged or ragged sound wave and a smooth sound wave as in a musical note. The third is volume, which means the force of the sound wave, its loudness or quietness. And there are other qualities too which are dealt with in music studies.

Sound is a physical by-product of communication. It is the carrier wave of communication and is not a communication in itself.

SOURCE, 1. The point of origin of a communication or flow of any type; or the originator of something, or where something was begun or dreamed up or mocked-up or started. That from which something comes or develops; the place of origin: the cause.
2. Scientologists recognize L. Ron Hubbard as the Source of the applied religious philosophy of Scientology and revere the leadership he gave as the Founder.

SOURCE-POINT, If you consider a river flowing to the sea, the place where it began would be the source-point, or cause, and the place where it went into the sea would be the effect-point. The sea would be the effect of the river. Rivers usually have many tributary source-points.

SOUTH, (e.g. Gone South, or All the way South) A slang term in Scientology meaning avery, very rough case. "Amongst the auks and penguins" is a colloquialism that goes along with that. The common denominator of such cases is they cannot affect anything with thought. They're all on automatic and what they've got left under analytical control is so scrappily tiny that it's a wonder they move at all. *(see also South of the Auks)*

SOUTH AFRICAN SPECIAL RUNDOWN, This auditing rundown was specially developed for the people of Africa by LRH when he was in Africa in 1960-61. It places emphasis on the

rehabilitation of the willingness to involve oneself with and help others, as opposed to dramatising a rugged individualism.

The rundown is currently done as follows:

(1) Any PTS handling per HCOB 10 August 73, PTS Handling.
(2) Ruds at the beginning of each session.
(3) Havingness is run before each help process.
(4) Help processing.
(5) Havingness is again run after each help process.
(6) Confront is run after help and havingness.

One then repeats cycle as in steps (3), (4), (5), (6) throughout the rundown.

SOUTH OF THE AUKS, "South" is used as "below" or more basically "more lost". Auks once lived in the Southern Ocean and south of that there is just a lot of ice and nothing much else. (see South)

SP, Suppressive Person.

SPACATION, Spacation is the subject of the creation of space, and includes the concept and handling of it. Also the name of a process having to do with the rehabilitation of the thetan's ability to create space. One gets the preclear constructing his own space with eight anchor points and holding it stable without effort.

SPACE, Space is a viewpoint of dimension. It doesn't exist without a viewpoint. You have as much beingness as you have space. Space is not an empty nothingness. Space is the viewpoint of dimension, and that is what space is. It is how far you look, and if you didn't look you wouldn't have any space. It is created by looking out from a point. The only actuality of space is the agreed-upon consideration that one perceives through something, and this we call 'space'.

It can also be defined in reverse in terms of Time. Space is something that to go from the left side of the table over to the right side of the tabletop would require Time. Time and space can be defined in terms of each other.

"Space is a viewpoint of dimension, and this is the definition of space, and all other considerations of space are *subordinate* to that consideration."

SPACE OPERA, "Space opera" has space travel, spaceships, spacemen, inter-galactic travel, wars, conflicts, ray-guns, other beings, civilizations and societies, and other planets and galaxies. It is not fiction and concerns actual incidents and things that occurred on the backtrack. *[see Earth]*

SPECTRUM, Gradations of something which are really the same thing but which have wider and wider scope or range.

SPECTRUM PRINCIPLE, A yardstick whereby gradations from zero to infinity and from infinity to infinity were used and absolutes were considered utterly unobtainable for scientific purposes. *(see also Infinity Valued Logic, see Gradient Scales)*

SPECIAL DRUG RUNDOWN, The Special Drug Rundown is used to rehabilitate persons from the harmful mental and spiritual effects that taking drugs has had on them. Such persons first have to be weaned off drugs in order to be audited with advantage. This is done by having the person do a full Purification Rundown followed by a program of TRs and Objective Processes.

SPECIFIC QUESTION, The difference between a general and a specific question is a matter of general or specific terminal. If the question has a general terminal such as "anyone," "men," "people" it is harder to clear than a question with a specific terminal such as "your father," "Miss Smith" etc., etc. However, questions with a general terminal cover more track and so give greater gains to the preclear than a specific terminal would give. General terminals are preferred.

SPECTATORISM, Consider the definition of OT - Cause over Thought, Life, Form, Matter, Energy, Space and Time. As one falls away from that through aberration one first becomes a spectator, then one becomes effect. It is a condition where the person cannot actually be anything - he cannot occupy a source point or receipt point. Below this he becomes a mere particle - neither Cause not Effect - and now he is a spectator.

Spectatorism is very widespread in our modern society. Because some people cannot conceive of causing anything they just watch it on television or elsewhere. They don't do anything. They are not participants. They are spectators. You see this in magazines; a "hee, hee, hee" article about how odd this is or that is. No understanding of it. It's just odd and one watches it in a detached sort of way. Below this is somebody who doesn't even notice. The total-effect no-cause person has his attention fully on his own case, and he interacts only with his case and not with the real world. He doesn't even look. Such a person has to come up scale just to be a spectator. What we need are more participants, more team mates.

This correlates with the old saying "Some people make things happen, some people watch things happening and the rest of the people ask What happened?"

SPEECH, A common method of relaying knowingness to another by means of packaged, audible symbols. A specialized portion of sound and sight. Speech is learned by the mimicry of the sounds of action.

SPERM DREAM, Patients sometimes have a feeling that they are sperms or ovums at the beginning of the track; in Dianetics this is called the sperm dream.

SPHERE OF FAMILIARITY, That "sphere" of the Reactive Mind that a preclear at a given state of case should be able to access and run.

SPHERES OF INTEREST, The spheres of interest are the eight dynamics. A series of concentric spheres each one larger than the last with the first dynamic at center and the eighth dynamic at the extreme of any universe gives a spatial picture of interest.

SPINNER, THE, A method of implanting used on the whole track. A device was used to spin the thetan until he had no orientation. This is the probable source of the slang term, spinning, meaning to go insane.

SPINNINESS, A variety of dizziness; a sensation.

SPINNING, Slang term meaning going insane.

SPIN (ONESELF) IN, *slang.* Cause oneself to go into a state of mental confusion.

SPIRALS, By a spiral is meant a series of lives, or a series of existences, or even a single extended existence during which the thetan was pursuing or seeking to attain a particular goal. When the particular goal fails completely he takes on the goal of his opponent and when that eventually also fails then he has failed in his own adopted beingness. So he "dies" as a thetan and needs to adopt a new beingness and start out again. This would complete one turn of the

spiral and forms then an area of track that the person detests and wants nothing more to do with. It becomes a very solid black mass. This is a GPM.

One turn of the spiral could last for many thousands of lifetimes. The thetan, as he goes through the mest universe, is involved in a series of spirals each one ordinarily shorter than the last, in terms of years. The length of this spiral might serve to indicate how much longer the thetan can continue on his present goal line.

SPIRIT, A thetan. A unit of consciousness. Each individual life-entity is a spirit, or thetan.

SPOT, Simply a location in space, It has no mass, temperature, or other characteristics and it is not, for example, the corner of a book or desk. It is simply a spot in space. It can be identified by location only. *(see also Spotting Spots)*

SPOT CHECK, In checking out technical materials on students spot check the words and materials - do not try to cover it all. This is done the same way a final examination is given in schools: only a part of the material is covered by examination, assuming that if the student has this right the student knows all of it.

SPOTTING SPOTS, The goal of the process is to bring the preclear to a point where he can spot locations in space which do not have colour, mass or shape, but which are simply locations, and spot that same location repeatedly without variation. This is a precision action - you want him to spot a spot in space and then be able to spot it again. That spot is only a location. It doesn't have mass, and you want him to be able to put his finger on it and take his finger off of it, and put the finger of his other hand on it, and take it off, and move his body into it and move his body out of it and so forth. This is a location and the more certain he becomes of these locations the better he is, and the next thing you know - why, he's able to tolerate space.

SPRINGY, Needle reaction - reads which bounce back to set position.

SQUIRREL, To squirrel in Scientology means going off into weird practices or altering Scientology. It only comes about from non-comprehension. Usually the non-comprehension is not of Scientology but of some earlier contact with an off-beat humanoid practice which in its turn was not understood. When people can't get results from what they think is standard practice, they can be counted upon to squirrel to some degree.

A squirrel is doing something entirely different. He doesn't understand any of the basic principles of Scientology and so he makes up a bunch of them to cover up his ignorance and voices them off on someone and gets no-place.

What makes a squirrel? It is the person on the other side of the squirrel who is invalidating him, invalidating his goals, invalidating his interest, invalidating his knowledge and kicking the props out from underneath him by covert or overt hostility, but in whichever way, kicking him apart. He's interested, he's working, but he’s part of some other game. And he’s continually invalidating this guy. He isn't kicking Scientology around, he's kicking around somebody's stable data and it's creating continuous confusions for him. So he splits off not knowing quite where he stands. Is he in this universe called Scientology or is he or she in this universe called husband or wife or something? So here we have this invalidative person who is against it on the other side or our guy and we sometimes can't reach this other person.

SQUIRREL ADMIN, The departure or alteration of standard admin. The use of the word "squirrel" is long standing because squirrels in their little cages go round and round and get nowhere and they are also, a bad pun, "nutty," meaning a bit crazy. The main source of squirrel

admin is simply ignorance of policy procedure or the neglect of reading and applying it as simply as that.

SQUIRRELLING, Means altering Scientology and turning it into some offbeat practice. It is a bad thing.

STABLE DATUM, A datum which keeps things from being in a confusion and around which other data can align. It is simply the one that keeps things from being in a confusion and on which others are aligned.

We have in Scientology a certain doctrine about confusion. It is called the doctrine of the stable datum. If you saw a great many pieces of paper whirling about a room they would look confused until you picked out one piece of paper to be the piece of paper by which everything else was in motion. In other words, a confusing motion can be understood by conceiving one thing to be motionless. Until one selects one datum, one factor, one particular in a confusion of particles, the confusion continues. The one thing selected and used becomes the stable datum for the remainder.

Now in the short term it doesn't really matter whether the datum is true or false. What matters is how much the guy holds on to it. As long as he does this successfully the confusion will subside. But if the datum is ever invalidated and he is left bereft of it then the confusion will collapse onto him again.

A common human stable datum is that "Jesus will come and save me one day". Any Stable Datum the person has is always a substitute for the thetan himself. It confronts the confusion on the thetan's behalf, and so the thetan is relieved.

STABILIZATION INTENSIVE, Now known as the PTS Rundown. *(see def.)*

STAGE FOUR NEEDLE, This is the sole survivor of an old system (20th ACC) that used four stages of meter reaction as a test of state of case. A stage four needle is still important to identify when met as it means this preclear is from no place as a case. A stage four is below a merely stuck needle. A stage four needle goes up about an inch or two (always the same distance) and sticks and then falls, goes up, sticks, falls, about once a second or so. It is very regular, always the same distance, always the same pattern, over and over on and on, and nothing you say or the preclear says changes it (except body reactions). It's a disheartening phenomenon.

This is just a machine read. It's just - the person isn't there. He has no responsibility for being there. No responsibility for his case. Doesn't have any responsibility for answering the auditing questions and whatever he thinks produces no reaction at all upon his bank. That he thinks a thought has nothing to do with his bank. He knows he can have no effect on anything. Until you break it, there's no case change.Means somebody who isn't registering by reason of being totally identified with his mental machinery.

STAGE FRIGHT, It is the unwillingness to confront a mass or a space. It is a can't-have on the mass. That is all. It is only necessary to change one's mind about it, or run a process on having that mass to cure stage fright. It cures just like that. Remedy of Havingness.

STALE-DATED C/S, A Case Supervisor’s written instruction that is a week or two old. This is called a stale-dated C/S meaning it is too old to be valid. An auditor must not audit a stale-dated C/S since things may have changed in the preclear’s life since then. He should get a new C/S.

STANDARD, A definite level or degree of quality that is proper and adequate for a specific purpose. "Standard" in "standard tech auditing" is a precise activity, done with good TRs, exact grade processes and exact actions.

STANDARD DIANETICS, Modern Dianetic auditing is called Standard Dianetics. It is a precision activity. It produces wonderful results when done exactly.

STANDARD DIANETIC AUDITOR, Certificate is Hubbard Dianetic Counsellor (HDC). The Hubbard Standard Dianetics Course (HSDC) teaches about the human mind, mental image pictures, the time track, locks, secondaries, engrams. Processes taught are Standard Dianetic auditing (see R3-R) and Dianetic assists. End result is ability to restore or bring others to complete health and happiness.

STANDARD MEMORY BANK, That part of the Time Track which is available to the recalls of the person. The part of the mind which consists of recordings of everything perceived throughout the lifetime up to present time by the individual, except physical pain, which is not recorded in the standard memory bank but in the reactive mind. Note that both the Standard Memory Bank and the Reactive Mind are parts of the same Time Track.

STANDARD OF LIVING, The way of life which a person is willing to accept for himself and those around him. It includes the amount and quality of food, clothing, shelter, entertainment, etc., which he deems necessary for his survival and comfort and which he is willing to strive to obtain or maintain.

STANDARD PROCEDURE, Standard Procedure is not a specialized technique. It consists of using the best we know in order to get the most results with the least spins. It is the full and correct application of Basic Auditing as the carrier wave for the process. Furthermore, Standard Procedure has this in its favour: it can be communicated. A person can be trained to deliver it.

STANDARDS, The degree of rightness one is trying to establish and maintain.

STANDARD TECH, Standard tech is not a process or a series of processes. It is following the *rules* of processing. It's how to make auditing work so that it will be effective on 100 percent of the cases to which it is addressed. That terribly narrow path which we now call "standard tech" is composed of those things which make case gain possible, and which, if they are out, inhibit and prohibit all case gain.

It is the accumulation of those exact processes which make a way between humanoid and OT. The exact method of organizing them, the exact method of delivering them, and the exact repair of any errors made on that route.

At one time - on the Class 8 Course - it was defined as "A definite level or degree of quality that is proper and adequate for a specific purpose."

Standard Tech is a standardization of processes, so that they apply to a hundred percent of the cases to which they are addressed. And that was the main thing. And it was codifying a *style of auditing* which produced maximum results in minimum time. And that was what Standard Tech was.

Previously called Standard Procedure. "Standard Procedure is an extremely varying affair. It would probably be better called Proven Procedure. It changes about every sixty days, at least; it changes in the direction of less work and thought on the part of the auditor and faster processing for the preclear."

"Standard Procedure is not a specialized technique. It consists of using the best we know in order to get the most results with the least spins. Furthermore, Standard Procedure has this in its favour: it can be communicated. And the experience which is gradually gained on the communication of a technique is not to be neglected as part of that technique. Most people overlook this factor.

"Standard Procedure is a codified group of data which, when practiced as written, will produce the maximal results that can be produced at this time with the minimal danger to the case." *[LRH lecture 51.01.18]*

STANDING WAVE, A wave form comes up and either because it meets another wave form or for some other reason it just becomes a rigid form. If you could imagine an ocean wave not any longer rolling but just sitting there all peaked. Well, electricity strangely enough will do this, and a thetan is very good at this.

STARRATE CHECKOUT, A very exact checkout which verifies the full and minute knowledge of the student, of a portion of study materials and tests his full understanding of the data and ability to apply it.

STAR-RATED, 100 per cent letter perfect in knowing and understanding and being able to demonstrate his ability to apply the material with no comm lag.

START-CHANGE-STOP, The anatomy of control. This is a cycle of action. There is Continue (persist) on the middle of the curve and other cycles within cycles of action, but the most important factors are Start, Change, and Stop.

STATE OF CASE SCALE, This is the state of case scale. All levels given are major levels. Minor levels exist between them.

> **Level 1,** No track - no charge. This level is of course an O.T.
>
> **Level 2,** Full visible time track - some charge. This level is the clearest clear anybody ever heard of.
>
> **Level 3,** Sporadic visibility of track-some heavily charged areas. This level can run engrams.
>
> **Level 4,** Invisible track (black or invisible field), very heavily charged areas exist. Level 4 can run early track engrams if the running is skilled. Level 4 includes the Black V case.
>
> **Level 5,** Dub-in. Some areas of track so heavily charged pc is below consciousness in them. Level 5 has to be run on general ARC processes. He has an uncertainty about everything. He has to figure about everything; he has to know before he goes, and he has to hide but he knows he can't hide, and he depends on logic to serve for all of his predictions because he can't look. This guy can't confront it to the degree that if he tries to confront it he makes a picture of it. He's got a picture of a picture.
>
> **Level 6,** Dub-in of dub-in. Many areas of track so heavily charged, the dub-in is submerged. Level 6 has to be run carefully on special ARC processes with lots of havingness. A 6 is neurotic. He's unable to easily recall the things in the next to last list of Self Analysis: something really real, a time he was really in communication, and so forth. There's nothing that distinguishes the 6 from the dub-in case except the degree of franticness which the case goes into, and the amount of delusion which can turn on. What characterizes this case is the terrible automaticity of the bank.

Level 7, Only aware of own evaluations - track too heavily charged to be viewed at all. Level 7 responds to the CCHs.

Level 8, Unaware - pc dull, often in a coma. Level 8 responds only to reach and withdraw CCHs.

