

ABOUT THIS FILE

The text included in this file represents the material that was removed from 2007 edition of SCIENTOLOGY 8-80 (ISBN: 978-1-4031-4415-7).

These sections of text were completely removed:

EDITORIAL NOTE: 1952

FORWARD: WHAT IS SCIENTOLOGY?

THE APPOSITIONS OF SCIENTOLOGY

CHAPTER ONE was shortened in 2007 edition to eliminate the actual description of the Auditor's Code - that is why it was included in this file as well.

The first few pages of the book from which these sections of text were taken (1977 reprint; ISBN: 0-88404-020-8) were also included so that there is no confusion as to the exact source of text in this file.



To the Reader:

Scientology is a religious philosophy containing pastoral counseling procedures intended to assist an individual to gain greater knowledge of self. The Mission of the Church of Scientology is a simple one—to help the individual achieve greater self-confidence and personal integrity, thereby enabling him to really trust and respect himself and his fellow man. The attainment of the benefits and goals of Scientology requires each individual's positive participation, as only through his own efforts can he achieve these.

This is part of the religious literature and works of the Founder of Scientology, L. Ron Hubbard. It is presented to the reader as part of the record of his personal research into Life, and should be construed only as a written report of such research and not as a statement of claims made by the Church or the author.

Scientology and its sub-study, Dianetics, as practiced by the Church, address only the spiritual side of Man. Although the Church, as are all churches, is free to engage in spiritual healing, it does not, as its primary goal is increased knowledge and personal integrity for all. For this reason, the Church does not wish to accept individuals who desire treatment of physical illness or insanity, but refers these to qualified specialists in other organizations who deal in these matters.

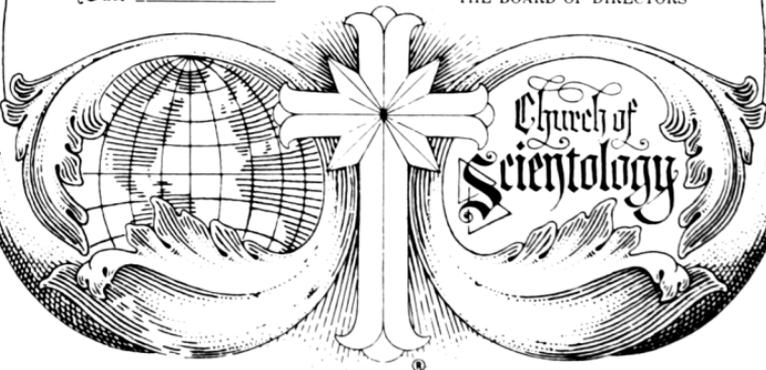
The Hubbard Electrometer is a religious artifact used in the Church confessional. It, in itself, does nothing, and is used by Ministers only, to assist parishioners in locating areas of spiritual distress or travail.

WE HOPE THE READING OF THIS BOOK IS ONLY THE FIRST STAGE OF A PERSONAL VOYAGE OF DISCOVERY INTO THE POSITIVE AND EFFECTIVE RELIGION OF SCIENTOLOGY.

This book belongs to: _____

Date: _____

THE BOARD OF DIRECTORS



SCIENTOLOGY® 8-80

THE DISCOVERY AND INCREASE OF LIFE ENERGY
IN THE GENUS HOMO SAPIENS

by
L. RON HUBBARD

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**THE E-METER IS NOT INTENDED OR EFFECTIVE FOR THE
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Printed in the United States of America

*To my good friend, the late
Commander "Snake" Thompson (MC) USN
and his friend and teacher,
Sigmund Freud*

Important Note

In studying Dianetics and Scientology be very, very certain you never go past a word you do not fully understand.

The only reason a person gives up a study or becomes confused or unable to learn is that he or she has gone past a word or phrase that was not understood.

Trying to read past a misunderstood word results in mental "fogginess" and difficulty in comprehending the passages which follow. If you find yourself experiencing this, return to the last portion you understood easily, locate the misunderstood word and get it defined correctly —and then go on.

DIANETICS®: From the Greek *dia* (through) and *noos* (soul), thus "through the soul"; a system for the analysis, control and development of human thought which also provides techniques for increased ability, rationality, and freedom from the discovered single source of aberrations and psychosomatic ills. Introduced May, 1950, with publication of *Dianetics: The Modern Science of Mental Health* by L. Ron Hubbard.

SCIENTOLOGY® is an applied religious philosophy and technology resolving problems of the spirit, life and thought; discovered, developed and organized by L. Ron Hubbard as a result of his earlier Dianetic discoveries. Coming from the Latin, *scio* (knowing) and the Greek *logos* (study), Scientology means "knowing how to know" or "the study of wisdom."

EDITORIAL NOTE

1952

L. Ron Hubbard was one of the first students of nuclear physics in the United States.

In 1932 he believed that Life and its behavior obeyed natural laws of the same order as electrons and other particles of motion. He began a study and search which led him through many fields of science and across many continents.

In 1948 he published the "Original Thesis" on his findings for the medical and psychiatric professions. In 1950 he permitted a popular work to be published and was considerably astonished that it became a best seller quickly. Since 1950 he has worked constantly upon the original project of discovering and conduiting the source of Life Energy and with this work announces the attainment of that fact.

This volume is a detail of the discovery, its formula, and the factors necessary to bring the fact into application.

For three years, scientific controversy has raged around L. Ron Hubbard's work. The most degrading attacks and flowery praise have greeted his activities from every quarter, lay and scientific. He has given the acceptance of his work and the attacks and praise alike little thought but has continued to follow his route of discovery. His issuance of these findings caps a scientifically stormy career. It is doubtful if the storm will grow calmer in the face of the calm announcement that one has discovered and isolated life and provided the techniques for its use and conduiting.

Careful testing by many persons already has assured the truth and usefulness of this work. It is not experimental but

has been applied scientifically and confirmed in many quarters.

FOREWORD

WHAT IS SCIENTOLOGY?

“Scientology” is a new word which names a new science. It is formed from the Latin word, “scio”, which means KNOW, or DISTINGUISH, being related to the word “scindo”, which means CLEAVE. (Thus, the idea of differentiation is strongly implied.) It is formed from the Greek word “logos”, which means THE WORD, or OUTWARD FORM BY WHICH THE INWARD THOUGHT IS EXPRESSED AND MADE KNOWN: also, THE INWARD THOUGHT or REASON ITSELF. Thus, SCIENTOLOGY means KNOWING ABOUT KNOWING, or SCIENCE OF KNOWLEDGE.

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 grows. Its most important growth is not in numbers of facts but in the clarity and prediction-value of its theories. Many fields which call themselves sciences substitute fact collecting for theorizing, others substitute theorizing for observation. Without both, there is no science.

The “exact” sciences contradict each other daily. This is not because their observations are wrong, but because they cling to old theories that conflict instead of finding the newer, simpler theories.

Scientology has introduced new simplicities of theory into the field of human thought and has brought the study of human thought up to a level at which it begins to

embrace all thought and all life, not only of man, but of all organisms.

Scientology is not a therapy for the sick, although from Scientology such a therapy may be derived.

Thought is the subject matter of Scientology. It is considered as a kind of "energy" which is NOT PART of the physical universe. It controls energy, but it has no wave length. It uses matter, but it has no mass. It is found in space, but it has no position. It records time, but it is not subject to time. The Greek word (and letter), THETA, is used as a symbol for thought as an "energy".

Technique 8-80 is a specialized form of Scientology. It is, specifically, the electronics of human thought and beingness. It is basic in answering the riddles of life and its goals in the MEST universe.

The goal is *Survival*. The means to survival for life is the handling and use of energy.

The "8-8" stands for "Infinity-Infinity" upright, the "0" represents the static, theta.

A new student of this subject is referred to the Logics and Axioms and the basic processes of thought, counter-thought, emotion, counter-emotion, effort, counter-effort, attention units, and counter-units. *Technique 8-80 appends but does not amend or replace any earlier material.* It does the work of Scientology more quickly if used against an understanding of the basic subject.

CHAPTER ONE

This book is started with the Auditor's Code, for any experimentation with these phenomena must be done in full awareness of this code. An "auditor" is one who "listens and computes", and is a practitioner in Scientology. Experiments done without strict adherence to this code will fail.

The auditor who does not know, or practice at all times, the Auditor's Code, is ignoring one of the basic tenets of Scientology. This code has been called "the code of how to be civilized". Much more important than knowing mechanical techniques is knowing well the attitude one should have toward a preclear. This is not for courtesy but for efficiency. No preclear will respond to an auditor who does not adhere to the Auditor's Code.

Breaking the Auditor's Code, at first glance, may not appear to be a very great sin. But an auditor has undertaken to aid a fellow man, and his dedication to that purpose must be sincere to the point of sacredness.

The following points, taken from *Science of Survival**, should be as much a part of an auditor's thinking and attitude as his knowledge of reading and speaking. Unless one feels he can adhere to this code, he should not, under any circumstances, attempt to audit anyone:

The auditor conducts himself in such a way as to maintain optimum Affinity, Communications, and Agreement with the preclear.

**Science of Survival* (1951) by L. Ron Hubbard.

The auditor is trustworthy. He understands that the preclear has given into the auditor's trust his hope for higher sanity and happiness, and that the trust is sacred and never to be betrayed.

The auditor is courteous. He respects the preclear as a human being. He respects the self-determinism of the preclear. He respects his own position as an auditor. He expresses this respect in courteous conduct.

The auditor is courageous. He never falls back from his duty to a case. He never fails to use the optimum procedure regardless of any alarming conduct on the part of the preclear.

The auditor never evaluates the case for the preclear. He abstains from this, knowing that to compute for the preclear is to inhibit the preclear's own computation. He knows that to refresh the preclear's mind as to what went before is to cause the preclear to depend heavily upon the auditor and so to undermine the self-determinism of the preclear.

The auditor never invalidates any of the data or the personality of the preclear. He knows that in doing so he would seriously enturbulate the preclear. He refrains from criticism and invalidation no matter how much his own sense of reality is twisted or shaken by the preclear's incidents (past experiences) or utterances.

The auditor uses only techniques designed to restore the self-determinism of the preclear. He refrains from all authoritarian or dominating conduct, leading, always, rather than driving. He refrains from

the use of hypnotism or sedatives on the preclear no matter how much the preclear may demand them out of aberration. He never abandons the preclear out of faint-heartedness about the ability of techniques to resolve the case, but persists and continues to restore the preclear's self-determinism. The auditor keeps himself informed of any new skills in the science.

The auditor cares for himself as an auditor. By working with others he maintains his own processing at regular intervals in order to maintain or raise his own position on the tone scale despite restimulation of himself through the process of auditing others. He knows that failure to give heed to his own processing, until he himself is a "release" or a "clear" in the severest meaning of the terms, is to cost his preclear the benefit of the auditor's best performance.

The goal of the auditor is to rehabilitate the self-determinism of his preclear, to bring back his hope and power, to get his preclear up to where the preclear, all of his own, KNOWS.

The preclear has to take very little on faith with these techniques. He simply runs what he is told.

The auditor should not bully his preclear or evaluate for him.

Most important, the auditor should choose for his preclear a person worth salvaging, who will in his turn help another. We have so much to do!

THE APPOSITIONS OF SCIENTOLOGY

Compiled by Alphia Hart, B.Sc.
1952

Based on the Works of L. Ron Hubbard

THE APPOSITIONS OF SCIENTOLOGY

An electronics computer on an airplane is almost human. To those who don't know how it operates, they might say it *thinks!* But it doesn't. It merely does what man wants it to do. Its functions are gauged by the material and equipment of which man has made it.

In shooting down an enemy plane, the gunner need only set some basic factors into the computer, and aim his sights at the target. The computer takes care of the details. It allows for lead, whether the target is coming toward or going away from him, for the speeds of both planes and the angle of attack, for gravity, or the earth's attraction upon the bullet, and for the amount of wind that may deflect the bullet from its path. In microseconds, it takes care of all factors which might cause a human to err during emotional stress of battle.

The gunner needn't know how that computer works in order to use it, but if anything goes wrong with that computer, he'd *better know* if he expects to repair it. He'll have to know how many fuses the computer has, where the selsyns are and what they're for, what wires lead where and what the potentials of those wires are.

We, too, have a computer: the mind. And it's a much more complicated, competent piece of equipment than ever was installed in any airplane. We use it constantly, asleep or awake, without asking questions about how it's made, what its components are, how many fuses have blown. Actually, we know that, but we apparently don't have to know that we know it to get results. We live, think and operate without being conscious of the force that makes us live, think and operate. How many cells make up the mind, or whether the mind is composed of cells or not, doesn't affect its efficiency a bit.

The mind, somewhat like man-made computers, is subject to loss of effectiveness. It slows down. It gives wrong data, and when we aim our guns at a target, we miss. The more that's wrong with the computer the more errors, until finally we reach the point where we don't even feel that we can trust our computers any more; we doubt our judgment. Our aims are half-hearted, and we miss some more.

In Scientology, we're going to repair those computers so there'll be no more errors, but to do so, we've got to know. Maybe we're not interested in selsyns, fuses, wires and potentiometers, but we must know about memories, aberrations and emotions. You wouldn't take a house jack to pry off the second hand of a wristwatch, nor a jeweler's screwdriver to pry out a rusty spike from a railroad tie. Success would depend upon selection of the proper tool, and using it correctly.

The definitions used in Scientology are the tools. Know them, not approximately, but *exactly*. An EFFORT isn't an ENGRAM, a LIFE CONTINUUM isn't defined by who put the overalls in Mrs. Murphy's chowder.

Did you ever stand in a railroad station and listen to the chatter of the telegraph? If you knew Morse code, those metallic clickings were as clear to you as the words on this page; if you didn't know it, they were merely a noisy part of the environment. You probably couldn't even distinguish between the dashes and the dots. A message of extreme importance may have been coming in over those wires, yet to you they meant absolutely nothing. *You didn't have the code.*

Two or three hours of studying these definitions should give you the code of Scientology, and with that code, you can go to work on the mutability of that computer of yours. You'll know how it works, and how you can make it work. Better yet, you'll know yourself.

One of the strange things about Scientology is that it often has produced results for auditors who were more surprised than their preclears. They were a bit vague both as to how and why—and a little frightened when they discovered the power of the tool they had been using so carelessly.

There have been near-disasters, too. It's almost as dangerous to start an auditing session without knowing what you're doing as it would be to wait to read a textbook on how to pull a ripcord after you'd bailed out of a burning plane. Often, by mere chance, you'll pull the right handle. More often, motion, space and time refuse to wait while the blundering auditor looks up the answers.

Know the code. If you know what you're doing, the horizons of

Scientology are unlimited.

ABERRATION: Taken from the Latin *ab-errare*, meaning to *wander from*. Any deviation from rationality. An aberrated person wanders from his self-determined course and no longer goes where he wants to go NOW, but goes where he determined to go SOMETIME IN THE PAST. This makes his course irrational, and he travels where his environment pushes him. He has as many aberrations as he has contra-survival decisions in his past. At the time the decisions were made they were pro-survival, but changing environment and conditions may have made them contra-survival. However, until he has erased these early decisions from his memory bank, the earlier decisions have precedence over contrary decisions made later. This confusion—wanting to do something today, yet being driven toward a goal set in some forgotten yesterday—accounts for most of man's aberrated behavior.

ABERREE: An aberrated individual.

AFFINITY: One corner of the triangle that makes up the anatomy of the static of Life: Affinity, Reality and Communication (A-R-C). Affinity is the cohesion that makes the physical universe possible, that makes matter stay together. In the mundane state it is love above 2.0 on the Tone Scale.

Affinity between the auditor and the preclear is vital if either expects success from the sessions. Without affinity there can be no agreement; without agreement, no communication; and without communication, reality drops to an inoperable low.

ALLY: A person from whom sympathy came when the preclear was ill or injured. If the Ally came to the preclear's defense or his words and/or actions were aligned with the individual's survival, the reactive mind gives that Ally the status of always being right—especially if this Ally was obtained during a highly painful engram. Allies are usually well hidden because they're pro-survival, and he dares not lose them if he's to survive. Probably he's even shifting valences between one or more of his Allies as often as his reactive mind dictates.