In actuality, on some portion of every time track in every case you will find each of the levels except (1) momentarily expressed. The above scale is devoted to chronic case level and is useful in programming a case. Now, what makes these levels of case? It is only and entirely charge. The more heavily charged the case, the lower it falls on the above scale. It is charge that prevents the pc from confronting the time track and submerges the time track from view. *(see Charge)*

STATIC, That which *is* but which has no mass, no wave-length, no position in space or relation in time. It has the quality of being able to create or un-create mass or energy, to locate itself in created space, and of creating time. The simplest thing there is, is a static, but a static is not nothing. It is not a thing, but it is not nothing. A static is Life, and Life has a quality. It is conscious. It has ability. When we say no-thing we simply mean it has no quantity. There is no quantitative factor to a static.

A Static is considered in Scientology to be more basic than a thetan - A thetan is "inside" the universe and is playing the game of life. A Static is considered to be "separate" to the universe and is not involved in it.

LRH: Now, let us trace the course of life itself in its effort to do this. And when I say life I do not mean now a cell. I mean a static. This static has the potentiality of creating space, of creating energy, of creating objects, and of making itself operable in the physical universe, but it is not itself dependent for its existence or its knowingness or anything else upon the physical universe. It has all these things inherently. Basically it knows all there is to know - basically. But it can become so concentrated, the attention of this unit, this static that we are referring to and which we call thetan, can become so concentrated upon one datum or another datum that it sets aside a great deal of its knowingness in favour of a solidity. And there we get identification." *[54.04.22 – SOP 8-DA]*

STATISTIC, It is a mest measure of the progress which the individual or activity is making in the accomplishment of its Goals and Purposes.

A measure of productivity. A number or amount compared to an earlier number or amount of the same thing. Statistics refer to the quantity of work done or progress made or the value of it in money. It is a quantitative, numerical thing that can be accurately counted and graphed in two dimensions measuring that which is being produced over a period of time.

STATUS SEEKING, The effort to become more important in the consideration of others so as to receive an inflow of attention units from them.

STEERING THE PC, The use of E-meter reads in order to direct a preclear's attention to a particular item. Each time the needle twitches the auditor says, "That" or "There" to help the preclear see what is twitching. As an activity it has a role in auditing but should not be overdone as it can bring about a dependence on the E-meter in the preclear.

STENOGRAPHIC AUDITING, The auditor is writing down every word the preclear says in his session worksheets, like a stenographer.

STEP V, Black Five. *(see also State of Case Scale)*

STICK, The E-meter needle definitely stops (if it was moving) or simply remains fixed with no movement in either direction.

STICKERS, They are stuck phrases in modifiers. "Stay right here and wait no matter how long it takes." That would not be unusual to find in a modifier. It parks the person on the track very effectively. "Stop. Don't move".

STIMULUS-RESPONSE, The environment of the person is activating his mental ridges to make them activate the body. The thetan himself is a non-participating spectator to it all. It's like a see-saw or a teeter-totter - you push one side down and the other side goes up.

STOP, A stop is made out of vias - put in too many vias and you get a stop. Man tends to stress what shouldn't be done and makes all manner of rules and laws to prevent things from happening. While this does have some slight value at times, remember that it's a stop, and all stops occur because of failed purposes. Behind every stop there is a failed purpose. A stuck picture or a motionless person are similar. Each has behind it a failed purpose. So rather than stop things it is better to rehabilitate the original purpose and get things moving again in the right direction.

Governments are obsessed with legislating for more and more stops. Eventually there are so many of them that the entire civilization collapses into anarchy.

STOPPED READ, Would be one that froze the needle.

STOP SUPREME, A variation of S-C-S processes. Stop Supreme is a heavy emphasis on stop and it will be found that after the three processes of start, change and stop are flat, one can move rather easily into Stop Supreme. The idea behind Stop Supreme is that stop, or motionlessness, is probably the most thetan ability a thetan has. Thus the rehabilitation of this particular ability is worthwhile and does produce considerable results.

STRAIGHT MEMORY, In straight memory (or straight line memory) you don't put the preclear in reverie or let him close his eyes. You simply have him remembering pleasant things in the past. You want him to remember not only the concept but to run through the exact events in them. It can improve a case by keying him out of all sorts of negative incidents.

The process of recovering data, springing locks by straight memory and setting up the case in such a way that it'll later be able to go into reverie. It's getting your earliest locks, getting him to remember this and that. *(see also Straightwire and Validation Straightwire)*

STRAIGHTWIRE, An enormously effective category of processes. Straight memory is also called straightwire because the auditor is directing the memory of the preclear and in doing so is "stringing a wire", much on the order of a telephone line, between the thetan and the standard memory bank. Straightwire recovers the freedom of the past's actual time and place.

STRESS, Wherever one is stuck on an indecision - whether to be or not be, to do or not do, to reach out or stay withdrawn - all of these, when locked in a fixed balance, will result in stress for the person. Any and all cases of stress can be analysed and will be seen to consist of just these causes.

STRESS ANALYSIS, Using the E-meter to isolate the exact point of a man's difficulty - with a subject or with equipment - and clearing this up, or finding the exact point where equipment is not well adapted to man and remedying that. Its use in study can pin-point the exact thing that has halted the flow of comprehension. Thus it too can be cleared up.

STRIPPING, The auditing action of stripping is done by taking every aspect of every factor in the problem and running each of them back to the postulate the preclear made to be so concerned about that aspect of the factor.

STUCK FLOW, A flow which runs too long in one direction can "stick." It will not flow longer in that one direction. It now has to have a reverse flow run in order to free it up again. Example: Mother can cook meals for the kids over and over and over again and then one day she gets sick of it and says "No more!" Well, it's time the kids cooked her a meal. When they do that she'll feel a lot better and will be able to cook again.

STUCK IN A WIN, A person is stuck in "win" only when he expected to lose, and then won. A runner never expected to win. He was simply part of the field most of his career and then spectacularly and almost by accident, he won. It is certain that he will be stuck in that win. The only wins that a person gets stuck in are those which were not intentional.

STUCK IN PRESENT TIME, A person cannot really be stuck in present time. The term is a misnomer. An engram might give him the illusion of being stuck in present time, but actually he is stuck in an engram. When a case is "stuck in present time" it is highly charged with occluded emotion and it is obeying an engram command to "stay up there and don't come back here", or something similar.

STUCK IN THE PAST, One holds onto things in the past with the ongoing postulate that something must never ever happen again. So he holds on to this thing that must never happen again so that he will never forget it. And by holding on to it so tightly this exactly sticks him firmly in the past.

STUCK NEEDLE, You ask the pc a question and the meter needle just stays stuck with no movement whatsoever. In a totally stuck needle the preclear would not even register being pinched. It looks stiff. It simply means that the fellow has flowed out or flowed in too long in one direction.

STUCK ON THE FIRST DYNAMIC, Everything is viewed through only the first dynamic. It's "me, me, me" morning noon and night. He doesn't see anything that has anything to do with any other dynamic. He doesn't see. That doesn't mean mentally conceive of, it is visually with the eyeball. There even is a psychosis of this. It's called narcissism, because in Greek mythology the youth Narcissus used to gaze at his reflection in water and sigh longingly.

STUCK ON THE TRACK, "Don't move", "Stay here", as engrammic commands. The future is unsafe so you stay where you are. The anatomy of being stuck on the track is "the future must not be duplicated and so I must stay here to make sure that it doesn't". That means he's got too much attention fixedly focussed on one location and he wants nothing to do with any other.

STUCK PICTURE, Is when a mental picture remains present in the awareness of the preclear long after the session has ended and he can't seem to "shake it off"; the picture keeps coming in.

STUDENT, A student is one who studies. He is an attentive and systematic observer. A student is one who reads in detail in order to learn and then apply. As a student studies he knows that his purpose is to understand the materials he is studying by reading, observing, and demonstrating so as to apply them to a specific result. He connects what he is studying to what he will be doing.

STUDENT AUDITOR, A student enrolled on a course who is now auditing as part of the requirements stipulated on his checksheet for the course.

STUDENT HAT, A course on how to study; the product of this course is a student who has a good working knowledge of study tech.

STUDENT RESCUE INTENSIVE, An auditing rundown which came about when a supervisor found that engrams and secondaries can gather around the subject of study and developed some material on it which I tested and developed further. This is used as a speed up for study. It is terribly effective providing always that the person's case is in normal condition.

STUDY, To apply oneself in order to acquire knowledge or skill.

STUDY CORRECTION LIST, Used to handle outnesses in a person's earlier studies which prevent him from progressing well on current study or make him antipathetic towards study. Done as part of a Student Rescue Intensive.

STUPIDITY, The opposite of Intelligence *(see def.)*, and would be, therefore, the **un**willingness to pervade, duplicate, participate and contribute in any given area. But actually it's worse than that. Stupidity is the *refusal* to pervade, duplicate participate, and so on. It's the guy really covertly *refusing* to do this. That is real stupidity. It is the being's refusal to know, to reach, to understand, and to have.

The key to it all is to handle the *willingness to get involved* - in space, in energy, in activities, in significances, in relationships, in caring for things and people, in whatever you can think of. When that is repaired, intelligence goes up.

The mechanical definition of stupidity is the unknownness of time, place, form and event; it is the unknownness of consideration. Confusion always underlies stupidity. Not being willing to observe the person soon gets lost in a nowhere, and confusion and stupidity follow hard on the heels of that. Stupidity is just a condition of obsessive disconnection from the universe which naturally results in not-knowingness.

LRH on SHSBC 079: "These people who walk around being fond of being stupid should get wise to themselves because all they're doing is declaring that they have withholds. Here we have a class of thing which is all of a piece: unknowingness, forgettingness, withholdingness and stupidity. These all go together. These are all of a class. They are not the same thing, but each one is interdependent on the another. It's kind of another triangle like we used to have in ARC, and still have. But *unknown* and *stupidity* and *withholds* go up and down accompanying one another. They are hand in glove. The more withholds a person has, the more stupid he'd be, the more unknowns he will have. And you've got these three things just marching up and down beside each other. And as you improve a person's withholds, if they're actually withholds, of course he will get brighter.

LRH on 8th ACC-04: "What is stupidity? You want to raise *[lower?]* somebody's IQ? Simply ask him for some unknown times and unknown places, because the definition of stupidity is simply this: Having lost the time, the place and the object. And if you can get somebody to lose time, place, object, and lose the time, the place and the object often enough and long enough, he will be stupid, believe me! Stupidity is just that, and no more."

Exactly – He has so convinced himself that there is nothing there that he never reaches out for it.

S-2: The name of a process. "From where could you communicate to a victim?"

> *[The word "could" is a problematic word in auditing commands as it has two meanings. In the above it could be "from where were you once able to - - " or "from where would you be able to - -"*

The preclear must be clear as to which meaning is required here, and unfortunately I'm not able to be of any help at present. I don't know which is the correct meaning.

[I suspect this will run better if it is run as "From where have you communicated to a victim?" but then one would have to run it in flows, and a victim, by definition can only inflow. So – sort it out. LS]

STYLE, A method or manner of performing actions. There are different styles of auditing for each different grade. These form part of his or her training.

SUB-APATHY: A state of disinterest, no affinity, no reality, no communication. There will be social machinery, valences, circuits, etc., but the thetan himself will not be there.

SUB-ITSA: Significances or masses so charged that the pc is unable to locate, identify or describe them. They are below the depth he is able to itsa to.

SUBJECTIVE: Pertaining to oneself, or one's own universe. As distinct from Objective, which means applicable to things and people in the universe outside of oneself.

SUBJECTIVE DUB-IN, A synonym for Dub-in. The manifestation of putting, unknowingly, perceptions which do not in actual fact exist, into incidents on the time track.

SUBJECTIVE ENVIRONMENT: This is the environment the individual himself believes is there.

SUBJECTIVE HAVINGNESS: One way to run this is to ask the preclear what he can mock up. Then have him mock up what he can, and shove it into his body. That is the most elementary way of running this. Balance shoving it in with throwing it away. Note – It is "shove" it into his body and NOT "pull" it into his body.

SUBJECTIVE PROCESSES: Processes which intimately address the internal world of the preclear. Consultation with the preclear's own universe, with his mock-ups, and with his own thoughts and considerations. Recall, think, remember or return on the time track processes are all subjective. *(see Objective Processes)*

So, where you have communication difficulty - this is the criteria when *not to use* a subjective process, is when you're having bad communication difficulty with the preclear. The preclear keeps asking you what you meant or what you want or he doesn't know if he could do that or he begins to reminisce or something of the sort and his lines of communication are not the best. The auditor finds himself sitting there trying to get a word in edgewise and trying to get an auditing command through and finds himself arguing with the preclear, one way or the other. Under any of these conditions, subjective processing should be put aside in favour of something which is strictly an objective process.

SUBLIMATION, The alteration of a given motion into a different kind of motion. The conversion of an exterior motion into an interior emotion.

SUB-PURPOSES, The purposes of the various sections or parts of the being, group, race or species which forwards the overall Basic Purpose. They must be in alignment with and contribute towards attaining the basic purpose of the individual or group, otherwise they will be experienced as counter-intention or opposition to the group as a whole, and will be dealt with accordingly by the group.

SUB-VOLITIONAL, Actions, decisions, choices and goals occurring below the level at which the person has any conscious control over them. Involuntary activities, beliefs, goals, etc.

SUB-ZERO PROCESSES, Processes on the sub-zero grades that get the case moving well in order to set it up for running the Expanded Lower Grades. Both Life-Repair and ARC Straightwire are sub-zero grades. Objective processes on the HQS Ciourse or as part of the Purification Rundown would also be sub-zero.

SUCCESS OF A THETAN, The success of a thetan is determined *exclusively* by his ability to make his postulates effective. All success is postulate success. All failure is postulate failure - or rather, the success of one's own counter-postulate over one's own postulate. *(see Dynamic)*

SUCCESS, We can define success a little more actively: Success is survival; it is the ability to achieve or launch oneself upon courses which lead to survival goals. Failures are little gradients of death, and failures are great in the magnitude that they depress the survival of the individual. So it is pretty easy to find them.

Now, let's go even more basic. A success is being able to create, conserve, maintain, acquire, destroy, change, occupy, group or disperse MEST. In other words, in order to be successful, a person must have been able to realize his conclusions to all these action words on pro-survival objects or people in getting them going, and on contra-survival objects or people in stopping them.

So you see what the formula is: A person has to start, maintain, conserve, preserve or obtain pro-survival motion. He has to have that ability. And he has to be able to stop or radically change (by any one of the action verbs) contra-survival motion. So there are just those two factors there.

Change means that he has to take what might be contra-survival and change it into Pro-survival. He has to be able to convert it. [51.20.25 The Service Facsimile (1)]

SUCCESS STORY, The written or spoken statement of benefit or gains or wins made by a student or a preclear as a result of doing Scientology. Success Stories mark the progress of a person in his or her journey to personal freedom. They are not just "good PR" or stats for the Org; writing a success story is a significant case action in itself in which the preclear confirms and acknowledges the progress that he or she has made in auditing or training. They are the markers on his auditing time-track. (*see also* Rave Success Story)

SUCCUMB, Survive has its opposite - succumb. The failure to survive is to succumb. Succumb is the point marked by what one might call the death of the awareness of the individual. Since living *(see def.)* is "having and following a purpose", it follows that when one ceases to have or follow a purpose one ceases living and one is intent only on succumbing.

SUCCUMB POSTULATE,Succumb postulates are postulates that go against betterment.

This is the scale of succumb problems from the bottom up:

How to go unconscious;
How to feel nothing;
How to go insane;
How to escape;
How to die;
How to get shed of responsibilities so one can die;
How not to care;
How to endure;
How to get better;
How to Live;
How to live better.

There are inner levels. The basic problem a person has is "whether" (all problems are "whether" or "how"): *Whether to Survive or Succumb.* Decisions to do either are, if obsessive, the stable data in the center of the major confusions. When a pc is sitting there in heavy succumb postulates his goals and the auditor's goals are on opposite vectors. Therefore, preclears who don't get better are *not* trying to get better no matter how much they say they are

SUFFERING, We could say that when the individual suffers, the group suffers, mankind suffers, any dynamic and participation therein suffers, all only as a result of one thing: A refusal to take responsibility for what it has already created. The only time there is any trouble with any object of any character or kind is when those who created it or who agreed to its creation or used it in any way, denied that they did so. In denying it they went effect of it and so began the cycle of suffering.

SUICIDE, Suicides are assisted normally by engrams which specifically demand suicide. But suicide is apparently a natural manifestation - a fast means of separating theta and mest and gaining death quickly. Suicide is destructive of one's own survival and so is always psychotic.

SUMMARY REPORT FORM, A report written by the auditor after the session and is simply a one-page itemized record of what happened and what was observed during the session.

SUPER-LITERATE, The ability to comfortably and quickly take data from a page and be able at once to apply it. Being a super-literate is like hearing and seeing and reading for the first time. Reading a technical manual or instruction or book is comfortable. One has it in conceptual form. One can apply the material learned. It is a new state. *(See: Primary Rundown.)*

SUPERSTITION, An attempt, due to lack of confront or education, to solve a problem by finding data in too wide a zone, i.e. by fixing one's attention upon irrelevant data. Not being able to identify true causes and effects, the being grabs onto all sorts of random *non-sequitur* phenomena and asserts that they are the cause of something.