ALTITUDE: A preclear trusts and confides in his auditor to the degree that he respects him and his judgment. Altitude, therefore,

is a level of prestige. If the preclear cannot respect, or look up to his auditor, he will believe little that he says or does, and the sessions may lag; if the respect reaches the high level of artificial idolatry, there may be a tendency to believe too well in everything the auditor says and become completely an effect of the auditor's slightest comment.

In the individual, altitude may be divided into four different categories: DATA ALTITUDE, in which the individual seems to have an exceptional fund of knowledge gathered from books, records, and/or experiences; COMPUTATIONAL ALTITUDE, in which the individual has an outstanding ability to think and compute the data given him; POSITIONAL ALTITUDE, which is an altitude assumed or bestowed because of an arbitrary title or position; and PERSONAL PRESENCE ALTITUDE, which is altitude some persons may project merely by their presence, or the examples they set. In the past this has been called by some "personal magnetism".

The auditor's "altitude" is one of the most important factors in establishing early A-R-C between the auditor and his preclear.

ANALYTICAL MIND: The "computer", or the part of the mind which perceives and retains data, analyzes it, and uses the answers thus received to resolve problems and direct the organism along all the dynamics. The analytical mind, as a computer, is incapable of error as it thinks in differences and similarities; given accurate data, there would be perfection in every conclusion. Each iota of information picked up by any of the senses is filed in the memory banks, where it is accessible to the analytical mind.

All this data is scanned by the analytical mind before it makes a computation on any problem, no matter how minor that problem may be. When not aberrated by false data, the analytical mind, which has full charge of the organism's functions, can control or change all muscular, glandular, rhythm and fluid functions of the body instantly and for the optimum benefit of the organism concerned.

ANATEN: This is a neologism (new word) made up of syllables from the two words, ANALYTICAL ATTENUATION—a partial or complete dilution or weakening of the functions of the analytical mind. This shutoff of the analyzer happens in the presence of ANY physical pain, even though the pain may be mild or brief.

The anaten buries the somatic, and, unfortunately, it buries with it all the perceptics present when the somatic was received. Anaten also develops during emotional stress, which is a form of pain.

A-R-C: The initials of Affinity, Reality and Communication, the three corners of the triangle that symbolizes the anatomy of the static of Life. These three words, either in life or in an auditing session, are so deeply intertwined that to neglect one is to suppress the others. Without affinity, there is no reality; without reality, communication is nebulous; without communication, affinity is impotent, and so on through all possible variants.

Establishment of A-R-C between the auditor and preclear is the first duty of the auditor before starting a case. This is done by finding out whether the auditor has any objection to improving the tone of his preclear, whether the preclear objects to the auditor, and whether there is anything about the environment that might be restimulative to the preclear.

AUDITOR: One who listens, computes and guides another with the intention of helping him resolve the problems of his life. The auditor must remember that he is only a guide, and it is not his province to validate or invalidate any information the preclear offers him during a session. He may make conclusions and evaluations, but he must not retail those conclusions or evaluations to his preclear, nor to others. Neither will he discuss the case, nor reveal to anyone any of the data that has been supplied him. He is not personally interested in what the preclear tells him, and listens only because the presence of an auditor has a value far beyond the mere words which are spoken. If he believes the preclear is missing or avoiding an important computation, it is his duty to tactfully guide the session so the preclear, himself, can pick up his aberrative decisions and conclusions of the past for re-evaluation in present time.

AUDITOR'S CODE: A system of ethics designed to guide the auditor throughout his relationship with the preclear whose case has been placed in the auditor's hands. Observation of this code is important, because even the slightest violation may interfere with progress in a low-tone case; may even add locks to a highly charged chain that will require hours and hours of auditing to reduce

sufficiently so the case may proceed. The auditor should remember that he should exhibit no personal interest in the preclear's past nor morbid curiosity about the acts of the preclear or his contacts; it is not his mission to erase psychoses or neuroses, nor to reduce engrams and secondaries. His goal is to raise the preclear on the tone scale, and if this is done efficiently, the preclear's own persistence and general responsibility will take care of the aberrative patterns that have been dogging him into one failure after another.

Some of the things an auditor must be conscious of while working a case:

Be trustworthy, and never violate a confidence by revealing to others any data that has been uncovered in a session. *Be courteous* to the preclear, no matter what may happen during a session; remember, the aberrations that may irritate or anger you are the aberrations the preclear is depending on you to help him eradicate. *Be courageous*; follow through with the optimum procedure you think necessary, regardless of any alarming conduct on the part of the preclear. *Never evaluate* the case for the preclear, or tell him where you think he is on the tone scale; that only invalidates the preclear's ability to compute his own data, and undermines his self-determinism. *Never invalidate* (or validate) the personality or the data of the preclear, no matter how much the auditor's sense of reality may be stretched; the data may be, and probably is, more correct than your evaluation of it. *Know your techniques*, and depend upon them for results; hypnotism, sedatives and commands not only are unnecessary but are to be avoided, even if the preclear asks you to use these methods. The auditor must *keep himself processed* and scan out any aberrative restimulation from each session so that he can, at all times, perform at optimum efficiency.

AXIOMS: Webster: "A statement of a self-evident truth . . . An established principle which is universally received." The nearly two hundred Axioms used in Scientology cover the science of existence as no other science or "ology" ever has attempted to cover it. What is life? What is mind? Why are we what we are? What is a body and why do we need one? To whom are we responsible? These are some of the questions Scientology has taken out of the fear, terror and superstition classification.

BASIC-BASIC: The first moment of discomfort, pain or unconsciousness in the current life of the individual.

BLACK AND WHITE: A rapid process which eliminates the need for running single incidents, locks or secondaries, and is effective only in occluded cases. Wide-open cases cannot see black or white, but see color. These black areas, which are curtains over occluded facsimiles along the time track, erase or become white when attention is centered on 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.

BOIL-OFF: It is not uncommon for the preclear to go into periods which resemble sleep, but boil-offs are not sleep. They can last for hours. They never should be tolerated by an auditor for they waste time and have little or no therapeutic value.

The sudden wave of unconsciousness occurs because the preclear has run an outflow or inflow of energy beyond the limit of elasticity of the flow. This is remedied by having the preclear reverse the direction of energy flow he has been running. If he has been outflowing, have him inflow, or vice versa. Boil-off will cease immediately.

Tiredness at a day's end is an incipient boil-off, occasioned by the accumulated outflows of the day. Run or scan these out, and the tiredness eases or goes away.

BOUNCER: Words or phrases in engrams or locks which send the preclear up the time track when he is trying to run the incident. ("Get out", "Don't touch me", etc.)

Energy flows and dispersals act as bouncers when contacted. They cause the preclear to talk excessively to escape an incident on the track. A bouncer also causes the emotion of fear, and fear results only from sudden flows.

BRAIN: An organic, physical entity, composed of two anterior hemispheres of nerve tissue, and located in the upper part of the cranium. It consists of nerve cells (gray matter) and nerve fibers (white matter). It is *not* the mind, but only the tool which the mind uses as a control board for the organism.

CHARGE: The aberrative force of a lock, secondary or engram. Restimulation, or addition of more locks on the engram chain, increases the charge; running of these locks during an auditing session reduces the charge. Charges are measured in Ohms.

CHRONIC SOMATIC: A recurrence, constant or periodic, of the original physical pain, deformity or illness which has been stored in the reactive mind as the result of an engram-type incident.

CIRCUIT: An engram command containing a control or nullifying "You" phrase which causes the individual to compute differently than he ordinarily would. These circuits are especially dominant in persons low on the tone scale, and the lower they are, the more circuits they have and the more force these circuits exert. When in running a case the File Clerk suddenly becomes inoperative, or the whole engram blanks out and strange visios turn on, the auditor may safely suspect his preclear has bumped into a control circuit. These can be eliminated by straight wire; check his memory to see who in his background made a practice of using statements that are responsible for these circuit locks. Once these locks are lifted, the engram containing the locks loses a degree of its tension.