A superstition is a substitute for non-understanding of the basic causes. When you no longer can trace the basic causes of something, you develop superstitions regarding it.

SUPERVISOR, The supervisor is there to get the course materials fully understood and applied by the student. He gets them through their courses by ensuring they thoroughly do each step of the checksheet they are on.

SUPERVISOR CHECKOUT, A checkout done by the supervisor of a course.

SUPERVISOR'S DUTY, The communication of the data of Scientology to the student so as to achieve duplication, understanding, acceptance and application of the technology in a standard and effective manner.

SUPREME TEST, The supreme test of a thetan is "the ability to make things go right." *[Actually the supreme test is can he make his postulates stick. LS]*

SUPPRESS, To squash, to sit on, to make smaller, to refuse to let reach, to make uncertain about his reaching, to render or lessen in any way possible by any means possible, to the harm of the individual and for the fancied protection of a suppressor.

SUPPRESSED LIST, No further items on the assessment list read but the preclear still has some symptoms. The list isn't null. It is suppressed or invalidated.

SUPPRESSION, A harmful intention or action against which one cannot fight back. Thus when one can do something about it, it is less suppressive.

SUPPRESSIVE ACTS, Actions, or failures to act, which squash people, make them smaller, prevent them from reaching, make them uncertain about their reaching, lessen them in any way possible by any means possible to the harm of the individual and for the fancied protection of a suppressor. They are actions or omissions undertaken to knowingly suppress, reduce or impede a person or group in the pursuit of its survival goals.

In Scientology, suppressive acts are the overt or covert actions or omissions knowingly and wilfully undertaken to suppress, reduce, prevent or destroy case gains, and/or the influence of Scientology on activities, and/or the continued Scientology success and actions on the part of organizations and Scientologists.

SUPPRESSIVE GROUPS, Those which seek to destroy Scientology or which specialize in injuring or killing persons or damaging their cases or which advocate suppression of mankind.

SUPPRESSIVE PERSON, Next door to the "theetie-weetie" case *(see def.)* is the totally overwhelmed condition we call SP (suppressive person). He is a person that actively seeks to suppress or damage others by covert suppressive acts. Those persons who are destructively antisocial and who suppress other people in their vicinity. Those other people, when he suppresses them, become PTS or potential trouble sources.

He's been stuck on the Time Track for the last many trillenia in most cases, and he's solving a problem he had then, but he is taking the actions now in present time which he believes would have solved that earlier problem. He is still back there and hasn't realised the world has moved on.

SUPPRESSOR, The impulse a person can have to prevent another from revealing something. This, being an overt, reacts on one's own case as an impulse to keep oneself from finding out anything from one's own reactive bank, and so suppresses as well the release of one's own withholds. So it is more fundamental than a withhold. A "suppressor" is often considered "social conduct" insofar as one prevents things from being revealed which might embarrass or disturb others.

SURGES (on an E-meter), Sudden long sweeps of the needle to the right.

SURPRISE, The rapidity of unpredicted changes of state. A surprise is a *not having known*. A surprise is not "not-knowingness". Surprise is *not having known*. *"What isn't known?"* doesn't run surprises. *"What wasn't known?"* runs surprises. You see, the fact had existence before he found out about it, and he is shocked by the fact that he didn't know about it by some weird prescience of some kind or another when it was going on.

SURVIVAL, To survive is to continue being alive. The single basic thrust of all life in this universe is to be alive and to continue being alive. This equates to survival. Survival might be defined as the impulse to persist through time and space in the universe as a living, conscious individual. It is a condition susceptible to non-survival. If one is surviving one is at the same moment admitting that one can cease to survive, otherwise one would never strive to survive. To survive one needs to achieve and maintain a high level of competence in the living of one's life. *(see Goal of Life)*

SURVIVAL GOAL, An optimum solution to existing problems.

SURVIVAL SUPPRESSORS, Is the combined and variable threats to the survival of the race or organism.

SURVIVE, The dynamic principle of existence is Survive. At the opposite end of the spectrum of existence is Succumb.

SWEETNESS AND LIGHT, A description of persons whose confront is so low that they compulsively keep their attention fixed on things and events that are all sweet and harmless. They cannot conceive of ever having done anything bad to anybody or anything. *[See: Theetie-Wheetie]*

SYMBIOTE, All entities and energies which contribute in some way towards one's survival. The Dianetic meaning of symbiote is extended beyond the dictionary definition to mean "any or all life or energy forms which are mutually dependent for survival." The atom depends on the universe, the universe on the atom.

SYMBOL, A mest substitute for a thought. An object which has mass, meaning and mobility. It is something which is used to represent an idea. It is a piece of matter or energy which is agreed to represent a certain idea. A symbol is simply an idea fixed in matter which is mobile in space.

SYMBOL FOR THETA, Eighth letter of the Greek alphabet. Ancient Greeks used this to represent spirit or thought. It looks like an O with a horizontal line through it.

SYMBOL OF DIANETICS, An isosceles triangle with four horizontal stripes through it, coloured alternately Green and Yellow. The Greek letter Delta is the basic form. Green for growth, yellow for life. The four stripes represent the four dynamics of Dianetics: Survival as: 1. Self, 2. Sex and Family, 3. Groups, and 4. Mankind. This symbol was designed to represent Dianetics in 1950 and has been used ever since.

SYMPATHETIC BODY PARTS, [LRH 57.02.08a - 16 ACC 27 - General Use of Procedures]

"Now, if you run one part of a body (in auditing), by the way, it is always best to run the matching part of the body, particularly if it's one of those parts of the body of which the body has two. It's quite interesting, because you'll find all the somatics of the injured arm turning up in the uninjured arm in a very short space of time. It's very amusing.

"Person has an injured right hand. You start running it. The somatics will turn up in the left hand before they go back to the right hand. There will be a stage in your processing where they will be on full in the uninjured hand, and then will return over to it. The mechanism of sympathetic vibration.

"Actually, what is happening here is very simple: The neurons are carrying a shock load, and the hand on the opposite side of the body tried to help distribute that shock load. It re-echoed on a complete duplication, and you'll (need to) run that out in processing."

SYMPATHY, A harmonic of admiration, manifesting as a direct mimicry of a low-toned state. Sympathy is commonly accepted to mean the posing of an emotional state similar to the emotional state of an individual in grief or apathy. The sympathetic person mimics the ill person. It is on the tone scale between 0.9 and 0.4.

Sympathy can be mechanically considered as the posing of any emotion so as to be similar to the emotion of another. Sympathy is a co-flow, it's sort of a co-beingness. One individual goes onto the wave-length of another individual. Sympathy is terrible thing but is considered by modern society to be a very virtuous thing. Even though it is now usually called empathy and not sympathy one finds people noticeably unable to explain the difference between the two.

The survival value of sympathy is this: when an individual is hurt or immobilized, he cannot fend for himself. He must count on another or others to care for him. His bid for such care is the enlistment of the sympathy of others. This is practical. If people weren't ever sympathetic, none of us would be alive.

The non-survival value of sympathy is this: an individual fails in some activity. He then considers himself incapable of surviving by himself. Even though he isn't really sick he makes a bid for sympathy, so he pulls out some ailment from his past experience and uses that in present time as an explanation for failure in a bid for sympathy. He can easily feel all of the past pain and suffering he once had. "Ow ow ow, It's my back! Oh ow!" If he succeeds in this bid for sympathy and support from some other fellow then this mocked up dramatization of an ailment sticks in the mind as a survival action to be used again and again. It is the start of a Service Facsimile. *[see definition]*

SYMPATHY COMPUTATION, If a patient had a tough engramic background, then broke his leg and got sympathy he thereafter tends to go around with a simulated broken leg - arthritis, etc. etc. This is the sympathy computation. It makes a patient "want to be sick." Sickness has a high survival value says the reactive mind. So it tailors up a body to be sick. *(see also Service Facsimile)*

SYMPATHY ENGRAM, A sympathy engram would go something like this: A small boy, much victimized by his parents, is extremely ill. His grandmother attends him and while he is delirious soothes him and tells him she will take care of him, that she will stay right there until he is well. This puts a high "survival" value on being sick. He does not feel safe around his parents; he wants his grandmother present (she is a winning valence because she orders the parents around), and he now has an engram laced with sympathy. Such a sympathy engram is held onto by the individual for its "survival" value, and so comes forward and stays chronic as a psychosomatic illness.

SYMPATHY EXCITER, A sympathy exciter is any entity on any dynamic for which the individual has felt sympathy of the variety between 0.9 and 0.4 . Sympathy exciters are most commonly parents, allies and pets.

SYMPTOMS, Pains, emotional feelings, tiredness, aches, pressures, sensations, unwanted states of the body, etc. They originate from either the body directly (such as a broken bone, a gallstone, or immediate physical cause) or as part of the content of a mental image picture - lock, secondary or engram.

SYNTHETIC VALENCE, Those valences which have never actually confronted the preclear in the flesh. God and the Devil of course are the championship synthetic valences of all time.

T

TA, The Tone Arm on an E-meter, which reflects the amount of mental mass present on the case.The mental mass is measured by observing the amount of electrical resistance presently affecting a tiny current that is passed through the person's body.

The expression “TA” also loosely refers to “TA Action” in auditing which is the total number of divisions downward movement of the tone arm in a period of time. This is a measure of the amount of encysted charge which is leaving the case, and is therefore a direct measure of how successful the session has been.

TA ACTION: Tone arm action. "Tone arm" refers to an adjustment knob on the E-meter. Downward movement of the Tone arm occurs when mental charge is being released from the preclear's reactive mind. This is called "Tone Arm Action" and is what the auditor is seeking to attain with the preclear. If the Tone Arm is moving the auditor knows the preclear is progressing, so he’ll keep at it. If the Tone Arm is not moving the auditor knows the process is producing no benefit and so he’ll do something about it.

TA Action is, to the auditor, the most important indicator of case progress. It is a measure of the amount of encysted charge which is coming off the case. As long as the TA is moving all of the other desired results will follow. If the TA has been "run out" by the process and now no longer moves then no benefit will come from continuing the running of that particular process at that time.

Normal standard auditing is expected to produce about ten divisions of TA action per hour of auditing.

Note though that an auditor often needs to "run the TA in" before he can "run the TA out" The TA, on a rough case often does not begin to move for quite a while after the start of the process. Then it begins to move, and then it runs out. Then there is no more TA action. *[HCOB 5 June 1961 has more data on this.]*

TACIT CONSENT, Mutual avoidance of certain subjects. In the case of two preclears working on each other, each one assuming in his turn the auditor's role, a condition can arise where each prevents the other from contacting certain engrams. This is tacit consent. A husband and wife may have a mutual period of quarrels or unhappiness. Engaged upon clearing each other, working alternately as auditor, they avoid, unknowingly but by reactive computation, the mutual period of upset, thus leaving in place an unhandled painfully emotional engram.

TACTILE,By tactile we perceive the shape and texture of surfaces and compounds.

TAKE A WALK, A highly efficacious havingness process. Have the preclear walk outside and notice things. This process is very easy to perform. When one feels tired on finishing his work, no matter if the thought of doing so is almost all that he can tolerate without falling through the floor, he should go out and walk around the block until he feels refreshed.

TALKING THE TA DOWN, It is done by the simple time-honoured action of asking the right question, getting it answered, and letting the tone arm blow down. To ask the right question on this technique, you must first know what you are trying to accomplish. Why do you want to bring the TA down? The answer is simply, that the TA being high (3.5 or above), indicates that there is some mass the preclear's attention is fixed on. You want that mass out of way so that

your the preclear's attention is more free and so that you, as auditor, can direct it to where you want it. Therefore what you simply do is lightly get the preclear to tell you what is in restimulation so that it will key out without driving the preclear further into his bank and thus restimulating more mass.

TAPE LECTURE NUMBER, The numbering system used in cataloguing LRH taped lectures. Example: "6408C11 SH Spec 35, Study-Evaluation of Information" The first two numbers (64) give the year, 1964. The second two (08) give the month, August, the eighth month. (C) stands for copy (i.e. it is not a master tape but a copy. The master tape will have an M in this place to indicate it is the master copy from which all other copies have been made). The third two numbers (11) give the day, August the 11th. SH Spec gives the course, the Saint Hill Special Briefing Course, and then the title. From all of this you know the lecture was given on 11 August 1964 and that it is the 35th lecture in the Saint Hill Special series.

TARGET, An objective one intends to accomplish within a given period of time.

TEAM, A team is a group of people who co-operate one with another to attain a common purpose. A well run team has a tendency for any given member to know what the other team members are doing and thinking and thereby co-ordinates his own actions with theirs. That is a definition of a team.

TEAM-MATE, Fellow members of a group banded together in a common cause, goal, purpose, game or activity.

TECH, By tech is meant technology, referring here, of course, to the application of the knowledge and precise drills and processes of Scientology. There is a way to do something right. The right ways to do things are called technical procedures or Tech.

TECH IS IN, Scientology is being applied and is being correctly applied.

TECH ESTIMATE, The estimated number of hours of auditing that the D of P and/or C/S estimate is required for the preclear to attain what he wants to attain.

TECHNICAL DEGRADES, The following actions would be regarded as attempts to degrade the technology of Scientology:

(1) Acting in any way calculated to minimise, negate or lose the technology of Dianetics and Scientology or to impede its use or reduce its field of application.

(2) Abbreviating a training course in Dianetics and Scientology so as to lose the full background theory, processes and effectiveness of the subjects.

(3) Adding false comments to checksheets or instructions by labelling any material "background" or "not used now" or "old" or any similar action which will result in the student disregarding or not knowing and using the data in which he is being trained.

(4) Permitting a preclear to attest to more than one grade of auditing at a time or to attest to a grade he or she has not honestly done.

(5) Failing to use all of the processes for a grade and/or failing to attain the full end-phenomena of a grade before allowing the preclear to attest to it.

(6) Boasting as to speed of delivery in a session, such as "I put in Grade Zero in three minutes," etc.

(7) Shortening the time of application of auditing or training for financial or labour saving considerations.

TECHNICAL DIRECTOR, [Now called the Technical Secretary] The function of the Technical Director is to take charge of all technical activities in the organization. The first three objectives of the Technical Director are as follows:

(1) To make absolutely and personally certain that every preclear is run on all of the processes of a grade and achieves the full benefit of the auditing he has paid for.

(2) To make absolutely and personally certain that every student in the academy is able to audit on graduation, and that graduation gets done speedily and without wasting the student's time on irrelevant matters.

(3) To make absolutely certain that staff morale is kept high, using existing technology. His purpose is to ensure good training and processing, good service and ARC inside and outside the organization.

TECHNICAL EXPERTISE, Is composed of all the little and large bits of technique known to the skilled painter, musician, actor, any artist. He adds these things together in his basic presentation. He knows what he is doing and how to do it. And then to this he adds his message. An auditor or Course Supervisor is in much the same position as such an artist.

TECHNICAL TERM, It's something that has a specialized meaning in one subject which doesn't have any broader meaning there, but may appear in another subject meaning something else.

TECHNIQUE, That action in an auditing session which re-establishes the preclear's responsibility for his past postulates. Techniques can run postulates in or run them out. It can do one or the other *[see Process]*

A type of process or some action that is done by the auditor and preclear in session. A technique is a patterned action, invariable and unchanging, composed of certain steps or actions calculated to bring about tone arm action and thus better or free a thetan.

"... And you know procedures aren't techniques. A procedure is what the auditor does with the preclear to make it possible for a technique to be run, and a technique, of course, is some specific mental, thetan, body manifestation which can be addressed from the field of thought. That's all a technique is." [57.01.02]

[Procedure = Basic Auditing. Technique = A category or type of process, e.g. Assessment, Straightwire, Prep-check or Repetitive process, L&N, etc.]

TECHNIQUE 8-80, A specialized application of Scientology. It addresses, specifically the electronics of human thought and beingness. The "8-8" stands for "Infinity-Infinity" upright, the 0 represents the static, theta.

TECHNIQUE 80, An auditing technique developed and used extensively in the early days of Scientology. Technique 80 is the practice of full beingness on each dynamic successively, and the practice of beingness on each dynamic until you can be that whole dynamic. It is ARC on all the dynamics to achieve ultimate beingness. It doesn't have very much to do with facsimiles or their erasure or running on a time track or anything else.

"You can call Technique 80 the 'To be or Not to be' technique' which balances out the MOTIVATOR, the OVERT ACT and the DED. It's the anatomy of MAYBE . . . So when somebody

says ‘Technique 80’ to you, or somebody says ‘80’ to you they’re talking about taking apart a ‘maybe’." *[T-88, 01 Course Outline]*

TECHNIQUE 88, The knowledge and know-how necessary to clear a theta body. It is processing the theta body and actually anything that pertains to processing the theta body can be lumped into Technique 88. There is a technique in there for everything. And that's why we say Technique 88. There's an infinity of techniques inside of Technique 88. Technique 88 includes all of the technology of doing anything that man or any other being has ever done.