Active circuits indicate a highly charged case, and the case should be relieved of tension before an attempt is made to locate the circuits in the engram. Since all circuits are phrases that attempt to do something to the preclear in contest with the preclear's own "I", these controls are artificial, and most of them can be made inoperative with straight wire. You don't even have to get out the command phrase; when the preclear discovers what it is and why he's using it, his self-determinism will assert itself.

Circuits can do many strange things to an individual. They can shut off memory ("You can't remember anything"), or block visio and sound. Some contain such a forceful control phrase (such as "You've got to do everything") that the preclear takes over the running of his own case from the auditor. This type of case is particularly difficult to handle. Other circuits that interfere with auditing include those that occlude data, or inhibit the release of emotion.

CLEAR: Originally this meant a person who no longer was operating under engram commands, who has been "cleared" of his aberrations. As of 1952 it is a relative word, and can be applied to

persons who have raised themselves on the tone scale to a level where they have command of their thinking processes. The *ideal clear*, of course, would be at 20.0 on the tone scale—a balancing of theta and MEST. As long as they remained at that point, they would be balanced between full cause and effect, capable of assuming cause over anything.

In the last few months, there has been a tendency to assign the word “clear” to three different categories: MEST clear, theta clear, and cleared theta clear. A MEST clear, under this breakdown, would be a body-plus-thetan relatively unaberrated, probably above 4.0 on the tone scale; a theta clear is one who can leave his body at will, and he probably would be, although not necessarily so, much lower on the tone scale than a MEST clear; and a cleared theta clear would have all major incidents in his time track removed, as well as have complete freedom from his physical body.

CONCEPT RUNNING: Getting concepts, or “getting the idea” of (not the “feeling”, because “feeling” refers to the somatic sensations of the MEST body), is especially adaptable to persons who are occluded, and cannot recall individual incidents. Running concepts, which is a high wave thought far above perception or reason, is similar to erasing the basic lock on a chain. It addresses hundreds of incidents, rather than individual ones. Primary concepts to run are beauty, sympathy and evil, and their opposites.

COMMUNICATION: One of the corners of the A-R-C triangle that symbolizes the static of Life. Communication covers all phases of transmitting data from individual to individual, from a part of the universe to the individual, or from one’s own memory recordings to himself. Communication uses all the physical senses—sight, hearing, touch, smell, taste—as well as the fifty or more perceptics in any and all possible combinations, to relay data to the “I” or to other organisms.

COMPUTATION: Reactive computation; an aberrated evaluation and postulate that conflicts with a person’s skills and abilities. Examples: A person computes that he must live in poverty to be rich, or be dignified to succeed even though his abilities lie in the entertainment line.

Reactive computations not only are aberrated but they all are non-survival, and are held in place wholly to invalidate others. They generally are concerned with this lifetime, and are intimately concerned with the use of the Service Facsimile. They usually reduce on contact because of their irrational nature.

COUNTER-EFFORT: The force which counters one's own survival. This force can be motionless (such as a parked car or a building bumped or run into), or in motion (train at a crossing, a fist, bullet, etc.). Counter-effort is an effort for which you do not accept responsibility. (See EFFORT).

COUNTER-EMOTION: The emotions of others in your environment. It is what you feel when you walk into a room or join a group, especially if their emotions do not parallel yours at the moment. Counter-emotion is so important to the person not fully self-determined that he'll do many things that seem irrational in an attempt to arouse emotions—usually sympathy—in those around him.

COUNTER-THOUGHT: Although unexpressed counter-thoughts are very nebulous, they nevertheless are there—and they have power. If you cannot pick up the thoughts of those around you in running an incident, try to pick up their concepts; not the words they might use in expressing those thoughts, or the pictures—just get the concepts, and you'll find conflict.

Of course, not all counter-thoughts are hidden, but can be expressed by other organisms through all the "normal" channels of communication (speech, gesture, observation, etc.).

DED: An overt act for which there is no motivator is called a "DED" (deserved action). The individual, wishing to justify his actions, tries to avoid blame by saying his victim "deserved what he got".

DEDEX: An individual, trying to cover up a DED, manufactures motivators, or magnifies incidents subsequent to the DED out of all proportion until they, to him, legalize the DED. When he complains violently about what is being done to him or has been done to him, an auditor should look for the overt act against the person about whom the preclear is complaining. DEDEX is taken from the words "DED EXposed", or guilt that is being covered.

DENYER: Words or phrases in an engram that deny existence of the phrase or incident. (“I can’t tell”, “It’s not here”, etc.)

DIANETICS: From the Greek *dia* (through) and *noos* (soul), thus “through the soul”; a system for the analysis, control and development of human thought which also provides techniques for increased ability, rationality, and freedom from the discovered single source of aberrations and psychosomatic ills. Introduced May, 1950, with publication of *Dianetics: The Modern Science of Mental Health* by L. Ron Hubbard.

DICHOTOMIES: A series of opposites: love-hate, always-never, right-wrong, etc. By running the flows of these, one against the other, and turning all black areas white that show up, a being regains his birthright as an energy production source. This often is the only method by which a case can be made to run, or facsimiles made to reduce. A thetan is fixed to his MEST body only because he has sacrificed his ability to build up sufficient energy to escape.

The basic dichotomy is self-determinism, which is white, and other-determinism, which is black.

DOWN BOUNCER: Words or phrases in engrams or locks which send the preclear earlier on the time track. (“Sit down”, “You’re early”, etc.) An energy dispersal, which drives one “down” in time. A psychotic is “down bouncing” from the present he finds too active.

DRAMATIZATION: A particularly vicious type of aberration, a dramatization is the carrying out, by words or actions, of survival conduct used by one or more winning organisms during an engram. Dramatizing an engram, instead of reducing it, only increases its hold. However, if environment keeps a person from dramatizing, he is subjected to further charge by being unable to carry out the engram command.

The reason dramatizations seem so insidious is simple: by running them, you are not running your own efforts, but those of the “winning valence” of an engram. You are running counter-effort. *You are apologizing for failure.* Start running the losing valence—your own effort, emotion and thought—and you’ll start reducing the incident, no matter how much drama may be attached to it.

DYNAMIC: Any one of the eight motivating drives along which each individual travels in his goal of optimum survival. These are numbered from one to eight as follows: 1. Survival for self. 2. Survival through sex, family and future generations. 3. Survival through group, organization, city, etc. 4. Survival through mankind as a whole. 5. Survival through all life forms. This includes any species, animal or vegetable. 6. Survival through MEST, or the Material Universe. 7. Survival through theta, or the static of Life itself. 8. This is written as "Infinity"—or the figure "8" turned on its side—and stands for man's effort to survive through a Supreme Being.

Failure to accept responsibility on any one or more of the dynamics is non-optimum existence. Each dynamic has as its foundation those preceding it. For example: The first dynamic is for self alone, but when one goes to the second, he accepts responsibility for sex PLUS self, and when he advances to the third, he accepts responsibility for the group PLUS sex PLUS self—and so on up to and including the eighth.

EFFORT: Effort is any force with direction an individual picks up and uses for his own survival. Optimum survival, then, would be a decision to use *all* effort for survival—to accept full responsibility for all force. The degree with which a person accepts full responsibility for all efforts in the MEST universe is the degree with which he uses these efforts for his own survival. Any force in the MEST universe for which he is unwilling to accept responsibility, he is electing as a counter-effort toward non-survival. If you should plant a garden, or orchard, every effort expended by those trees and plants to grow fruits and vegetables for your survival are part of your own efforts, although for our purpose they are classified as EXTENDED EFFORTS.

EMOTION: This is a connector between thought and effort. It is a manifestation of beingness, and closely related to motion. One handles motion on a direct ratio with his ability to handle emotion: the higher his emotion level, the more control he can exert over motion; the lower his emotion level, the more he succumbs to motion.

Above 4.0 on the tone scale, an organism is controlled by Thought; from 4.0 down to 2.2 he is controlled by Emotion, and below that are various levels of Effort. Here is how they manifest:

Happiness—Confidence and enjoyment in one's goals, and a belief in his control of environment; *Boredom*—Loss of confidence and direction, but he is not defeated; *Antagonism*—One feels his controls are being threatened; *Anger*—The person seeks to destroy everything that is threatening him, yet he is incapable of directing his motions; *Covert Hostility*—Attempt to destroy that which is threatening him, while assuring the "enemy" that he plans no harm; *Fear*—Ready to withdraw, flee from the threatening force; *Grief*—The signal to be quiet and initiate nothing against the force; *Apathy*—Surrender, or feign death so the threat will go away.

EMOTIONAL CURVE: The Emotional Curve is any drop on the tone scale from above 2.5 to apathy and can occur within seconds, minutes, or hours. It follows news of a failure on any one of the dynamics, and the speed of the drop is an index to the severity of that failure. A reverse rise in the Emotional Curve may occur when the person receives an unexpected ally when he is being threatened by his environment.

The auditor will find running of the Emotional Curve—getting out all the times his preclear was happy and suddenly was made sad—one of his most effective auditing tools.

ENGRAM: A recording of what occurs during a period of pain and unconsciousness, which is not available to the analytical mind as experience or memory that can be contacted and resurveyed at will. Engrams, since they are stored only in the reactive mind, act like hidden command posts, and force the individual into patterns of thinking and acting unguided by reasoning. The word has been borrowed from biology, in which science it means "*A lasting memory trace on a cell*". While it has not yet been proven just how extensive this recording may be, beyond the cellular level, processing has found that an engram is *not* "lasting". When contacted during reverie, it readily erases.

FACSIMILE: That section of thought which has physical universe impressions on it with a time tag. In other words, it is a recording of an incident or part of an incident which contains all the perceptics, as well as emotion, the mind's conclusions, estimation of effort, effort, counter-efforts, counter-thought, and counter-emotions. Although a facsimile, like the thought of which it is a part, has no wave length, no mass, no time and space, its emotional

force on the human organism can be measured fairly accurately with an Electropsychometer, regardless of when it happened. A facsimile may have just as much “charge” on it fifty years after it has been apparently “forgotten” as it had the day it occurred.

These pictures, or facsimiles, are used by the mind in combination with other facsimiles to make a body, animate it, and direct it toward its purpose of TO BE and the conquest of the physical universe. Facsimiles are not necessary for survival, but their acquisition is an aberration man has picked up along the time track. Most facsimiles, especially those of pain, loss, defeat, death, are extremely contra-survival.

FACSIMILE ONE: The one basic engram, on top of which all this-life engrams are mere locks. It was received by the human race many, many centuries ago, and probably was a supersonic shot in the forehead, chest and stomach, incapacitating and reducing the size and function of the pineal gland. It can be run out by emotion and effort—not thought (if a preclear picks up thoughts and postulates, he’s not contacting the incident, which is replete with “lie factories”)—and is handled similarly to a heavy engram. While running it, one gets the impression of a dual being, alive on one side and dead on the other. The sense of time may be aborted.

Thoroughly running this incident alone should return to a person most, if not all, of his self-determinism.

FILE CLERK: Name and identity assigned to whatever has charge of data filed in both the reactive mind and the standard memory banks. Early in Dianetics, the auditor addressed himself to the “File Clerk” for all data; now, the “File Clerk” is used primarily for flash answers when the preclear seems bogged down on the time track. Asking the preclear for data, or a “yes” or “no” answer, followed by a snap of the fingers, will produce material completely unknown to the analytical mind.

GENETIC ENTITY: Although the GE has no real personality, it has a recording of the entire genetic line—from the original cell through all stratas of evolution to its present stage of development—including a transfer of somatics from past theta beings, for seldom will the GE have again the same thetan. A GE, located in the area of the stomach, stays with the body awhile after death—long after the thetan has abandoned it—and takes

residence in another body two or three days before conception. Only a small amount of auditing the GE—or MEST processing, as it is called—is necessary except in the case of psychotics.

GROUPEE: Words or phrases in an engram or lock which collapse the time track, bringing similar incidents together. This happens only when a case has heavy charge and the action phrases have considerable effectiveness. To run groupees, the auditor must first reduce the emotion (anger, fear, grief, apathy). (Groupee phrases: “Everything happens at once”, “I’ll get even with you”, “I have to do everything around here”, etc.)

HOLDER: Words or phrases picked up by persons during pain or emotional stress that hold the preclear on the time track so that he is unable to move forward during processing. (“Stay here”, “Hold on to this”, “Don’t leave me”, etc.)

“I”: The “I” is the center of awareness of awareness; the thetan; it is WHO the person is. A person goes down the tone scale in the degree “I” loses control of its ability to accurately estimate future efforts. During unconsciousness, from pain or emotion, “I” is cut off from command and the environment takes over. This can be especially confusing to “I” if, during unconsciousness, the body or any portion of it is moved without “I’s” awareness. “I”, conscious that the body has exerted effort without “I’s” knowledge or control, loses some of its self-determinism, and unless through processing “I” recovers knowledge of what happened during that period of unconsciousness, it becomes doubtful of its power. Too many emotional upsets or periods of pain, therefore, have a tendency to divorce “I” completely from its function.

INVALIDATION: Any word or action that casts doubt on or denies the truth of a person’s words, thoughts, actions or perceptic recall during a session. The auditor must avoid this breach in the Code, no matter how skeptical he may be of his preclear’s data. Even if he suspects outright falsehood, he should listen patiently and try to get better A-R-C between himself and his preclear. To do otherwise will cause the preclear to withhold data or doubt his own knowledge and emotions, sending him down the tone scale toward apathy.

KEY-IN: The first time a similarity or duplication of environment activates a period of unconsciousness which was brought about by pain or emotion, is called a key-in. An engram never enforces itself upon the body until it has been keyed in; therefore, a person might live a lifetime and never have cause to know he has an engram, or if his environment is sufficiently restimulating, he could live in a constant state of semi-consciousness ("dopey" or "dull"). This shutting down of the analyzer permits other engrams to be keyed in more easily, and a decline may be so rapid and sure that the person suddenly may find himself seriously ill, dead, or in an institution.

KINESTHESIA: The recall of motion—our own or the environment's—through space and time.

KARYOKINESIS: Splitting of the cell. (See MITOSIS.)

LAMBDA: The symbol for the living organism is the Greek letter *lambda* (an inverted "y" with the tail extending in the wrong direction). Lambda, which is MEST (matter and energy in space and time) animated by *Theta*, or thought, has only one goal: Survival, with an ultimate goal of Infinite Survival. When an organism or lambda fails to advance toward that goal, it succumbs. Theta, using lambda, or the animated organism, as an intermediate step in its conquest of the physical universe, seeks to establish an optimum motion for its control of motion. Both motion which is too swift and motion which is too slow are equally contra-survival, because lambda operates within a very narrow tolerance band (body temperature of 98.6, air pressure of 15 pounds to the square inch, etc).

LIFE CONTINUUM: Carrying on the goals of another who has been a dominant personality in the preclear's life. Usually, there is a pattern of sympathy, regret and restitution, preceded by an overt act or act of unkindness you committed or were convinced you committed.

For example: Grandpa was a dominating individual who gave you sympathy, or came to your defense when your peace or well-being were threatened. You liked Grandpa, and thought how nice it would be if you could be *like* Grandpa. Then Grandpa gets sick, and you feel sorry for him. He dies, and you remember all the

times you were unkind to him: you let him hunt for his glasses although you knew they were on his forehead all the time; you forgot to give him that letter he was anxious about until after you'd finished playing six innings of baseball with the boys; you took that piece of chicken breast, although you knew Grandpa didn't like anything except white meat. You wish you hadn't been so mean; that you could turn time back and do nice things for Grandpa instead of being "pestiferous" (that's what he called you one day). And though you're not conscious of it, you begin to act like Grandpa. His goals are your goals. His bald head causes you to lose your hair. His failures are your own failures. You're living Grandpa's life instead of your own; you're carrying on a life continuum for a person who's probably squalling in his mother's lap right now.

It needn't be Grandpa for whom you're living a life continuum; it can be a parent or other relative, someone you know, an animal, or even a physical object, such as a wheezy old parlor organ.

LINE CHARGE: Any period of long and uproarious laughter indulged in by the preclear while being processed. Its therapeutic value is greatest when it is practically uncontrollable; in fact, a laughter line charge will do more to release tension than will a grief discharge.