TECHNOLOGY, When there is a body of data which can be known and can be applied, and which, when correctly applied as stated in the relevant data-set, and which then produces a predictable standard result in consequence of applying the given data, then you have what is called a “Technology”. Scientology is such a data-set.

The methods of application of an art or science, as distinct from mere theoretical knowledge of the science or art. Technology is divided into two parts and these are 1. *What you are doing,* and 2. *How you should be doing it.* This applies to auditing as well as to brick-laying or driving a car or anything else.

TECH OF ADMIN, This would be the right ways to organize something so that it produces its products. It the effective aligning of Be, Do and Have in a third dynamic situation.

TELEPATHY, Communication without space. A relay of ideas without a via through the physical universe. It's a communication without vias.

In telepathy one does not "send" a thought over to another person nor does one "receive" a thought from them. One knows what another knows by "being them", and one allows another to be oneself in order to share thoughts with them. This is sometimes called "wearing heads". You "wear" the other person's head and experience being them and knowing what they know. That's the theory - not an instruction on how to become a telepath.

TEMPORARILY ENTURBULATED THETA, Entheta can exist as temporary enturbulence in the individual's life force or reason when he is confronted by unreasonable or non-survival circumstances in his environment. This could be called temporarily enturbulated theta.

TENSION, A collapsed communication line. Nothing is flowing when it is expected that it should flow. In a sense it is an incomplete cycle of action where one terminal expects there to be a communication but none is forthcoming.

TENSOR BEAM, Tractor beam.

TENTH DYNAMIC, Would probably be Ethics, per LRH.

TERMINAL, A terminal is the base, or position, from which one can originate, relay or receive communication. It is any fixed location utilized in a communication system. Any location used in a fixed position in any communications system. Thus you see a man would be a terminal, but a post could also be a terminal. A terminal is what you need in order to get a perception.

TERMINAL IN THE GPM, An item or identity the preclear has actually been sometime in the past (or present) is called a terminal. It is the preclear's “own valence" at that time.

TERMINATEDLY HANDLED, Handled so that it is fixed and sorted out permanently and will not need to be revisited to sort it out again.

TERMINAL ASSESSMENT, Locating the terminals in the case which, when run, will produce an increase in the responsibility and reality level of the preclear. Such terminals could be family members, childhood friends, or members of any other category of known people in the preclear's past.

TERRIBLE TRIO, Well, amongst all havingness, what is the super-gold process? There is one. It is terribly certain, it does not fail in our experience and its gains are permanent. It is a process known as the Terrible Trio.

The commands of the Terrible Trio are:

> "Look around the room and tell me what you could have."
> "Look around the room and tell me what you would permit to remain." and,
> "Look around the room and tell me what you could dispense with".

This process moves the preclear from a state where his environment has nothing to do with him (disconnection) to a state where he is in communication with all objects in the room. When I originally gave the triple havingness process to staff auditors somebody, sensing its effectiveness, dubbed it "the Terrible Trio."

TERROR, Fear with lots of volume. Terror is a magnitude of fear.

TERROR STOMACH, Simply the confusion of an unknown threat in a high degree of restimulation in the vicinity of the vagus nerve. This is one of the larger nerves and it goes into agitation under restimulation.

TESTED RELEASE, A test for a stable release used at St Hill in the early '60s, which would be the fellow who had no adverse needle reactions on the buttons of Help, Control and Communication.

THAT'S IT!, When the coach says "That's it" he means "we are through. We are going to take a breather."

THEETIE-WEETIE, *Slang.* A "sweetness and light" case. They can only confront non-threatening significances and have no confront at all on force. They cannot go deeper into the bank than a thought. A person with a very high OCA and who is absolutely for the birds. (The Chart of Human Evaluation will tell you the truth about them.) They're kind of fey - it's all very significant, e.g. "Ohhh, I was just wondering if you would come around and see me today because yesterday I sort of had an idea that I saw you looking in my direction and this told me somehow . . ." It's a sort of not quite with it or on it. Such a person with super-significances and a high OCA will fall on the OCA under processing to an extremely low graph and then will slowly come back up into normal range and be sane. He or she acts as though totally serene while under it they are quite psycho. The valence is all the way up at tone 40 while the preclear is all the way down at minus eight. *[see also: Sweetness and Light]*

THEFT, The theft of objects is really an effort to steal a self. All theft is an attempted theft of beingness. Objects represent selves to others. Thieves and what they steal cannot be understood by the logic of their material needs. They steal tokens of selves and hope to assume thereby another self.

THEORY, The significances and meanings contained in a study, as opposed to the practical application thereof.

THEORY COACHING, There is theory coaching as well as practical coaching. Coaching theory means getting a student to define all the words, give all the rules, demonstrate things in the

bulletin with his hands or bits of things, and also may include doing clay table definitions of Scientology terms. That's all theory coaching. It compares to coaching on drills in practical, but it is done on bulletins, tapes and policy letters which are to be examined in the future. Coaching is not examining - it is not a starrate checkout. It is itself - coaching.

THEORY SECTION, Training courses are divided into three, and only three, sections. These are: the Theory section, the Practical section, the Auditing section. The theory section is the data part of a course where the data is given in books, tapes and manuals, as distinct from the practical section where the student is trained on drills to apply the material. In the auditing section he does the real thing - he audits another to full case gain.

THERMAL, The recall of temperature. By thermal we perceive temperature, hotness and coldness, and so can evaluate further our current environment by comparing it to our past environments.

THETA, A letter in the Greek alphabet which we use to represent the unit of consciousness which is the person himself or herself. We mean a life-unit or spirit. The life force, life energy, divine energy, *elan vital*, or by any other name one wishes to call it, the "energy" peculiar to life which acts upon material in the physical universe and animates it, mobilizes it and changes it. We are calling it theta, which is a mathematical symbol, not a new name for the human soul.

'Theta' is merely the mathematical symbol of thought. It is nothing mysterious like *elan vital*; it is simply a mathematical figure. Mathematically, it is something we don't know everything we would like to know about, so we represent it with a Greek letter theta, much as you represent nine apples or twelve canoes with an x in algebra. You might have been very confounded in algebra; don't be confounded about theta, because it simply is a word which we use to describe something about which we do have adequate knowledge to say it exists. But calling it theta does not say how it exists, it merely says there is something there.

The three primary components of the human spirit are Affinity, Reality, and Communication. It is not a nothingness. It just happens to be an exterior thing to this universe - so you cannot talk about it in this universe's terms. It is reason, serenity, stability, happiness, cheerful emotion, persistence, and the other factors which man ordinarily considers desirable.

It is susceptible to alteration in character or vibration, at which time it becomes enturbulated theta or entheta.

THETA BEING, The "I"; it is who the preclear is. The theta being is close to a perpetual motion picture machine in that it can create energy and impulses. It thinks without facsimiles, it can act without experience, it can know simply by being.

THETA BODY, A thetan very often carries with him, and identifies himself with, a "theta-body" which he mocked up sometime in the past. It is separate to the meat body he is occupying at present and is what is sometimes called his "astral body".

It is some sort of composite image of all of the previous bodies he has identified himself with in the past and that he is still somehow hanging onto today, plus memories and bits of bank and valences and energy ridges and so on, and which he now is carrying along with him as a control mechanism, or via, to operate the body he is now using. It is a blended composite and the thetan thinks he is it.

So the theta-body then, is nothing more and nothing less than the personality that you talk to every day. There is no difference whatsoever between a theta-body and a human being, at any given moment, because a human being, quite simply, is actually being run by a theta-body.

It is likely that it gets abandoned at the end of each completed Goal Cycle and that a new Theta-Body is started on in the next cycle, but this remains uncertain. *[see Goal Cycle]*

THETA BOP, 1. A small or wide steady dance of the E-meter needle. Depending on the sensitivity setting it can be anything from one-eighth to half an inch wide. It is very rapid, perhaps five or ten times a second. It goes up, sticks, falls, sticks, goes up, sticks, falls, sticks, etc., always the same distance, like a slow tuning fork. It is a constant distance and a constant speed.

This occurs when the person has or is trying to exteriorize. It is caused by a yo-yo of the preclear as a thetan vibrating into and out of the body or a position in the body. It's as if the needle is jumping between two peaks across a narrow valley. A theta bop means "death," "leaving," "don't want to be here."

"Theta" is the symbol for the person as a spirit or goodness; "bop" is an electronic term for a slight hitch in the sweep of a needle. A "theta bop" hitches evenly at each end of the sweep left and right and is very even in the middle of the sweep.

THETA CLEAR, A Theta Clear is merely a thetan who is stable outside of his body. That's all he is. You can kick the body in the shins, you can punch the body in the nose, you can shake the body around, you could probably throw the body under a truck—he'd still stay outside. He'd still be himself. He wouldn't snap into the body and go unconscious. That is a Theta Clear and that's all a Theta Clear is. It isn't an educated thetan nor a cleared thetan nor a thetan with his own universe nor anything. It's just somebody who can be outside of his body, know he is completely outside of his body, know that he is the life unit, know that he is still him and that he doesn't have to snap back into the body automatically every time the body gets hurt. That's a Theta Clear.

A Theta Clear is a very finite definition and a very clean-cut definition. It is a person who operates exterior to a body, without need of a body. A Theta Clear is cleared on all dynamics, including the fourth. All dynamics. He is simply cleared on these dynamics. He therefore, does not have a tremendous dependency on a body.

A Theta Clear can be defined as a person who is at cause over his own reactive bank and can create and uncreate it at will. He or she is an individual who, as a being, is certain of his identity apart from that of the body, and who habitually operates the body from outside, or exteriorized. It is that state wherein the preclear can remain with certainty outside his body even when the body is hurt.

LRH Quotes: "A Theta Clear is still using a body as a communication particle. He's a long way from an Operating Thetan, but he can have or not have a bank at will and can control his postulates. Now, it's not necessarily true that he's out of his head or he's doing stunts on the chandelier and all that sort of thing, as a thetan. But it is true that he can mock up or unmock a bank. He can mock up a real heavy engram and unmock it. He can make a postulate and unmake it. He's in control of his bank and his postulates. To a marked degree he is in control of a body.

..... (snip) .....

"Now, exactly where a Theta Clear sits on the numerical ARC Scale, I wouldn't give you as a total fact. You get the idea? But I can say that he is certainly above 8.0.

..... (snip) .....

"But remember something: When you theta clear somebody you are theta clearing a thetan. And you're not clearing a body. And although a Theta Clear could markedly influence a body, it is not part of the condition. You are simply trying to put the individual, the "I", the person, in condition. That's all you're interested in.

..... (snip) .....

"So the basic definition of Theta Clear is: No further necessity for beingnesses.

"We don't expect of a Theta Clear that he will do anything spectacular like make tables vanish and set roofs on fire at a glance, and things like that. This would be something else. All we expect is a very able person who is no longer dependent totally upon a body. That's more or less what we'd expect in such a state."

"SOP 8-C brings about a condition designated as 'theta clear'. This is a relative, not an absolute term. It means that the person, this thought unit, is clear of his body, his engrams, his facsimiles, but can handle and safely control a body." [COHA]

THETA COMMUNICATION, One which is upscale; above 2.0.

THETA FACSIMILE, A mental image picture sequence which contains a postulate, usually in the form of a decided-upon reality. E.g. "Mother loves me and always will." There is nothing wrong with this as long as he does not also hold a contradictory postulate – "Mother won't love me if I beat up my sister." These conflicting postulates exert an aberrative influence on the person.

An early name for a mental image picture. The Thetan creates and holds onto a copy of everything he experiences in life, especially those events he was unwilling to have happen. This winds up as the Reactive Mind.

THETA GROUP AGREEMENT, There is a difference between "bank group think" which occurs in the absence of leadership, and "theta group agreement" which is possible and is a source of power when true leadership exists and the group is forwarding an agreed-upon theta-goal.

THETA LINE, The continuing experiential time-line of the thetan. The Genetic Entity has its own Time Track, the cells of the body have their own time tracks, and the thetan has his.

THETA-MEST THEORY, A theory worked out by LRH in the fall of 1950 as an effort to explain (just as a theory) the phenomena of an analyzer working in one direction and a reactive mind working in quite another, the reactive mind being interesting, and the analyzer being interested. The idea is that life is a no-substance thing, up against a physical universe which is a substance thing. Here is nothingness up against a somethingness, interacting, where the nothingness or the no-substance thing is actually giving orders to and handling the all substance thing, the physical universe.

THETAN-MIND-BODY-PRODUCT, Scientology is a "philosophical engine" *(see def.)* based upon the most workable pattern that has been discovered in mankind at present; which is to say BE, DO and HAVE.

It is set up as follows:

First there is the thetan (spirit) which is the *source point* of ideas and purposes.

Then these ideas and purposes get translated into action (energy) operating in space and through time towards the attainment of the purpose - which is usually represented by matter.

With the purpose attained, the thetan who created it can identify himself with it (havingness) and can then use it as a base from which to initiate further action.

Applying this to an organisation here on earth, we have the **Thetan** as the founder and ultimate director of the organisation, the **Mind** as the establishment and the central beingness of the organisation = the production area, as the **Body**, and the **Products** produced as the Havingness articles which are sent out into society in exchange for the wherewithal to survive.

These three steps fully reflect the Be - Do - Have sequence, with the completed (fully attained) Have being the Be position of the next cycle in the sequence.

Again:- Thus the thetan may conceive of the idea to live a life, the mind is the relay point into the body and also the storage bin of data to be used by the composite person in the environment which the person is operating in, and then the body, which is that piece of Mest directed to put the idea into effect, and then there is a resultant product which is something like the fun had or the lessons learned by being a human.

Thus we have a pattern - thetan, mind, body, product, with the product matching the original idea of the thetan.

THETAN, Taken from the Greek letter *Theta*, it is used in this subject to designate the individual, the being, the personality, the knowingness of the human being, the true beingness of the individual, the awareness of awareness unit, the seat of consciousness, that quality and identity which ***is*** the person.

The thetan is the being who is the individual and who handles and lives in the body and is aware of being aware and is, ordinarily and normally, who the individual thinks he is.

The "Centre of Consciousness" in a person, which is in fact nothing other than the person himself or herself - not his body nor his name, the physical universe, his mind, or anything else; it is that which is aware of being aware; the identity which is the individual. The thetan is most familiar to one and all as ***you***. (or ***I***.)

You better locate that part of you which is always cause and then recognize that you are that part. And that's very simple - very, very simple. Right here on the middle of "you-ness" is an imperishable, completely indestructible motion source. It is a motion source which itself has no motion. That is your inheritance as part of divine beingness. That is it, and don't think that is a small part of you or merely a "part" of you, because it's not. That's total you - everything else is additive. You have immortality in that part of you which is you; that is immortal. If you didn't have that, you wouldn't be here. You're not your body, you're you. Well, where are you? Well, you see, you happen to be a point of beingness for which both time and space are additive.

A thetan, or spirit, spirit is really just a point of view, which is to say, a location in space from which space, objects and energies are viewed. In the final analysis there is nothing more to it than that.

One does not speak of "my thetan" any more than he would speak of "my me." Persons referring to the thetan in such a way as to make the thetan something different to themselves are not only incorrect, they are confused.

A thetan in the MEST universe is a static which is assuming a beingness in time and space to further a games condition.

It must be understood that there is another function of the thetan, another action, another ability. He can actually create another thetan, just like that, bang! He can duplicate himself. That is to say, he can give birth to or create or bring into being an entirely different life unit—an entirely new, different life unit—which in its turn can have a full personality, which can have full determinism, which can do everything and anything that he himself can do and can be as powerful as himself, or more powerful than himself, according to its endowment. [54.10.20 – 8th ACC-28 - The Parts of Man] *[see also Fractal]*

THETAN EXTERIOR, A thetan who is clear of the body and knows it but is not yet stable outside. He's out, but if the body were to be injured he would be back in.

THETAN PLUS BODY RANGE (on the tone scale), The range of the Tone Scale at which Homo Sapiens lives and acts. In an aberrated human this position is not a pure theta tone level, but a bunch of social responses and stimulus-response mechanisms that have been trained into the composite being by the society.

THETAN SIZE, Apparently there are big thetans and small thetans. The "size" of a thetan is entirely a matter of the amount of randomity he can comfortably confront and handle. That's all there is to it.

Your size in relationship to the universe is directly determined by only one thing: it is the amount of randomity you care to confront and handle in the universe, or the amount of attack you think you're subjected to or care to subject the universe to. That determines your thetan size. That's how big you are as a thetan. It's how much you feel you can take on, or how much you feel may take you on. [62.04.03 SHSBC-135 O/M Sequence]

THETAN TONE SCALE, The entire Tone Scale from the lowest sub-zero position to the highest at 40.0 or thereabouts on the scale is the range of the thetan. A thetan can go lower than body death since it can survive body death.It can go higher than the highest by moving out of the universe. There are no limits.

It is barely in a state of aliveness below 0.375 only in so far as it is identifying itself as a live meat body and, to its own thinking, is the body. It is, at that stage, parasitic on the body for its life force.

THETA PERCEPTION, Communication with the theta universe. Such perceptics may include hunches, telepathy, predictions, knowingnesses, remote viewing, ESP at greater and lesser distances, communication with the "dead," perception of the Supreme Being, etc.

THETA PERCEPTION, That which one perceives when in an out-of-body state. One can do this by radiating towards an object and, from the reflection, perceiving various characteristics of the object such as size, odour, tactile, sound, colour, etc. Certainty of perception is increased by drilling in certainties as above.

Theta perception is dependent upon one's willingness to handle and to create space, energy and objects. In view of the fact that the mest universe can easily be established to be an illusion, one must have an ability to perceive illusions before one can clearly perceive the mest universe. The thetan who cannot perceive the mest universe easily will also be found to be incapable of handling and orientating other kinds of illusions with certainty. Theta perception is also a direct index to responsibility, for responsibility is the willingness to handle force.

THETA POSTULATE, A postulate made without regard to evaluations, conclusions, or time.

THETA TIME, Only the present time now, but some of it gets left back in mest time in an engram.

THETA TRAPS, How can you trap a thetan? By feeding his curiosity, by giving him rewards and prizes (of an implant), by retractor screens, and by mock-ups, by ornate buildings which he will enter unsuspectingly to be electrocute: by many such means the thetan is reduced from knowingness to being a colonist, a slave, a MEST body. All theta traps have one thing in common: they use electronic force to knock the thetan into forgetting, into unknowingness, into being effect. Their purpose is to rid the area of those nuisances - the free thetans - who cannot be policed, and to gain personnel - always the former, not always the latter.

THETA UNIVERSE, A postulated reality for which there exists much evidence. Thought matter (ideas), thought energy, thought space, and thought time, combined in an independent universe analogous to the material universe.

THINKING, A mental activity in which a person indulges and by which he hopes he will someday come to *know*. A substitute for an ability to predict. Every time an individual is trying to think, all he is doing is picking up new facsimiles - in other words, data - and combining them with old facsimiles to get new conclusions. And he's just combining and recombining and recombining. The entire process of thought is an effort to observe something without being there and looking at it. *[See also: Thought.]*

There's all kinds of thinking. There's mathematical thinking, there's intuitive thinking and there's spontaneous thinking and telepathic thinking, and you could get very complicated if you want to.

The mind works by means of attaching significance or tagging meaning onto small bits of mental mass that remain in existence and do not flow away to nothingness (unless, of course, they are examined too closely). A person then strings these masses together, arranges them into patterns, and assigns the patterns further significance. This is called thinking. All thought, all emotion involves this use of slowed down energy.

The entire purpose of thinking is to counteract the loss of the ability to generate force. Only in the absence of force is thinking necessary.

LRH - 29.11.11a - 1st Melbourne ACC-05: "There's differentiation and there is identification. Total and perfect identification is almost impossible, so more technically it'd be differentiation and close similarity. One can tell the difference or can't tell the difference. That's what we'd mean actually by differentiation and identification. It isn't actually that the two things should be identified, it's that no—the person involved can't tell the difference between them, and that to him is identification. You got the idea?

"He says, "A roof is a floor." Well, that isn't because a roof is a floor. That's because he's got these two things identified.

"And oddly enough, this is one of the oldest data of Scientology. This is 1938. One of the first things I found out: that thinkingness was the conceiving of similarities, differences and identities. That was what thinking was. And that all that went wrong with thinking was incorrect differentiation, incorrect similarities, incorrect identities."

THINKINGNESS, Way down the scale at the level below effort it comes in as figure-figure-figure-figure-figure. "I'll just figure this out and I'll get a computation and a calculation and I'll add it up to . . . Now let me see . . ." We don't know how all of this mechanics got into a postulate, but they've let it get in there. So that's the level, thinkingness.

THIRD DYNAMIC TECH, The know-how of directing and administering the establishment and production capabilities of an organisation so as to deliver production which can be used as

anchor points to reach out into the universe outside. Admin now is on a plane with Tech. The administrator is even more skilled as he has to handle numbers of people all at once whereas the auditor handles one at a time. Admin is third dynamic auditing. And just like auditing has its standard situations, the tech of admin is a high skill. *[All PR and hype really. Scientology Admin Tech is nowhere near on a par with Auditing Tech. LS]*

THIRD PARTY, Someone who by false reports creates trouble between two people, a person and a group or a group and another group. A third party adds up to suppression by giving false reports on others. *[see Third Party Law]*

THIRD PARTY LAW, It seems to be a law that a third party must be present and unknown in every quarrel for a conflict to develop. Or, for a quarrel to occur, an unknown third party must be active in producing it between two potential opponents. Or, while it is commonly believed to take two to make a fight, a third party must exist and must develop it for actual conflict to occur. Someone must be there in the background stirring things up.

THIRD POSTULATE, Forget. Forgetingness. *[see also First and Second postulate]*

THIRD RAIL, A particular form of a Havingness process introduced back in 1959. Not much used anymore but still valid.

THOUGHT - TYPES OF, 1. Per Dianetics the Modern Science of Mental Health there are three types of thought of which a person is capable:

(a) Analytical thought, which is rational, as modified by education and viewpoint,

(b) Justified thought, which is analytical thought attempting to explain (rationalize) bank reactions, and

(c) Reactive thought, which is wholly in terms of everything in an engram equals everything in other engrams equals all the restimulators in the environment and all things associated with those restimulators.

2. Another view of this subject - and which in no way negates what is said above, is that humans routinely engage in two methods of thought. The **first** is described as being Rational, Scientific, Logical, and by other such terms. It involves following the succession of Causes and Effects - e.g. This is the Cause of That, which is the Effect of this Cause; That, in turn, becomes Cause over another Effect, and so on. Probably *ad infinitum*. If one starts at a particular Cause and then following it through to its probable Effects it would constitute *Deductive* Thought or Deductive Logic. While if one started at an Effect point and sought to determine what its Cause was and then what the cause of that cause was and so on up the line, then that would be *Inductive* Thought, or Inductive Logic. It is a perfectly valid method of reasoning to employ. Its only limitation is that it is bound by Time. The Idea of a Cause of something occurring later in time than the Effect of that Cause is absolute anathema - such a thing cannot possibly happen, despite hard evidence that such a thing can be.

The **second** method of thought which people employ is not time-bound, and can be described as Analogical, Associative, Metaphorical, and so on. Users of Logical thought would reject this outright as an being an unacceptable method of thought, even though we all use it. It consists of mentally comparing two or more areas and recognizing data-points in them which are different, or similar, or identical. By assembling and studying such collections of data points one can infer further data about the situations that are relevant to understanding them.

A common example of this system is the way we learn things. New information we receive is immediately mentally compared to old information we have on the subject. If it "fits in" and we

have had success with the subject previously, then we are likely to accept the new information as being true. Or, the reverse. In this way we compare differences, similarities and identities (those points which are identical) in the two areas and we assimilate it or reject it, as is appropriate.

Each system is valid only within its own domain. They should never be used in each others' domains.

PLEASE NOTE: A basic truth in Scientology is that all aberrations are at root normal theta abilities which have become suppressed, asserted too heavily, or misapplied or applied in inappropriate contexts - and all of this gets done unknowingly. A=A=A=A Anything equals anything equals anything is the "reasoning" of the Reactive Mind. And this "reasoning" is exactly Associative Thought, as described above, but is being done compulsively. It is a basic human ability and is far more wide-spread than people often realize.

THREE S & Ds, Three Search and Discovery processes used to discover and identify a Suppressive Person in a Type 2 PTS situation.

THREE WAY CO-AUDIT, Student A audits student B who audits student C who audits student A.

THREE UNIVERSES,The first of these is one's own universe. The second universe would be the material universe, which is the universe of matter, energy, space and time, which is the common meeting ground of all of us. The third universe is actually a class of universes, which could be called "the other fellow's universe," for he and all the class of "other fellows" have universes of their own.

THROGMAGOG, The Great God Throgmagog. He doesn't exist. He's everywhere at once. He's in all drinking water. If we say the Great God Throgmagog caused it the condition can never be erased. People get very upset with it because they can never penetrate to the causation. Never being able to penetrate to causation they cannot eradicate the condition so the condition goes on forever.

TICK, A small twitch of needle on the E-meter.

TIME, Time is the co-action of particles. You can't have action of particles at all unless you have space. If you have space, then you can have change in space, and when you have a change in space then you have a different time.

The essence of time is that it is measured or marked by the motion of particles in space. Space and energy particles are necessary to have mechanical time, but what is time, basically? Time is actually a consideration. There is time because one considers there is time. Time is persistence of the creation, and persistence is brought about by the alteration of the truth underlying a creation.

Usually (though not always), the alteration consists of a denial by its creator of his causation. And that produces persistence and therefore Time. We experience Time as persistence and notice its reality by observing change taking place. The measurement of time is done by observing a steady and controlled rate of change in something. So Time is basically a postulate that space and particles will persist.

When you say “survive”, you're saying “time”. Just put those together and make them synonyms and you understand all you want to know about time. It's a consideration which leads to the persistence of something, and you can enter all the mechanics into time that you want to, and you can paint it up in any way you want to and you can write textbooks on it and test it

and buy very fancy watches and chronometers and set up observatories to measure the movement of the stars, and you still have "Time is a consideration which brings about persistence". And the mechanic of bringing about that persistence is, by alteration. And so we have Alter-is-ness taking place immediately after an As-is-ness is created, and so we get persistence. In other words, we have to change the location of a particle in space.

54.04.30 – 5th ACC-28 SOP-8D through SOP-8G
And, by the way, I'll just give you in passing here, a very, very quick definition on the subject of time. It may be that the total creation of time and the total *modus operandi* of time is simply your refusal to have viewpoints. You see, if you refuse to have the viewpoint which you just had, you'd get a new viewpoint, wouldn't you? Then if you refused to have this viewpoint which you just had then you'd have a new viewpoint, wouldn't you? And so you'd get pocketa-pocketa-pocketa-pocketa, all the way down the time. And this would explain engrams going into restimulation because the basic thing in each experience is "I don't want this viewpoint anymore." Maybe when a person is tolerant of all viewpoints - as I talked to you about the other day - maybe when a person at last is tolerant about all viewpoints, maybe time will do anything he wants it to do. Maybe.

TIMELESSNESS, Merely means something that endures across very long spans of time.

TIME LIMITER, The auditor prefaces a question with a time limiter such as, "In this lifetime..." or "In auditing..." or whatever applies. Sometimes preclears inadvertently place a time limiter on the auditing command - for example the auditor asks the preclear to recall horses and the preclear confines his recalls to this lifetime only. The auditor needs to be alert to this.

TIME SHIFT, The technique by which a preclear can be moved short or long distances on the track by specific announcement of the amount of time forward the preclear is to go or time backwards, or return or progress through intervals of time. It is also useful to find out if the preclear is moving or which direction he is moving on the time track in order to discover the action some engram may be having upon him.

The auditor can take a preclear straight through an incident by announcing "It is one minute later, it is two minutes later. Three minutes have gone by," and so forth. The auditor does not have to wait for those minutes to elapse; he just announces them. The time shift is generally used when the auditor is trying to get the preclear ahead of an incident to make sure that he really has a beginning.

TIME TAB, Thoughts are filed by your concept of when they happened. As long as you know the time tab of any thought, it is yours completely. When you do not know the time tab of a thought, you no longer have control over it.

TIME TRACK, The time span of the individual from earliest beingness to present time on which lies recorded the detailed sequence of events of his total existence. The endless record, complete with fifty-five perceptions of the person's entire past. It consists of all the consecutive moments of "now" from the earliest moment of life of the organism to present time. Actually, the track is a multiple bundle of perceptics; and it might be said that there is a time track for each perceptic, all tracks running simultaneously. The track might also be considered as a system of filing recordings made of the environment and the organism, filed according to time received. All the perceptions of the environment and the organism during the entire lifetime, up to now, or present time, are recorded, faintly or deeply, upon the time track.

> **NOTE:** The use of a term like "Time Track" implies that there is an actual physical "track" there. There isn't. The term is used strictly as an analogy, a metaphor. The same applies to all the other terms in use in Dianetics as well - File clerk, engram, lock, etc. These are all descriptive analogues.

> If we were teaching this in ancient Greece we would probably be talking about gods and the influences of the spirits and elementals but it would be equally as valid as an analogy. Today we say electronic flow because this is an electronic age. We don't know whether or not those are electrons in there. We don't know whether monitors are little men running around in the brain, or whether they are electromagnetic systems. These are analogues.

Those portions of the Time Track which are recordings of charged events and which can be restimulated into reacting on the person form what we call the "Reactive Mind". Those portions of the Time Track which are free of charge and which can easily be recalled by the person form the "Standard Memory Banks" or "Free Track".

A competent preclear can also access incidents and states of being "before time", i.e. before the universe began. These areas can be run with considerable benefit.

TONE, The emotional condition of an engram or the general condition of the individual.

TONE ARM, The main control lever on the E-Meter. The tone arm registers the density of mass in the mind of the preclear. This is actual mass, not imaginary, and can be measured by its resistance to an electrical current. Therefore, the tone arm registers the state of the case at any given time in processing. As a person is processed, mental mass shifts and dissipates, and the auditor moves the tone arm to compensate for these fluctuations. Tone arm action refers to the measurement of how much the auditor had to move the tone arm downward (counter-clockwise) during a session, and is used as an index of case improvement in the preclear. Tone arm action is measured in units called divisions. A division is the distance between any of the two consecutive numbers appearing on the tone arm dial.

The instrument which measures the adequacy of restimulation. That shows you that an adequate amount of charge is being restimulated in the session, and that it is being adequately dispelled on the itsa line. This shows you that the cycle of what's-it / itsa is in progress and the amount of restimulation and destimulation is adequate to get good auditing done.

TONE ARM ACTION, The most reliable predictor of preclear gains in a session. It is measured by the number of divisions the TA is moved downwards per hour of auditing. TA action is not counted by up and down motion, only down motion is used. Usually the decimal system is used. When there is no or inadequate Tone Arm action then there is no or inadequate case gain, regardless of what the preclear says or doesn't say. Good Tone Arm action produces good case gain. This remains true at every level of auditing throughout Scientology.

TONE ARM BLOWDOWN, A sudden downwards motion of the tone arm indicating that charge is blowing off the case. An auditor remains silent while the TA is blowing down - it is a time of relief and cognition for the preclear and the auditor must not interrupt this in any way ever.

TONE ARM COUNTER, A device on an E-meter which measures downward movement of the Tone Arm in a session.

TONE FOUR, A Tone Scale position which denotes a person who has achieved rationality and cheerfulness. Tone Four indicates eager pursuit of activity, with complete freedom of choice for other activities as desired. The emotional state is enthusiasm. It is the highest of the human Tone Levels and is attained when the Reactive Mind is erased. Above this are the spiritual tone levels.

So long as a preclear holds on to any part of his reactive mind, he will be continue to have attention on it and be introverted. Therefore, so long as he has his attention on his own reactive

mind he is impeded in his dynamic pursuit of survival. A guarantee of a Tone 4 is the preclear's interest is directed outwards and in accomplishing positive actions along his dynamics and in the application of himself to the world around him. Introversion is not natural nor is it necessary to the creation of anything.

TONE 40, A Tone Scale position indicating Serenity and Knowingness. As an expression used colloquially in Scientology, it is defined as "giving a command and just knowing that it will be executed despite any contrary appearances." Tone 40 is positive postulating. It means unlimited space at will and the certainty of one's postulates in that space.

TONE 40 AUDITING, Tone 40 Auditing, you might say, is between the thetan (i.e. the preclear who is being audited or who will discover after a while that he is being audited), and the auditor; and all else is considered circuitry. That's it. It just is, as far as the auditor's concerned.

Positive, knowing, predictable control directed towards developing the preclear's willingness to be at cause concerning his body and his attention. Control of the preclear by direct Tone-40 command.

Quote from HCOB 5 April '62 - CCHs Auditing Attitude: "All commands and actions were Tone 40 (which is *not* "antagonism" or "challenge"). *But* the pc was kept in two-way comm between full cycles of the drill by the auditor. Taking up *each new physical* change manifested *as though it were an origin* by the pc and querying it and getting the pc to give the pc's reaction to it, this two-way comm was *not* Tone 40. Auditor and pc were serious about the drills. There was no relaxation of precision. But both auditor and pc were relaxed and happy about the whole thing. And the pc wound up walking on air."

TONE 40 BOOK AND BOTTLE, Is not Opening Procedure by Duplication. You have to be ready to assume total control of the preclear to run Tone 40 Book and Bottle. The commands are the same, except that you never acknowledge anything but the execution of the auditing commands.

TONE 40 COMMAND, Intention without reservation.

TONE 40 8-C, Used on TR-9. A total accurate estimation of effort with no halts or jagged motions - that is, smooth.

TOKEN, The token is a very special kind of restimulator which people often value highly. The token is any object, practice or mannerism which one or more allies have used. By reactive associative thought the ally equals 'survival', and so anything the ally owned or used or did is equated to survival.

TONE SCALE, The principal gradient scale of Scientology, which shows the emotional tones of a person. It is a scale which plots the descending spiral of life from full vitality and consciousness through half-vitality and half-consciousness down to death.