LOCK: An experience during consciousness that approximates the perceptics of an engram can cause one of two types of locks: those that merely restimulate and cause the individual to dramatize the engram, or those which break the dramatization demanded in the engram. The second is more severe, since it causes a physical pain to turn on and results in psychosomatic illnesses. A third type of lock is formed any time affinity, reality or communication has been inhibited or enforced.

Locks can be received only when a person is in non-optimum condition, such as weary or upset by reverses or emotion. During a lifetime a person picks up thousands of these locks. They are not aberrative in themselves; only, as they encyst the underlying engrams, usually it is necessary to remove some of this encystment before the engram itself can be contacted, and on a real low toned person the lock itself must be run as an engram.

The scanning of locks has been found to be a rapid way of

getting a person up the Tone Scale sufficiently that his case can progress.

MEST: A coined word compounded from the first letters of Matter, Energy, Space and Time—the ingredients of the physical universe. All physical phenomena may be considered as energy operating, or moving, in space and time. All matter is reducible to energy operating in space and time. The movement of energy or matter through space is the measurement of time. The movement of matter or energy in time is the measurement of space. Note that Matter, Energy, Space or Time either are *moving* with respect to each other, or *involve motion*, and a life organism, being MEST animated by theta, cannot exist without motion. As optimum motion declines, that organism loses its right of survival.

All things are MEST except theta, which is not considered as part of the physical universe. At the same time, it cannot be denied positively that theta MAY be a part of the physical universe.

MIND: The accumulated thoughts, conclusions, decisions, etc., of a person during his entire existence. Mind is the theta entity using facsimiles of its experience toward the control of Matter, Energy, Space and Time. These facsimiles are being continually evaluated and plans made on how best to survive or how to die and start over. Man is as aberrated, or as sane, or as ill as he is able to handle his facsimiles. Any limitations man has put upon himself are put there by aberrated memories, and are not an inherent quality of mind.

Although the human mind is capable of handling very complex combinations of facsimiles, it differs not at all in its functions from minds as elementary as the monocoell, except in the complexity of brain appendage, in which it apparently operates.

MISDIRECTOR: A word or phrase in an engram which sends the preclear on a tangent during processing. If the phrase is active enough, a remark such as "You do everything backwards" might send him down the time track if the auditor orders him up to present time. (Examples of misdirectors: "Don't go that way", "You never do what you're told", "I can't tell if you're coming or going", etc.)

MITOSIS: Far back along the time track, apparently, the cell, as a basic organism, was of an elongated shape, with a thinking nucleus in the larger end. Many postulates made at the time the cell decided to split and become two can be recognized throughout the pattern of a person's existence.

When this incident is processed completely, the auditor may expect long periods of boil-off on the part of the preclear, as well as much physical effort. (See "Boil-off".)

MULTIVALENCE: A person is said to have a multivalence when he assumes the personalities and characteristics of two or more valences. (See VALENCE.)

NECESSITY LEVEL: This is a person's ability to rise above his engrams when there is immediate and ominous threat to his survival.

OCCLUSION: The part of a person's memories that are hidden on the time track. The seriously occluded cases—those that can remember little or nothing beyond their immediate past, and/or get no reality in anything they do remember—is occluded because of too much effort or conflicting effort. He has decided not to see, not to know, and his track is heavy with self-pity, regret and blame. He especially blames the environment for his failures.

Occluded cases should be processed with emotion and thought—not effort. The auditor starts with light straight wire and continues with lock scanning when these become available. It is especially true of an occluded case, because it is locked in a heavy facsimile, that trying to run a case at too high a level will only further enturbulate it.

The occluded case complains of illness, normally. Its opposite, the WIDE-OPEN case, insists on how well he is. Both are in error.

OLFACTORY: The perceptic with which we receive the minute parts of matter which register as smell.

ORGANISM: A portion of MEST which, apparently, has developed along a protoplasmic line from generation to generation, altering itself along the time track to fit the environment. Organized and controlled by theta, organisms are physical manifestations of Life. You are an organism, operating among other organisms, each a

theta-MEST union with one goal and one goal only: To survive along each of the dynamics.

OVERT ACTS: An overt act is the administration of pain or destruction to another organism. Each overt act on the time track locks down on the Service Facsimile, which was the first overt act recognized as a threat to his own survival.

The overt act has for its basic phenomena: "The pain you render another is mirrored in yourself". Any pain a person clings to can be traced to the pain he is wearing in penance. Slap a child, and you'll have neuralgia; injure someone's eyes and you'll wear glasses; control someone, and you impose on yourself his liabilities, etc.

Often, many an overt act—containing murder, torture and mayhem—must be run as locks before the basic Service Facsimile can be contacted or run.

PERCEPTIONS: There are more than 50 separate perceptions with which the mind records facsimiles of environment, and all are being recorded simultaneously. These come to the mind by means of physical waves, rays and parts of the physical universe as environment, and are picked up by such sense channels as the eyes, ears, nose, mouth, etc., and the entire nervous system. Not only the physical size and appearance of the environment, but the motion, body condition, cellular state, etc., also are part of the perceptics that make a complete facsimile, and none is omitted unless that perceptive sense is inoperable. For example: a person born blind probably would have no visio, but if he lost his eyesight late in life, an interpreted visio—based on his memory and the other perceptics—would be recorded in the mind's eye and would become part of the facsimile.

PINEAL GLAND: Until more research has been done on the subject of the pineal gland, this bit of organism must remain the mystery it has throughout the ages. Even today, doctors know little of the pineal, other than the fact that it is cone-shaped and is attached to the upper surface of the brain opposite the pituitary, which lies on the under side of the brain in the center of the head.

Mystics long have sought to develop the pineal gland as the psychic center of man, "the eye of the soul". This is interesting, since in some lizards the pineal serves as a true eye, with cornea,

lens and retina. In children, the pineal gland is larger and more highly developed than in man, but it begins growing smaller and acquiring calcium deposits when the child has reached the age of seven to eight years.

Early experiments in Facsimile One (which see) indicate that the pineal gland may have been the center of attack when this grandfather of all engrams was planted in the human mind with the successful intention of putting man under control.

POSTULATE: A person aberrates himself by the postulates he makes, since postulates are self-determining thoughts which stop, change or start past, present or future efforts. Postulates are made and are effective on each of the eight dynamics, and early postulates antecede later ones. If one postulates something today and changing environments tomorrow make today's postulates undesirable, the early postulates remain effective unless they are recalled and re-evaluated. Remember persons who rebelled at giving up the old Model-T Ford for the newer, more powerful gear-shift models? The only reason elderly persons are "set in their ways" is because they can't escape their early postulates. It isn't youth that is amenable to change; it's just that he has new data against which to make new postulates; he can evaluate in present time.

PRECLEAR: Technically, this covers everyone who is not a complete "clear"—with complete control of his memories all the way down the time track to the beginning of cellular existence. However, it is a word of gradient definition. One relatively high on the tone scale might speak of himself as no longer a PRE-clear—and the public, seeing the marvels of which he is capable, might agree with him. For our purposes, let us consider a preclear any person undergoing auditing, or trying to improve himself, in the field of Scientology.

PRENATAL: The part of the time track which extends from the first moment a person uses any of his perceptics until after physical birth. Processing has shown that memory begins in the sperm and ovum, and continues through their merger into the embryo and later in the fetus. Many an engram is picked up by an organism before it is born.

PRENATAL VISIO: Theta perception by the genetic entity or the thetan. This formerly was believed to be dub-in.

PSYCHOTIC: A psychotic lives in the past. He is thoroughly out of contact with his present time environment, and can do little computing about the present and none about the future. Some psychotics whose dramatizations of facsimiles make them apparently harmful to others are removed from society by one means or another, but there are psychotics not quite so dramatic who are nonetheless dangerous to their environment.

REACTIVE MIND: That portion of a person's mind which works on a stimulus-response basis (given a certain stimulus, it gives a certain response) which is not under his volitional control and which exerts force and the power of command over his awareness, purposes, thoughts, body and actions. It consists of engrams, secondary engrams and locks.