These tones, going from the highest to the lowest, include serenity, enthusiasm, conservatism, boredom, antagonism, anger, no-sympathy, fear, grief, apathy. An arbitrary numerical value is given to each level on the scale. These tones are quite uniform from one person to the next; each tone on the scale follows in sequence to the next, but this is not to say that a person only experiences or displays the one tone he is chronically in - he embraces that tone and also all of the tones below that one. He can move relatively freely among the tones lower to his own but the tones above are out of his reach until he unburdens himself of his Reactive Mind.

The original Tone Scale of Scientology was considerably expanded in the book *Science of Survival* and that is probably the best possible guide to predicting a person's behaviour.

The tone scale is essentially an assignation of numerical value by which individuals can be numerically classified. It is not arbitrary but will be found to approximate some actual governing law in nature. *[Dn. Orig Thesis]*

Note though, that the normally displayed tone levels of a person are socially acceptable mannerisms he has acquired and are not the real emotional tones of the person. One has to have the person under stress - his immediate survival has to be threatened - in order to have his real tone level manifest.

TOP OPTERM, The final achievement of the goal.

TOP TRIANGLE (of the Scientology symbol), It is the KRC triangle. The points are K for Knowledge, R for Responsibility and C for Control.

TOTAL FREEDOM, This is a concept which Scientology has for many years proposed as being its aim. Does this mean "existence without barriers"? Well, yes and no.

In his lecture of 12 November 1959 titled "The Rehabilitation of Judgement", LRH goes into this in some detail. Here are some excerpts from that lecture:

> "There's almost two routes, you might say, two main routes toward decency or rightness, or being able to walk in the sun with your head held up. There are two routes and one is to be very lawful; and the other is to have excellent judgment.
>
> "And if you don't have excellent judgment, you've got to have lots of laws. And if you don't have lots of laws, you've got to have excellent judgment, and that's the way it works.
>
> And therefore, particularly at this stage of the game, it behooves you to realize that you won't let yourself have more freedom than you feel you have judgment to cope with it.
> . . .
>
> "The facts of the case are, is you will permit yourself to have as much power as you think you've got judgment for and you won't let yourself have any more power than that."

So when total Judgement and total responsibility are attained, then yes - there will be Total Freedom, and that freedom would be life and existence without any barriers.

Here is more on it - from a different lecture:

> "If I were to define OT, it would be an individual able to operate without restriction. What does this mean? Let me explain.
>
> People are very restrained, and I mean really they are *VERY* inhibited. Even folks who believe they are free are in fact prisoners. Prisoners of their own education, social morals, laws, policies, religion, economic situations, job, family, and what-not.
>
> Now imagine if you had no such restrictions, you don't care about laws, you don't have a boss and if you have, you would not even fathom being an "underling". There would be nobody greater than you and therefore there is no superior position to yourself.

Instead, what you do is in alignment with your purpose and therefore there would be happiness whether or not it is morally or religiously accepted, against existing law or not. You are yourself, always. Your personal integrity is above anything which is man-made or even God-made.

Aleister Crowley said "Do what thou wilt shall be the whole of the law" and this is often misunderstood. What it means is the above.

Free yourself from anything which is not YOU. The more you are able to do just that, the more you are OT.

TOTAL KNOWINGNESS, The static has the capability of total knowingness. Total knowingness would consist of total ARC. Anything that has ever been known by anyone in this universe, can be accessed and is knowable by any being in this universe. That freedom would be total knowingness.

TOTAL POWER, Occurs when an individual can selectively Be, Do and Have or not-be, not-do and not-have, anything.

TOUCH, The sense of touch is that communication channel which informs the central control system of the body whenever some portion of the body is in contact with the material universe, other organisms, or the organism itself. It has four subdivisions: pressure, friction, heat or cold and oiliness. An aberrated sense of touch is partially responsible for a dislike of food as well as impotency and antipathy for the sexual act.

TOUCH ASSIST, An assist which brings the patient's attention to injured or affected body areas. Using a simple command like "Feel my finger. Thank you." By touching one directs the person’s attention via his physical communication channels, to both the injured or ailing part of his body as well as to the area surrounding it and also to the same location and areas on the opposite side of his body. It is run around the injury and especially below the injury; i.e. further from the head than the injury. Done properly, it results in restored communication to the injured area and a relief of the pain.

TOUGH CASES, Do you know that the ease of running of a case is not the relative difficulties among cases. The ease of running of the case is relative to the degree of "in-sessionness" on the part of the pc. So a tough case looks like a tough case to the degree it is not in-session. And the trickery and the smoothness on the part of the auditor that is demanded, is demanded to put the pc into session. So, it's difficulty to get into session that measures the toughness of case. And that is all there is to it.

TR, Training Regimen or Training Routine. Often referred to as a training drill. TRs are a precise training action putting a student through laid out practical steps, gradient by gradient, to teach a student to apply with certainty what he has learned.

TR-0, A drill to train a student to confront the person sitting in front of him. The whole idea is to get the student able to be there comfortably in a position three feet in front of another, to be there and not do anything else but be there, while remaining alert and attentive at all times.

TR-1, A drill to train the student to deliver a command newly and in a new unit of time to a preclear directly, without flinching or trying to overwhelm or using a via. A phrase is picked out of the book Alice in Wonderland and is said to the coach as if it was the student's own origination. It is repeated until the coach is satisfied it arrived where he is. TR-1 is called "Dear Alice."

TR-2, A drill to teach students that an acknowledgement is a method of controlling preclear communication and that an acknowledgement is a full stop.

TR-3, A drill to teach a student to duplicate without variation an auditing question, each time newly and in its own unit of time, not as a blur with other questions, and to acknowledge its answer. It is to teach that one never asks a second question until he has received an answer to the one asked.

TR-4, A drill to teach the student not to be tongue-tied or startled or thrown off session by originations of the preclear and to maintain ARC with the preclear throughout an origination.

TR-5, Was converted into a process and is no longer done as a TR. Its command was "You sit that body in that chair".

TR-6, Called 8-C (body control) the first part of this drill is to accustom students to moving another body than their own without verbal communication. The second part is to accustom students to moving another body, by and while giving commands only, and to accustom students to the proper commands of 8-C.

TR-7, A drill to train a student never to be stopped by another person when he gives a command. To train him to run fine control in any circumstances; to teach him to handle rebellious people and to bring about his willingness to handle other people and their bodies.

TR-8, A drill to make students clearly achieve tone 40 commands. To clarify intentions as different from both words and the loudness with which they are spoken. To start students on the road to handling objects and people with postulates and to obtain obedience not wholly based on spoken commands.

TR-9, A drill to make students able to maintain tone 40 under any distraction, stress or duress.

TR-10, Now an auditing process, not a TR. A remedy for the case who cannot handle a present time problem with a process there is always locational processing. Many a person with a PT problem can only participate in a session to the extent of TR Ten: "You notice that object (wall, floor, chair, etc.)".

TR-101, The purpose of TR-101 is to get the student able to give all R3R commands accurately in correct order without hesitation or having to think what the next command should be.

TR-102, A drill called "Auditing a Doll." Its purpose is to familiarize the student with the materials of auditing and coordinate and apply the commands and processes of Standard Dianetics in an auditing session.

TR-103, This drill is to give the student auditor total certainty on the R3R procedure, handling the meter and the admin at the same time.

TR-104, This drill is to train the student auditor to deliver a standard session, with standard procedure, using standard commands, without session additives, and to train the student auditor to apply TRs 0-4 in the full R3R procedure, having a person acting as a real pc, E-meter and admin, all handled with skill and confidence.

TRACK, Short for Time Track, the consecutive record of mental image pictures which accumulate through a person's life or lives. It is very exactly dated. The entire sequence of "now" incidents, complete with all sense messages, experienced by a person during his whole existence and recorded in the mind. The term is also used loosely in reference to the past in general.

TRACTOR BEAM, A pulling beam. An energy flow which the thetan attaches to something or someone and then shortens. If one placed a flashlight beam upon a wall and then, by manipulating the beam, brought the wall closer to him by it, he would have the action of a tractor beam. Tractor beams are used to extract perceptions and knowingness from a body by a thetan.

TRACTOR RIDGE, That ridge formed by two tractor beams in conflict operating against each other.

TRAINED SCIENTOLOGIST, Someone with a special knowledge in the handling of life. A trained Scientologist is not a doctor. He is someone with special knowledge in the handling of life.

TRAINING, A formal activity imparting the philosophy and technology of Dianetics and Scientology to an individual or group and culminates in the person being able to effectively apply the actions he has learned.

TRAINING PATTERN, That stimulus-response mechanism set up by the thetan to care for routine or emergency activities. It is held in the mind and can be changed or overrided at will by the thetan. It is something the individual trained himself to do. Examples are driving a car or playing a piano.

TRANSFERENCE, The patient flipped into another valence. The transference of the patient into the valence of the practitioner*. [A psychological term]*

TRANSGRESSION, An action against a person or being or thing with which one has a moral code or an understanding or an agreed upon co-action.

TRANSPOSITION, That act of taking a person who is here and under some influence, like hypnosis or something of the sort, and persuading him to be somewhere else, and then monitoring him somewhere else by addressing the body which is kept in a state of trance or drugs here. A sort of implanted remote viewing. Not a good action, but a Scientologist needs to know about it as he will encounter incidents of this on the track. It’s practiced by voodoo fellows.

TRAP, All a trap is, is being inside something and with the consideration that one can’t get out. A games condition demands that one sets up limits to one's freedom; one thereby denies one's own havingness. Therefore games trap. Traps are part of games. That is all they are. The only traps that bother one are the traps one has forgotten that one is in and that one now considers to be "normal". Like being a human.

TREASON, Is defined as betrayed after trust. On the first dynamic - one decided to live a life, one committed oneself to that life and was born and started to live. That is a contract one made, even if only with oneself. If one later breaks that contract and sets about impeding or abandoning one’s original intention to live, then a condition of personal treason exists. This applies equally to any other dynamic where one agreed to take on a role and one then abandoned that role, overtly or covertly.

TREASON FORMULA, The formula for the condition of treason is "Find out that you are."

TRIO - CCH 8,

"Look around the room and tell me what you could have",
"Look around the room and tell me something you would permit to remain",
"Look around the room and tell me what you could dispense with".

Originally called the "Terrible Trio". *(see def.)*

TRIPLE FLOWS, *(See Flows)* Dianetic and Scientology were run on three flows - flows one to three. Later a fourth flow (self to self) was introduced and Quad Flows have been the norm ever since.

TROLL, In European mythology he is being of evil intent who lurks under bridges. When a traveller comes along wanting to cross the bridge the Troll leaps out and demands gold or money. If not given it he throws the unwary traveller off the bridge. The term now refers to CofS Registrars - see "Bridge".

TRs WENT OUT, Is another way of saying the auditor ceased to be *with* the pc.

TRUE GROUP, Could be defined as one which has: (a) a theta goal, (b) an active and skilled management working only in the service of the group to accomplish the theta goal, and (c) participant members who fully contribute to the group and its goals and who are contributed to by the group. Such a group has high ARC between goal and management, management and group, group and goal.

TRUTH, Truth is the exact consideration. Truth is the exact time, place, form and event. The recognition of the exact cause that produced the effect. It results in the as-isness of the effect. That which works most broadly to that to which it is applied. Truth, by definition, is what is. Falsehood is what isn't.

TWC (2WC), see Two-way comm.

TWENTY-TEN, A technique.That's twenty minutes of withholds pulled, and ten minutes of havingness.

TWIN, The study partner with whom one is paired. Two students studying the same subject who are paired to checkout or help each other are said to be "twinned."

TWIN CHECKOUTS, In Scientology training we use a system called twin checkouts. Each student is assigned a "twin" to work with. Each student studies his assigned material and is sometimes coached over the rough spots by his twin. When the student knows the material, he is then given a checkout by his twin. If he flunks, he returns to study and when ready gets a new checkout. When he passes, the twin signs the assignment sheet certifying that he has grasped it. The assignment sheet is turned in to the Course Supervisor at the end of the day.

TWO-WAY COMM, Two-way comm is an inquiry of the pc as to what is going on and an invitation to him to look at it. And that is all. It's an inquiry as to what's going on and an invitation for him to look at it. An invitation. No direction for him to look at it. So it is limited to, "How are you doing?" "What's worrying you?" and, "Well, what's that all about?" And you've just about summed up the totality of two-way communication. And when we say two-way comm, you'd better just limit it to just exactly that and nothing else: "How are you doing?" "Well, tell me about it" - which is just about the same thing as "Take a look at it" - and, "What is that all about?" That's two-way comm.

Two-way comm in session is not just a back and forth chit-chat. Neither is it a rote process. That's why it is hard to teach. The trick is to get the person to talk, to keep him looking and talking until he has a cognition and very good indicators - and sometimes an F/N at the end (not vital). If you are able to really listen you're making progress. If you can get a person to talk about his troubles and listen and ack, you can really run it. It is not chatter. It is governed by the rules of auditing. It is used to clear up blocks to a person's progress in study, on post,

in life or in auditing. It is governed by the communication cycle of Scientology. It is an inquiry of the person as to what is going on and an invitation to him to look at it and talk about it, and that is all.

Two way comm means that you get the guy talking about the area. You ask him what happened, what he did, what he decided, and you lightly get him trying to spot and identify things. And you just keep it up, getting him talking and observing what really happened until the meter F/Ns. It is not accusative and it is not evaluative and there is no legal way (if you follow the auditors code) to force the PC to see it the way that you think he is supposed to see it.

Remember that in actual auditing you are deliberately restimulating an area of charge so that you can then discharge it through the process. In Two-Way Comm you are very definitely NOT trying to restimulate anything. You are only getting him to lightly comm about something that is already in restim.

U

UGLINESS,A disharmony of wave motion, no matter how high or low the wave length, is ugliness. But ugliness can also be a wave of its own - a disharmony with the wavelength of beauty but very close to it.

UNAWARENESS, A failure to reach out, or have. A sort of blindness where the person looks like he is looking but sees nothing. Degrees of this exist. Mr. A appears to the observer to be noticing, smelling things and hearing whereas he registers no sights, has a blind nose and tunes out all sound. There are even degrees of registry. To unaware people, terminals, lines, particles and significances just don't exist.

UNBURDENING, Since a basic is not at immediately available on any chain, one usually unburdens it by running later engrams, secondaries and locks. The act of unburdening would be digging off the top to get at the bottom, as in moving sand.

UNCLEAR, What is an uncleared person? An uncleared person obsessively dramatizes not-knowingness. He has unknown buried-in-the-mind stable data which guide and influence him in the course of his life. And each one of those stable datums was received in a moment of duress.

UNCONSCIOUS, Any person who is unaware is, to a great degree, unconscious. Means a reduction of awareness on the part of the individual. An attenuation of working power of the thetan.

UNCONSCIOUS MIND, A misnomer of early psychology. What they called the "unconscious mind" is the Reactive Mind, and this mind is, in fact, *always* active and functioning. But since it is not “aware” in any sense, but only reactive, we can’t really call it a “conscious” mind either. It’s the Reactive Mind.

UNCONSCIOUSNESS, The intensification of not-knowingness. It is the final mechanism of how not to know. Unconsciousness is well below death, because a person very often gets knocked off (killed) and goes right on knowing all about it.

It is what manifests when the thetan, to a greater or lesser degree, abandons his own beingness. He is trying to cease being - but he can't, so he pretends that he isn't by being "unconscious" all the while hoping that someone will sometime come along and revive him.

We are talking about unconsciousness meaning just unconsciousness. You hit a guy on the head and he's unconscious. Not Freudian, you know. Hit him in the head, he goes out. The thetan failing to put out any anchor points is unconscious to that degree. Lacking the ability to create space and to produce directive action is, of course, being nobody. When a man is convinced he is a nobody he has been convinced at the same time that he is MEST. MEST being unconscious = He is unconscious.

All pain is, is the suddenness of the communication break. And all unconsciousness is the retreat from the communication break. "Unconsciousness" is a total non-confront of the communication break, and the pain is the suddenness - the speed - of the communication break.

UNDERSTANDING, Is attained by pervading, duplicating and participating in the creation of any given area. Understanding is a total solvent, it's the universal solvent, it dissolves everything. Understanding is composed of affinity, reality and communication.

UNHAPPINESS, Unhappiness is the failure to see one's postulates working. And underlying that is the failure to confront that which is.

UNINTENTIONAL WITHHOLD, He doesn't intend to withhold it but he finds himself in a position of doing so because nobody will listen.

UNIVERSE, A universe is simply a point to view from, plus the space and objects/energies with their attached significances which are stored there to be viewed by oneself alone or shared with those others who – by their agreements – share that universe.

A universe is defined as a "whole system of created things." There could be and are, many universes, and there could be many kinds of universes. It is something that has space, energy and matter. That's the definition of a universe. Of whatever composition we don't care, but there is the definition of a universe - something that has space, energy and matter.

When two or more individuals have a consecutive series of incidents in cooperation with each other and which they all share, we get a condition of agreement, and this brings about an agreed-upon "universe". And by such agreement we get a co-time continuum.

The Sixth Dynamic does not necessarily mean, this MEST universe of our present existence. It means universes *(plural)*. It means that Dynamic which is the survival of the universe in whose time stream the person happens to be in. A universe is a storage or activity space with a time continuum. That is the definition of a universe. It's not even space and energy. It is a shared or not-shared viewpoint with a potential time continuum.

UNIVERSE OF THOUGHT, Theta.

UNMOCK, Take down or uncreate. Make nothing of.

UNMOTIVATED ACT, An overt act delivered in the absence of any motivator.

UNREALITY, Unreality is that activity the preclear has engaged upon whenever he was forced to stay in a place where he did not want to be. His answer to this was to make it all unreal, so that he wouldn't really know he was there. He's trying to be self-determined anyhow, and the way he's being self-determined is to make it all unreal. He'll make things unreal then, if forced to stay in the same place. He'll dim down his perceptions on things. That merely says that he's unwilling to be there.

Unreality, then, is an exceeded rate of havingness. Things become unreal for one when he can no longer 'have' what the universe is presenting to him. [= Plus randomity]

A substitution of a known with an unknown. It is a person's effort in trying to make something disappear, with energy. When things look unreal to him it is only because he is trying to make them disappear. Unreality is not-is-ness. Unreality is force and invalidation.

UNREDUCED FACSIMILE, It is a facsimile which still has the capability of absorbing your attention-unit output.

UNUSUAL SOLUTIONS, These are always embarked upon when one's grasp of the basic technology is inadequate. A bad workman blames his tools, and in life when you can't get the

results you want by the usual means you blame the techniques you've been using, rather than your lack of skill in applying proven methods.

This is particularly deadly in the training of Scientology auditors where a poor grasp of fundamentals, condoned in a student, soon leads to unusual solutions followed by failed cases and disaster on the heels of disaster.The remedy is cram the daylights out of the aspiring auditor on his fundamentals.

UNWILLING CAUSE, If he is afraid to be at effect, then he is also afraid to be cause and is putting on a show of being at cause only because he is so very afraid of being at effect. He has to be at cause because he doesn't dare be at effect. If he doesn't rise above his unwillingness he will soon sink into degradation, for to him all of life is an overt act against himself.

UPPER INDOCTRINATION DRILLS, Training Drills 6 to 9.

UPPER LEVELS, Refers to everything on the Grade Chart from Power Processing on up. Lower Grades is everything below that.

UP SCALE, There is a downward spiral on the tone scale and an upward spiral. These spirals are marked by decreasing or increasing awareness. To go up scale one must increase one's power to observe with certainty.

UP THE POLE, A derogatory slang term in Scientology. In some cases people flip out of their banks and get completely uninhibited, and they simply—as we have called it and still call it—"go up the pole." It is the achievement of apparent ecstasy without knowledge or understanding. They crash sooner or later and have a hard time of it.

URGES, drives, impulses.

USING THE TECH TO STOP, People can do that by always applying the wrong piece of tech. All you have to do is take the HCOB that applies to A and instead of following that find another one that doesn't really apply to A. But find something in it that can be construed as to apply to this and they say "Well you see we can't do that."

The tech was designed to free people, not to stop their progress. The person who knows his tech will always know the way forward for any case.

UTILITY, A utility is "we need this piece of energy to work those pieces of energy." There's actually nothing more degraded than that: "we need this piece of energy to work this - pieces of energy. We need this symbol in order to move these symbols." That's utility. [3rd ACC-25]

V

VACUUM, An absolute vacuum, having no matter, energy, space or time, is a mest-universe imitation of a thetan in native state. An unwary thetan can easily misidentify himself with it and go into a compulsive shared beingness with the vacuum, and promptly find himself trapped.

A vacuum can also be a supercold object that sucks the matter and energy of the Reactive Mind into it. The thetan, being attached to the bank, gets sucked in and trapped along with it. This is how you trap a thetan by freezing him.

VALENCE, 1. The identity and personality with which the person (the thetan) has misidentified himself. A thetan playing a game and pursuing a Goal does not have an "own identity", he just is. When he compulsively adopts another identity and insists that he is that identity, then he is living through a valence.

Note that he has his own beingness which is a self determined choice he made for living the life and playing the game he is in. In other words the thetan's own Beingness is in full alignment with the Doingness he believes is needed in order to obtain Goal he is pursuing. This beingness is his "own identity" and is not a "valence" at all. It is just himself.

So by 'valence' we mean a *substitute beingness* taken on after the fact of his having lost confidence in own identity - and it is therefore a beingness which is *out of alignment* with the Be-Do-Have the person adopted for the attainment of his Goal. In other words, it is a false identity assumed by a person but is regarded by him as being himself.

2. A valence is a synthetic beingness at best, or it is a beingness which the person is not, but is pretending to be or thinks he is. There are many valences in everyone. By a valence is meant an actual or a shadow personality. A thetan really does not have anything like an "own valence" - he just is. A valence is, by definition, a *substitute* beingness.

3. If the person conceives that he cannot survive as himself he then takes on a valence which he believes will survive and he uses that as a substitute for himself. It is an identity mocked up as a response to some other identity which has thoroughly overwhelmed him, and in order to stop that overwhelm or in order to turn the tables on the overwhelming person, he adopts a weaker valence, a victim valence. He adopts this victim valence in order to "survive".

We get the engram of valence shift because of the overt-motivator sequence, when somebody sets himself up as a victim at a very low tone level, in other words near or at unconsciousness or dead. *[see Valence Closure]*

4, He loses confidence in himself, he loses all confidence in himself, and says, "I on my own whiz-bang cannot exist so therefore I have to adopt various machine beingnesses and so forth in order to exist. I myself am not capable of doing anything so I will set up machinery which will be capable of doing something." In other words, when a thetan becomes totally degraded he flips valences.

VALENCE BOUNCER, An engram command which prohibits an individual from going into some particular valence.

VALENCE CASE, The schizophrenic of psychiatry, the person who unpredictably shifts from one identity to another. We call this a valence case.

VALENCE CLOSURE, LRH: "When you can no longer withhold from a valence, you become it. And we have the basic mechanism of valence closure. Because what is the one thing that you don't withhold from something you have become? Yourself."

You committed overts against some other being and then later that being (or one whom you misidentify as being your earlier victim) commits similar overts against you. Now keep in mind that you have already agreed that a person receiving such overts would go the effect of them and be helpless, and so now you, receiving them, go the effect of them and duly become helpless, OR, you see the present attacker to be surviving better than you are and so you compulsively become him. This would be "Valence Closure". You obsessively become the thing you have overts against.

VALENCE DENYER, An engram command which denies that the person's own identity exists or that his own identity has any validity at all.

VALENCE GROUPER, An engram command which makes all valences into one valence.

VALENCE SHIFT: 1. A valence shifter is any postulate, command or circumstance that leads the person to believe he should be somebody else. This shift usually takes place reactively at a time of overwhelming personal stress.

"It's very shockingly true that an individual has a tendency to shift into the identities of those things which win and this is his effort to become dangerous to his environment. He becomes dangerous to his environment (he believes) to the degree that he takes on identities of things which are dangerous to their environments." [LRH 54.01.19 – 3rd ACC-32]

Alternatively:

2. When the person realizes - usually in auditing - that he has been living as a false persona, or valence, he will return to his own viewpoint. It's a cognition on Beingness, not doingness or havingness, and results in the person becoming "more himself".

VALENCE WALL, Can actually exist in the individual to a point where he can be either one of two persons: himself or the other person. In the very highly-charged case, in the case of the obvious psychotic, these valence walls are so well defined that the auditor can almost watch the person click from one valence to another. *[see Valence Case]*

VALIDATION EFFORT PROCESSING, Which consists of discovering and rehabilitating moments when the preclear is successfully approaching goals, when he is successfully exerting an effort, when his self-determined effort is winning.

VALIDATION STRAIGHTWIRE, Auditing processes which validate all the good moments of the preclear's past by having him recall them in detail. This is the technique used in the book "Self Analysis". A highly effective means of raising a preclear's tone level.

VALUABLE FINAL PRODUCT, That which you produce and deliver to your environment in exchange for the wherewithal to survive. It is a product you can exchange with the society for the wherewithal which you need and which the society has. By definition it is something for which you can exchange those services and goods of the society which are valuable to you in the attainment of your Goal.

VAMPIRES, Some people associate with others only to suck energy from them. They suck ideas, communication, time, beingness - you name it. They can't create for themselves and so they latch onto someone who can. Creative people - artists, philosophers, and the like - are very prone to having vampires latch on to them. Persons with altitude as well, physically attractive people, wealthy people, knowledgeable people - all of these are targets and need to be alert for signs of PTSness and "theta-exhaustion" in themselves (feeling drained after a conversation with someone) - sure signs of a vampire in their area.

VEDANTA, We find Scientology's earliest known ancestor in the Veda, or the Vedanta, which sought to understand the relationship between the human spirit and the universe. The Sanskrit word Veda means 'knowingness' and Anta means 'the highest' or 'the ultimate'. So Vedanta is the 'Ultimate knowingness', and that is what Scientology strives for. The Veda is a study of the whereins and whereases and who made it and why. It is a religion. It should not be seen as anything else but a religion.

VERBAL TECH, About the most painful thing to have around is verbal tech, which means people's kooky ideas on what Scientology should do and how it should be done. It is Tech without any reference to LRH's own written and spoken materials on Scientology. When any group or organisation overtly or covertly attempts to sideline LRH as the source of Scientology, that person, group or organisation will be seen to falter and fail rapidly and thoroughly.

VERY WELL DONE, If the auditor did the C/S, did a correct session, got an F/N at exam and did the admin and next suggested C/S is correct, then the C/S marks "very well done."

VGIs, Abbreviation for 'very good indicators'. It means good indicators to a very marked degree. Extremely good indicators.

VIA, Via means a relay point in a communication line. To talk via a body, to get energy via eating, are alike communication by-routes. Enough vias make a stop. A stop is made out of vias.

VICTIM, Since the basic definition of Operating Thetan is "To be willing and knowing ***cause*** over life, matter, energy, space and time", the basic definition of victim must then be "unwilling and unknowing ***effect*** of life, matter, energy, space and time".

A victim is one who is the unwilling and unknowing effect of life, matter, energy, space and time. A victim is a destroyed, or threatened with destruction, receipt point, that's all a victim is. Somebody who, having been at receipt point, has been targeted from a cause point.

Of course the rationale behind being a victim is totally vicious. Being a victim is your last hope that your disability will be duplicated and adopted by your attacker so that you may slaughter the cause point, because the cause point duplicates you at its receipt point.

VICTIM PROCESS, In any overt act-motivator sequence there is a villain and a victim. If the auditor were to choose and run the "victim" then he would be violating the basic definition of operating thetan which is "to be willing and knowing cause over life, matter, energy, space and time", and he would be processing the PC at effect-point.

The basic definition of victim is "unwilling and unknowing effect of life, matter, energy, space and time". Therefore, to keep the preclear at cause we have no choice but to process him in such a way as to face him up to victim. A preclear should be able to run easily, if lengthily, on "From where could you communicate to a victim?" and similar commands.

VIEWPOINT, A point of beingness from which one perceives. That point from which an individual perceives and acts. The place from which the individual is himself looking outwards we call a viewpoint. This could be his own Beingness or it could be a substituted beingness.
(see also Valence, and Other-Determined Reality.)

VIEWPOINT PROCESSING, This process seeks to resolve the problems stemming from the need for evaluation of one being by another. People who, for example, regularly seek out and consult the opinions of others with all sorts of "what should I do?" and "do you think I'm doing things right" and so on, are compulsively looking for evaluations of self by another. Their own sense of their own beingness is inadequate for living a life, or so they believe. And so they go hunting for fortune-tellers and horoscopes and clairvoyants and counsellors and all manner of people whose stock in trade is evaluation for others.

Viewpoint Processing resolves this particular dependence upon people, objects, bodies and special systems of communication. What it seeks to do is rehabilitate the person's own viewpoint.

VIEWPOINT STRAIGHTWIRE, The formula of this process is: "All the definitions and axioms, arrangements and scales of Scientology should be used in such a way as to bring about a greater tolerance of viewpoints on the part of the preclear". That means that in any scale there is, any arrangement of fundamentals in thinkingness and beingness could be given in a straightwire process so that, when run, it would bring about a higher state of tolerance on the part of the preclear. This process is to increase the preclear's ability to tolerate viewpoints.

VISIO, Recalling a past event by seeing it again is called in this subject 'visio', by which is meant visual recall. The ability to see in facsimile form something one has seen earlier so that one sees it again in the same colour, dimension scale, brightness and detail as it was originally viewed. It is a person recalling things in his mind which he has seen before in real life, simply by seeing them again in full colour.

VITAL INFORMATION RUNDOWN, There is a widespread aberration that underlies the withhold: it is the obstruction of allowing others access to vital information. These people seek to inhibit the free flow of information, particularly that information which is vital to others for their survival and well-being. While this is the same mechanism as withholds, it is yet not simply a person with withholds - this is the person who dramatizes withholding by preventing the relay, exposure or free distribution of vital information. The Vital Information Rundown is the remedy for this.

VITAL TARGET, A management term. Under this heading comes what we must do to operate at all. This requires an inspection of both the area one is operating into and the factors or materiel or organization with which we are operating. One then finds those points (sometimes while operating) which stop or threaten future successes, and sets the overcoming of the vital ones as targets.

In a person it refers to those basic needs which must be fulfilled in order for the person to function at all - food, sleep, warmth, plus mobility, information and language skills and so on.

W

WANTS HANDLED, The things (somatics, conditions, inabilities, habits,) the preclear really wants to have handled through auditing. The auditor will ask the preclear for these and will note them down together with their meter reads. They must be in the form of a "wants to get rid of" and not a "wants to achieve". The Case Supervisor will then OK them to be audited on the preclear.

WALL OF FIRE, OT-3. The term “Wall of Fire” is descriptive and should not be taken literally. It refers to the intensity of the OT-3 incident when it occurred on the track and not to anything the pre-OT will personally undergo on this level.

WAR, A forceful means of bringing about a more amenable frame of mind on the part of the enemy. An insanity which is achieved when a bad organization descends to a complete anxiety. The history of war is the history of control. The end goal of war is to throw out of its control the population under a government. We are supposed to throw another nation's population out of control so that we can supplant the government or its attitudes and give them their population back in control again. It used to be war was a method of conquering terrain. All it is today is the chaos which follows a diplomatic and political failure. That's what war is today.

WASTE-HAVE, A person who can't have something is wasting it. So you have him waste it as a self-determined action in session and when you have had him waste it enough he'll say "Well, I can have it."

WATERLOO STATION, A process where, in a populated area (park, railroad station, etc.) you have the preclear tell the auditor something he wouldn't mind not-knowing about indicated persons, or something he wouldn't mind the person not-knowing about him.

WAVE, A pattern or rhythm in a flow.

WDAHs, Well Done Auditing Hours. One of the statistics of an auditor. The other (a more long term one) is how many of his preclears go on to get trained as auditors.

WELL DONE, A "Well done" grading given by the C/S for a session means the preclear had VGIs at the examiner immediately after the session and the session ran off like a clock exactly on standard tech. u

WELL DONE BY EXAMS, If the exam form F/Ned, but the admin is not okay and the session actions were not okay the C/S writes "well done by exam."

WH (W/H), see Withhold.

WHAT'S IT, A coined word, coming from the phrase, "What is it?" It basically means to ask a question. However, it has come to mean "to dwell on problems, confusions or uncertainties rather than to resolve them." An unanswered question; a puzzlement about something. *(see: Itsa)*

WHAT'S-IT LINE, Is the communication line from the auditor to the preclear. The auditor is asking “What's it”. It's called “what's it” because those exact words raise the tone arm and the itsa-line is called “itsa” because the answers to those exact words lower the TA.

WHAT'S WRONG WITH A THETAN? *[58.11.19b - 19th ACC-17 - Q & A Period]* "The only thing wrong with a thetan is some aspect of being a thetan. There isn't anything else. And you can take any aspect of being a thetan and magnify it out of proportion to other aspects on a downscale basis, and you can get something that's a pretty credible thing but which is way out of gear. It's an oddity that the only thing wrong with a thetan is being a thetan. Not that there's anything wrong with being a thetan, you understand? Get the remark in its true framework here. But if you look over aberration, you'll find out that those things which are most basically and natively a thetan or closest to being a thetan, are the aberrations, which is quite remarkable. For instance, you take somebody with an invisible field. These invisible fields can be real tough on an auditor, see? They're—can be a little bit rough to get rid of. He can get rid of them now. He's got the techniques to do so. But before, they were totally resistant. Well, what's a thetan but an invisible thing?"

WHISPERING CAMPAIGN, There are random individuals in the society who do not understand very much. This is expressed as a sort of malicious glee about things. Such pass on slanderous rumours very easily. In an illiterate society such people abound. Since they cannot read, the bulk of knowledge is denied to them. Since they do not know very many words much of what is said to them is not understood. This is not isolated to the illiterate only. What they do not understand they substitute for with imaginary things. Thus such persons not only listen to slander but also corrupt it and twist it. Thus a rumour that has no basis in truth can go through a society. When numbers of such rumours exist and are persistent, one suspects a "whispering campaign". This is not because people whisper these things but because like an evil wind it seems to have no source.

WHITE FORM, Preclear Assessment Sheet.