REALITY: One of the corners of the A-R-C triangle that symbolizes the static of Life. Reality is the agreement upon perceptions and data in the physical universe.

If you are told something that doesn't fit in with things you've agreed to know, it has no reality to you. If everyone disagreed with you, you would lose all sense of reality and would start questioning even the things you've agreed are as you know them. To you, a photograph of an automobile awakens sufficient facsimiles to give you a sense of high reality, but if you were to show the same picture to a Cro-Magnon man who didn't even know the value of a wheel for transportation, the photograph, as well as what you could tell him about it, would have no reality whatever. (And if you told your neighbor you'd shown the picture to a Cro-Magnon man, how much reality would he have on it?)

RECALL: The re-experiencing, through memory, of the perceptics of past incidents. When a preclear has difficulty in visio or sonic recall, an engramic command shutting off these perceptics may be suspected.

RELEASE: A preclear who has reached a point in processing where he no longer is suffering from a psychosomatic illness, or who has been freed of his chronic mental and physical difficulties and

painful emotions. While he is far from being a “clear”, he is above normal, has good stability and can enjoy life.

RETRACTOR BEAMS: Beams put out by yourself and other entities with an aim of controlling other entities. These beams can be on either an emotional level or an awareness level, but if they are on an emotional level, they are quite “sticky” and hard to run. These beams are barbed, similar to a fish-hook.

Retractor beams are especially potent in sex, where one tries to make the other love him, or think he or she is handsome, beautiful or desirable.

RESPONSIBILITY: The ability and willingness to assume the status of full source and cause for all efforts and counter-efforts on all dynamics. The moment you begin to deny responsibility, to blame others, you elect yourself Effect and they become Cause, and to that extent you are letting others control you and your life. The more you “pass the buck”, as the slang expression goes, the more you become *effect* of the environment. Few of us will accept blame for anything. We say: “The mud *made me* slip”, or “I had bad luck”, or “My ears aren’t too good, so I didn’t hear you”, or “People were jealous of our friendship and busted us up”. Did you ever see someone kick a box or brick over which they’d tripped? Or wreak vengeance on some inanimate object to which they were assigning responsibility for an injury or bruise suffered due to their own carelessness or negligence?

REVERIE: The moment a preclear closes his eyes, he can be considered in reverie. With his eyes open, he’s in present time; when they’re closed he’s not. That is the main difference. Far from being in a hypnotic trance, a person in reverie is at all times conscious of what he’s doing; he is in complete control of his memories and can answer the auditor or not, as he pleases. If he is not moving on the time track, it’s not because he’s not in reverie—it’s because he’s stuck in an engram, or has a highly charged case.

The primary purpose of reverie is to fix the preclear’s attention upon his time track.

SANITY: The degree to which one has control of his mind and its chain of memories, or survival pictures, is his degree of sanity. If

one is being driven by forgotten decisions not to live, or engrams that rob him of his self-determinism, he cannot be very sane, although he may be considered highly rational against today's standards of sanity. Complete sanity would be complete self-determinism—and would release a man to capabilities almost inconceivable to homo sapiens.

SCIENTOLOGY: Scientology is “the science of acquiring knowledge”, and is formed from the Latin word *scio*, which means *know* or *distinguish*, and the Greek word *logos*, which means *the word*, or *outward form by which the inner thought is expressed and made known*. Therefore, Scientology is not parallel with the sciences which merely collect data, arrange and classify it, and give it a name. A true science, which Scientology seeks to be, makes predictions from its observations, and in turn, predicts new observations which give new and better theories, more observations, more predictions, etc. By this chain of *knowing*, the theory of human thought—which *is* the manifestation of life—is being simplified and brought within the understanding of man.

Scientology, because of its scope, cannot be locked within the boundaries of a therapy for those who are ill. However, when you learn *why* man is ill, you automatically have the key for his release.

SCRAMBLER: Words and phrases hidden within engrams which scramble, or mix, a chain of incidents along the time track. (“It’s confusing”, “I’m all mixed up”, etc.)

SECONDARY ENGRAM: A secondary engram is a moment of mis-emotion—anger, fear, grief, apathy—where loss either is threatened or accomplished. However, a secondary cannot exist unless an engram—a period of physical pain—underlies it; and an engram has no force until it has been keyed in by a secondary or lock.

Secondaries can be said to be of three types: Those in which reality is enjoined or enforced, those in which affinity is enjoined or enforced, and those in which communication is enjoined or enforced.

Unless a preclear is very high-toned, an auditor will find it necessary to address secondaries before he can hope to run the more heavily charged underlying engrams.

SELF-DETERMINISM: The goal of processing is to return to the preclear his self-determinism, which he has been losing control of during a lifetime of setbacks and defeats. Some persons think of themselves as self-determined when they are merely being stubborn and non-cooperative. They are obeying a self-determined decision to be an effect of their environment. Death is no more than a person's self-determined effort, or decision, not to survive some injury or loss, or a chain of injuries or losses, he has suffered. If he decides that injury or loss is too much for him, that he "can't stand it", he will, to some degree, begin the process of succumbing to it. If he never re-evaluates that decision to die, he continues to be under its control, even though that no longer is his desire, and the decision itself is hidden from him by pain or emotion.

This is the sum total of aberrations: A person decides, during pain or emotional stress, that he cannot survive that pain or emotion, and that decision chips off a piece of his life goal of "To survive". No matter how often he may decide later to live, that old forgotten decision remains sufficiently in force to rob him of his full potential in present time. He becomes less and less self-determined, and eventually, his self-determinism is at such a low ebb that the only course at which he can win is the self-determined effort to die.

Processing recovers these decisions from the past and returns them to present time for re-evaluation. When the preclear has regained his self-determinism to live and to succeed, he regains both his health and his sanity.

SERVICE FACSIMILE: A definitely non-survival situation contained in a facsimile which is called into action by the individual to explain his failures. A service facsimile may be one of an illness, an injury, an inability. The facsimile begins with a down emotional curve and ends with an upward emotional curve. Between these it has pain. A service facsimile IS the pattern which is the chronic "psychosomatic illness". It may contain coughs, fever, aches, rashes, any manifestation of a non-survival character, mental or physical. It may even be a suicide effort. It is complete with all perceptions. It has many similar facsimiles. It has many locks. The possession and use of a service facsimile distinguishes a homo sapiens.

SOMATIC: From the Greek *somatikos*, meaning *of the body*. In

Scientology, it has been adopted to denote physical pain or discomfort of any kind, or a non-survival state of physical being.

SONIC: The perceptic of sound, or our interpretation of sound vibrations, or waves, over a wide range of frequencies (approximately between 15 and 20,000 cycles per second).

SONIC RECALL: The remembering of past sounds.

STATIC: Something which has no motion, derived from the Greek word *statikos*, meaning *causing to stand*. Theta, the source of Life, is a true static—without motion, without mass, without space, without time. MEST is the exact opposite of a static, requiring motion to exist.

STRAIGHT WIRE: Any recall in which the preclear stays in present time, and remembers what people have said or done to him throughout his lifetime, is called Straight Wire. The term is derived from the analogy of stretching a wire, similar to a telephone line, between “I” and the standard memory bank. It differs from reverie in that the preclear is straight wired with his eyes open, and only remembers the incidents, while in reverie, he closes his eyes and re-experiences the incidents.

The lower a person is on the tone scale, the more straight memory, or straight wire, is needed in processing him. Although slow, it is an effective way of operating. You begin by remembering the obvious and progress toward the aberrative. On psychotics, it often is necessary to straight wire them on such simple things as: “Do you remember when you entered the door?” “Do you remember putting on your shoes this morning?” , etc. There’s no danger in straight wire.