WHOLE TRACK, The Time Track is the moment to moment record of a person's existence in this universe in mental image picture form. The term "Whole Track" has come to mean the entire Time Track since the universe began.

WHY, *noun.* The real reason why something happened. Among all of the factors in a confusion there is one real cause of it, which, if that had not happened, then the confusion would not have happened either. That is the real "Why".

> *[Oops. "<u>one</u> real cause"? Only one? False datum. I'm doubtful whether that is always true. Could be multiple things. Could be that unusual circumstances were such that a simple and innocent event led to unpredictable consequences which would not have happened if circumstances had been normal. etc. For example, a thriving city could be reduced to a disaster area. Why? Maybe it was due to an economic collapse and rioting. OK, then a why could perhaps be found and handled. Bu what if a earthquake struck the city? The why is the earthquake and there is no Why that can be handled.]*

The basic Why is always the major out-point which is the common denominator of all of the other out-points. That's the real why - that explains everything. What is this everything? The entire confused situation of all the other out-points! What is this major out-point that led to all other out-points that are present in this area? That would be the "Why". [see also Real Why, Right Why]

WHY? LRH says in various places - mostly during lectures of the early l950's - that the answer to any question is a statement of the question itself. I find this to be true only of the question "Why?" For example "Why are you sitting in a chair?" "I am sitting in a chair because *I am sitting in a chair*." There is no other true answer to that question. However this does not seem to work for What, Where, When, How and Who.

WHY IS GOD, THE, When beings operate mainly on illogics, they are unable to conceive of valid reasons for things or to see that effects are directly caused by things they themselves can control. The inability to observe and find an actual usable why is the downfall of beings and activities. This is factually the why of people not finding whys and using them. The prevalence of man's use of " kharma", "fate", superstition, fortune telling, astrology and mysticism confirms this. Having forgotten to keep seed-grain for the spring, the farmer starves the following year, and when asked why he is starving says it is the gods, that he has sinned or that he failed to make sacrifice. In short, unable to think he says "the why is God."

WIDE-OPEN CASE,The colloquial term "wide-open case" - that's a technical term in Dianetics and Scientology - is a sarcasm. The wide open case is completely unable to confront his own charge and so substitutes fantasy pictures for actual track incidents. And the facsimiles he creates are nice and big and bright and real and very overwhelming, and they haven't anything to do with the track at all and running them doesn't improve his case one single jot.

The case appears to be easy to work with. He presents the auditor with all manner of incidents and pictures. None of these move the TA and running them leads to no case improvement at all. Often the preclear will have a repertoire of lifetimes and incidents and events that he keeps coming back to - none of them ever erase.

The case needs light validation type processing and CCH's.

59.11.17a: The old time, wide-open case that had such beautiful pictures and you just erased them and erased them and erased them and ran them through the engrams and ran them through the engrams and they didn't get any better and they didn't get any better and they didn't get any better. What was going on here? Well, you didn't have a picture. You had a substitute for a substitute for a substitute for a substitute of a picture.

52.06.23a: And then there is this thing called the wide open case that is completely wide open - it has sonic, visio, tactile, somatics, it just has everything, and when I mean a wide open case, I mean a wide open case that has all these things, and is below two (on the tone scale). You tackle this case, and what do you have on your hands - you have actually somebody who is just a borderline of being a screaming psychotic, if they're wide-open cases. This is just a borderline case. And if you don't process them right they kind of tend to spin some.

51.06.25 New Techniques: The biggest mistake that an auditor can make is to take a manic. This is the biggest mistake, and I doubt that there is a person auditing, including myself, who hasn't made this error. This tone scale definitely gets around this, among countless other errors. Take a case which is apparently a wide-open case; it has sonic, visio, kinaesthesia—just beautiful. So you put him down on the couch and throw him down the time track, and for some reason or other this doesn't run well, but you go ahead because this person has got sonic and visio. But he doesn't cooperate too well, and finally you get up to the point where you feel like hitting him over the head with a baseball bat, because obviously this person has sonic, he has visio, he is beautiful and he is obviously up on the tone scale around 3.0. He says he is happy all the time, says he is cheerful, but he doesn't run well. What you have there is a *wide-open case.*

On review of all cases processed that have come under surveillance, a mental structure was discovered which prevents some cases from compartmenting off entheta. A person who is going to stay sane and be very effective starts blocking entheta off, putting it back in compartments, and he operates on maybe one tenth of his mind. But he operates in that tenth with perfectly free Theta and the rest of the entheta has been thrown overboard. There is a Theta inhibition or something on it. He just doesn't have anything more to do with that aberration. And he is functioning, he is effective. This is just a postulate, now.

For instance, take a very occluded case which is really hanging, reactively, around 0.5, and yet this fellow has a tremendous amount of Theta which he can still invest in projects. He still goes forward constructively and creatively when he is not too terribly enturbulated. This fellow we have looked at in the past with horror. You take good care of him; he is your best case.

But a wide-open case can be riding around 0.5 with full sonic and full visio—and this case can enturbulate fully. If somebody comes along and says "Boo!" the case will enturbulate right down the level. In other words, the enturbulation of this case is such that everything on the case is active. All the engrams can get active on this case. This is really a potential psychotic, and when this person gets in a manic he stops looking like a 0.5. He is riding this manic and it makes him look at a casual glance like about a 3.5.

51.07.30: There are two ways that an individual can be dominated (and I know you will be interested in this): He can be made to handle himself and the environment around him or made to leave it alone on a physical level, or he can be left alone, ignored, and never trusted with anything.

These things produce two different kinds of cases; one is the occluded case and the other is the wide-open case who is low on the tone scale.

The wide-open case who is low on the tone scale has been invalidated, has been made to feel a certain worthlessness, has been made to feel that he or she was not particularly worthy during youth; he has been ignored, he has been unable to get attention when he needed attention, and so on.

WILLPOWER, Means nothing more than Self Determinism. In this Mest universe it consists of the ability to impose time and space on energy and matter. That's willpower and that's self-determinism, and that is controlling people and that is people controlling you. (see also Self Determinism)

WIN, Intending to do something and doing it, or intending not to do something and not doing it. (see: Lose)

WINNING VALENCE, The valence of greatest determinism. In the case of the woman beaten by her husband, the engram contains just two valences. Who won? The husband. Therefore it is the husband who will be dramatized. She didn't win, she got hurt. So the thing to do is to be the winner, the husband, to talk like him, to say what he did. Hence, when the woman is restimulated into this engram by some action she will dramatize the winning valence.

It is actually not the exact personality of the person who won. It is the individual's mock-up of that person, which gets diminished or augmented by other people's opinions and by one's own postulates.

WINS, If a preclear is getting wins then the preclear is getting more able, earns more or finds more wherewithal, and accomplishes more in a given period of time leaving more time to use for auditing, and the minor upsets or discomforts which accompany even the smoothest auditing are disregarded.

WITH THE SESSION, Means the preclear is interested in his or her own case betterment and is willing to talk to the auditor and generally helps to make things go right in the session.

WITHHOLD, The unwillingness of the preclear to talk to the auditor or tell him something. It is restraining self from communicating. A withhold is something the preclear did that he isn't talking about. When the person should be flowing out but is withdrawing - that's a withhold. A

withhold is simply what the preclear is withholding and it does not have to include what the preclear considers is a withhold.

It is the manifestation which always comes after an overt. Any withhold is always preceded by an overt. A withhold is the person keeping silent about a transgression against a moral code by which he was bound. He believes that if it is revealed it will endanger his self-preservation, and so he withholds it.

A withhold is what the pc himself did. That is a withhold. Plus, the pc being an accessory to a fact. That is a withhold. Now, the pc being the accessory to the fact does not include the pc passing on all the bad data and all the rumours, and so forth, the pc has ever heard, because of course the pc's not an accessory to the fact of any part of these things. No, the pc didn't rob the bank, the pc stood out on the corner and made sure the police weren't coming while the bank was being robbed, don't you see? All right, that's an accessory-to-the-fact withhold, and which is part of the withhold. It's quite a valid withhold.

But it is something the pc did, isn't it? See, the pc did stand on the corner. The pc didn't rob the bank, but the pc stood on the corner. You'll get this sort of thing. You'll get as a withhold occasionally, "Well, I sat and listened to some violent criticism of. . ." And that the pc considers an overt - and it was. Pc didn't speak up and shut it off or put anybody straight or anything; they just sat and agreed with it all, you see, and all of a sudden, why, this turns up as a withhold, but remember that was something the pc did. The pc accepted tamely, or agreed with, you see, or didn't do anything about, a situation. But again, it's something the pc did, don't you see? It isn't the information that was given the pc. That had nothing to do with it.

Whenever a preclear says he "doesn't know" something - that is *always* a pretence. It is a *valence* saying that it doesn't know - the preclear always does know. And by allowing the valence to dominate his beingness and run "not-knows" on him, he - the preclear - condemns himself to a pit of ignorance where he is becomes more and more *stupid* as time goes by. So what the auditor is doing when he demands the preclear confront something and *'fess up* to what it is all about - is getting the "not-knows" that this character is running on the world off of the case, so that he'll brighten up and get into the game of life."

The auditor is not trying to be nosey, he is not making people feel embarrassed, and is not doing it because Ron said so, see, but actually, to get the characters to release these tremendous overts of "not-knowingness" - because holding on to them has got them parked in total stupidity. You're not running "failed withhold" on the pc. You are running overts called "Let's keep everybody stupid."

When he stole something, it disappeared and its owner couldn't find it. And a tremendous "not-know" was entered into the owner's sphere of livingness, right? It's an overt. To hell with whether or not a piece of Mest passed from the owner. That forced *not-know* is the basic overt. So when you make these things known and you scrape them out of the pc's reactive bank and get them up into his zone of knowingness, you raise, of course, his intelligence. Therefore, you raise his knowingness. Therefore, his responsibility comes up enormously. Got it?

A withhold is something a person believes had better be withheld because, if he didn't withhold it, it would reduce the survival of his identity.

WITHHOLD OF NOT-BEINGNESS, When an F/Ning preclear is asked for withholds he can be given a withhold of nothingness. The preclear may say "No, I'm fine, I'm not withholding anything", but he now wonders "Am I trying to hide something?" "Am I really doing all right?" etc. A withhold of nothingness. *(see also False Read)*

WITHHOLD OF OMISSION, He should be reaching (e.g. helping others) and he is not and that's just a withhold of omission.

WITHHOLDS LONG DURATION, *Short duration* would be recently - since the last session for example. *Medium duration* would be months, and *long duration* would be years - say, this lifetime. And then withholds of *very long duration* would be withholds he's been hanging onto for more than just this lifetime.

These are spotted on a preclear by a nattery, critical or hostile sort of life that he has led. The case would be anywhere from 2.2 on down to 1.0 on the tone scale. These should be audited on him.

WITHHOLD SYSTEM, I have finally reduced clearing withholds to a rote formula which contains all the basic elements necessary to obtain a high case gain without missing any withholds. This system is now used in Integrity Processing. The system has five parts:

(0) The difficulty being handled,

(1) What the withhold is,

(2) When the withhold occurred,

(3) All of the withhold,

(4) Who should have known about it.

WITHHOLDY CASE, Routinely ARC breaking and having to be patched up, commonly blows, has to have lots of hand-holding.

WITHHOLDY PC, You see a preclear who seems to have a lot of ARC breaks and you think he's just an ARC breaky pc, but he's not. He's a withholdy pc. If you call such a case that ARC breaks a lot a "withholdy pc that ARC breaks a lot" then you can solve the case, for all you have to do is work on withholds and the ARC-breakiness of the guy will disappear.

"WITH SCIENTOLOGY", "Interested in subject and getting it used."

WOG, Worthy Oriental Gentleman. This means a common ordinary run-of-the- mill garden-variety humanoid. A wog is somebody who isn't even trying. Strictly speaking, a wog is someone who operates on the computation: "In order for me to win, someone else must lose. So if I make him lose then I've won." That's real wog-think. *[see Nullification]*

WORD, A word is a whole package of thought. A sound symbol of some physical universe action or object or condition. Words are all physical universe things because they are designed to go on a physical communication system.

WORD CLEARER, One who is qualified in and uses the technology of word clearing to aid others in understanding written or spoken materials.

WORD CLEARING, Any of a group of techniques used in locating and clearing misunderstood words. There are nine methods of word clearing:

METHOD 1, By meter in session. A full assessment of many, many subjects is done. The auditor then takes each reading subject, locates a misunderstood word in that subject, and then clears the chain of misunderstood words back to earlier words and or words in earlier

subjects until he gets fully cleared and resolved. Each word on the chain gets fully cleared to F/N.

METHOD 2, By meter in classroom. The student reads aloud from written materials and each reading word cleared.

METHOD 3, Verbal in classroom. The student says he does not understand something. The supervisor has him look earlier in the text for a misunderstood word, gets the student to look it up, use it verbally several times in sentences of his own composition, then read the text that contained it. Then come forward in the text to the area of the subject he did not understand.

METHOD 4, A method of word clearing in which a meter is used to rapidly locate any misunderstoods in a subject or section of materials. It is used in the classroom by the course supervisor. Method Four fishes for the misunderstood word, finds it, clears it to F/N, looks for another in the area until there are no more with an F/N VGIs. Then moves to another area, handles that, eventually all misunderstoods in that study-material is handled.

METHOD 5, A system wherein the word clearer feeds words to the person and has him define each. It is called material clearing. Those the person cannot define must be looked up. This method is the method used to clear words or auditing commands or auditing lists.

METHOD 6, Is called key word clearing. It is used on posts and specific subjects. The word clearer makes a list of key (or most important) words relating to the person's duties or post or the new subject. The word clearer without showing the person the definitions, asks him to define each word. The word clearer checks the definition on his list for general correctness. Any slow or hesitancy or misdefinition is met with having the person look the word up.

METHOD 7, Whenever one is working with children or foreign-language persons or semi-literates Method 7 Reading Aloud is used. The procedure is have him read aloud. Note each omission or word change or hesitation or frown as he reads and take it up at once. Correct it by looking it up for him or explaining it to him.

METHOD 8, Is an action used in the Primary Rundown where one is studying study tech or where one is seeking a full grasp of a subject. Its end product is super-literacy. Usually an alphabetical list of every word or term in the text of a paper, a chapter or a recorded tape is available or is provided. The person looks up each word on the alphabetical list and uses each in sentences until he has the meaning conceptually.

METHOD 9, The procedure is: (1) student or staff member reads the text out loud. He is not on the meter. (2) The word clearer has a copy of the text and reads along with the student silently. (3) If the student leaves out a word or stumbles or exhibits any physical or verbal manifestation while reading the text, the word clearer immediately asks for the misunderstood word or term and gets the meanings cleared with a dictionary and put into sentences until the word is understood and VGIs are present. The student should then be able to read the passage without any flub.

WORD LIST, Is simply a list of words taken from a body of data. A word list can be made for a tape lecture, a mimeo issue, a chapter of a book, etc. The word list contains all the words listed in alphabetical order. *(see Word Clearing Method 8)*

WORDS, In Dianetics, [and Scientology] words stand for something that was once actual and physical in the field of MEST, but those words are not the actual physical thing; they are just

symbols, they are just a dream of the original thing. Language at no time is anything more than a symbol for a MEST reality, or a MEST imaginary thing which is set up and foisted off as reality. Words are illusions. We don't process words as, if we should do so, we would be processing illusions. We aim for the underlying realities and the preclear's conclusions (considerations) about them. That is all.

WORK, Is a heavy-effort substitute for an inability to play. Work, in essence, is simply the handling of effort, the use of effort. Whenever work is "difficult" it means you are going about it in the wrong way. This would include not having the tools or skills required for the job.

WORKSHEETS, A worksheet is the complete written running record, made by the auditor during the session, of that auditing session from beginning to end. As an auditor audits he keeps a record of every action done, the preclear's responses, meter behaviour, results, changes, etc. It is complete enough to give the Case Supervisor all the data he requires about what happened in the session, and yet not so detailed that writing it would disturb the communication lines in the auditing session.

(being) WORRIED, A person worries when he is unable to tip the balance between yes and no. he is in a state of doubt, and is unable to do something about it. "Was it yes?" "Was it no?" "Was it yes?" "Was it no?" A worry is a minor neurosis. Contradictory engram commands exert influences on the person which cannot be computed, so he flip-flops between them and worries. *[see also: Stress]*

WORRYING (another person), A low level overt act. It means causing anxiety or pestering somebody and being obnoxious. It is liable to invalidate someone's beingness and self-esteem. Worrying another is an overt at the bottom end of the scale.

WRAPPED AROUND A TELEGRAPH POLE, Slang. The preclear who has been so poorly audited that the "auditing" itself has created a charged up condition on the case, and the preclear is now so restimulated and balled up that he needs some special handling to get him straightened out again.

WRONG, Miscalculation of effort.

WRONG WHY, An incorrectly identified outness which, when applied, will not lead to any recovery.

Z

ZERO-RATING, In the materials of the course you are doing in the Academy, some items will be marked as being "zero-rated". Here you are required to study and understand the data in front of you on your own determinism. No examination or proof of understanding will be made. It is entirely up to you and your own sense of doing what is right. *[see Starrate Checkout]*