There are seven types of incidents which particularly lend themselves to straight wire. 1. *Enforced affinity* (has been forced to show or proclaim love or respect he does not feel for a parent, wife, teacher or person). 2. *Enforced reality* (forced to go to school and agree that it’s good for him when he’d rather play; forced to agree that something he knows isn’t so; convinced by someone that a thing is so or something exists, and forced by others to admit it’s a lie). 3. *Enforced communication* (forced to look at things he doesn’t want to hear or feel, forced to talk when he doesn’t want to talk, forced to write when he doesn’t want to

write: such as, "You've just got to write to Aunt Mamie and tell her how nice it was of her to send you such a wonderful present"—and it was a book of poetry or something he didn't want or despised). Religion, as practiced in the past, could come under all three of these. 4. *Inhibited affinity* (repulsed affection from one or both parents, a relative, or wife or husband; being ejected from a group in school, business or social circles). 5. *Inhibited reality* (anything that invalidates or challenges what the preclear has decided is true). 6. *Inhibited communication* (denial of a person's right to see, hear, feel, talk, listen). 7. *Circuits* ("you" commands that make him compute differently than he ordinarily would).

SYMPATHY: Any offense you've committed against any of the dynamics, for which you felt sorry, is reflected later in a non-survival apology known as "sympathy". By obtaining sympathy from others, man admits he has failed and is incapable of surviving by himself. He'll even display an illness or disability to gain sympathy from those around him. The degree of sympathy received measures the amount of "guilt" that person feels for what he has done to you or another person in the past.

Most fiction is a cunningly laid trap to arouse the reader's sympathy for one or more of the characters, and this is especially true of children's tales. Remember Elsie Dinsmore, the Horatio Alger tales? Tiny Tim? The Poor Little Match Girl? Grimm's Fairy Tales?

Sympathy is run without verbalization, and without the use of effort. It must be run wholly until the preclear extroverts.

TACTILE: The perceptic by which we register the shape and texture of surfaces and compounds.

TECHNIQUE 80: Processing of the MEST body, or genetic entity. This can cover one lifetime, some segment of the whole track, or the whole track—proton, sloth, ape, cave man, etc.—but only the genetic entity's share in that track.

TECHNIQUE 88: Anything that pertains to processing of the theta body can be lumped under Technique 88.

THERMAL: The perceptic by which we record temperature, or the

hotness and coldness of our environment. If the temperature is below our body temperature, we consider it cool or cold; if above, it is warm or hot.

THETA: In Scientology, the *static of life* itself is called theta, and is designated by the eighth letter of the Greek alphabet, Θ. In otherologies it has various names—"soul", "spirit", "ego", etc.—and varying degrees and purposes for animating matter.

Theta, although its purpose is to conquer the physical universe, is not subject to the laws of the physical universe; it is concerned wholly with motion, yet has no motion, being a true static without space or time. Theta and thought are similar orders of static; thought, which is concerned wholly with the estimation of effort, manifests through the facsimiles of physical universe entities or actions which have been collected and stored by the mind.

THETAN: The thetan, or theta being, takes over a body only a few days or a week before birth, and abandons it just below apathy when the body has reached the point where it no longer can handle motion.

Although the thetan normally is spoken of as being IN the body, it is both inside and outside. Possible analogies would be: the automobile was in the driver, or the thumb was in the sliver.

When separated from the body in processing, the thetan, from a distance, can correct anything wrong with his own body, or other bodies, at will.

THOUGHT: Scientology, even to a greater extent than was Dianetics, is built around thought, because thought IS the human mind. With thought, you acquire data, analyze it, compare it with other data stored up, and estimate optimum motion necessary for direct action in the immediate or distant future. Establishment of this optimum motion through the correct estimation of effort, therefore, is the basic purpose of reasoning, and the mind has no other concern.

Thought, as an "energy" is *not part* of the physical universe. It can control energy, but has no wave length; it uses matter, but has no mass; is found in space, but has no position; it records time, but is not subject to time. In fact, it is the direct

link, the main line of communication between man and his history, even to his reasons for deciding to BE.

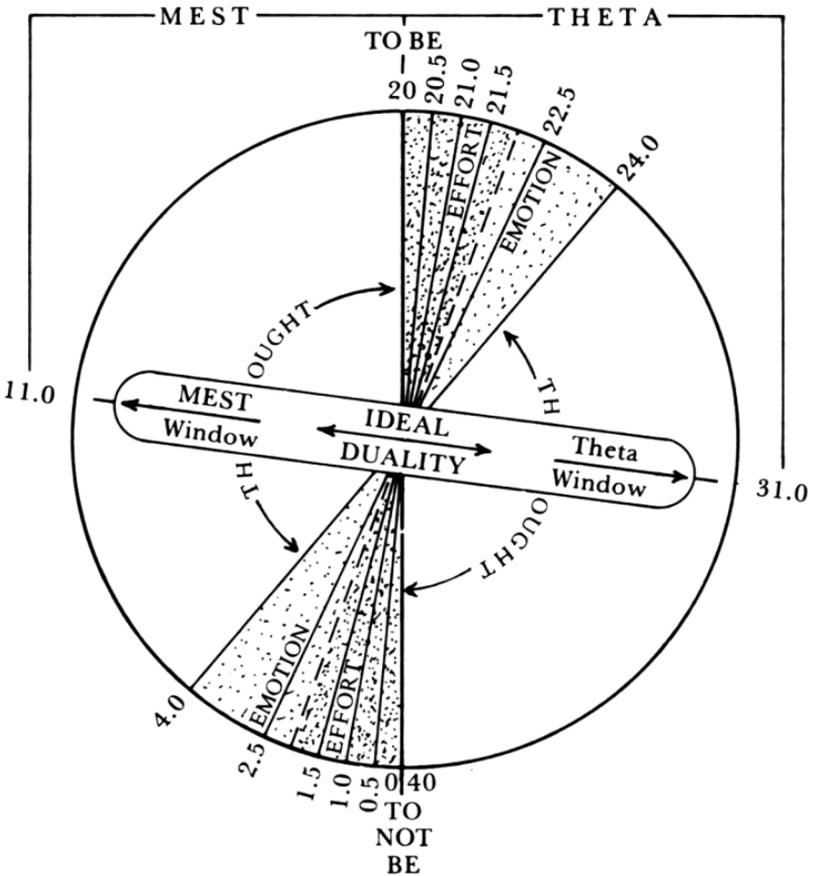
TIME TRACK: The entire sequence of “now” incidents, complete with all perceptics, picked up by a person during his whole existence. Actually, an organism’s time track goes back before time—to the moment he decided “to BE” as a monocell—and progresses through all the millenia of evolution to this immediate instant.

This life’s time track begins at the first moment of recording and ends with the abandonment by the thetan of the MEST organism.

TONE: A person’s tone is his ability to handle his facsimiles, to control his environment, and his degree of survival. The nearer a person is to non-survival—to admitting that this organism has failed as a theta tool in the conquest of the physical universe—the lower his tone. He can have an *operational tone* fluctuating from moment to moment or day to day, under impetus from cheerful or depressing news, and a *chronic tone*, or his basic survival level. *The auditor must not be fooled into processing a low chronic tone with high-level methods because of a temporary high operational tone.*

TONE SCALE: An arbitrary scale of figures given to indicate an organism’s desire and ability to survive. This scale starts at 0, which is apathy or death, and advances steadily to 20, which is survival, or ability to carry out completely the organism’s goal of helping theta in its conquest of the physical universe. Below 2.2 one is operating in the “Effort Band”, and has decided not to survive. From 2.2 to 4.0 one is surviving, but on degrees of a “Maybe”. He is in the “Emotion Band”. Above 4.0 there is little question about his desire and ability to survive; he’s operating on thought, which is aligned with the life static itself.

The tone scale can be likened to a circle, with a two-pronged arrow. The left hemisphere of the circle is concerned with MEST, the right hemisphere with theta. At the bottom of the circle is 0, or a decision to “NOT BE”. At the top of the circle is 20, or a decision “TO BE”. The theta side of the circle is designated from 20 to 40, with 40 on a parallel status of “NOT BEING” with 0. However, while to “NOT BE” under 0 would be succumbing to



failure and environment, choosing to "NOT BE" at 40 would be a free choice and a victory over environment.

As organisms, most of us operate under direction of the arrow on the MEST hemisphere, but our potential on the theta side is just as great or little as our position on the scale. Thus, a person at 2.5 would have a theta (or psychic) potential of 22.5. Mystics, instead of being high on the tone scale, or able to by-pass their aberrations, merely concern themselves with the theta prong of the arrow.

The running of electronic implants indicates that the thetan can be outside the tone scale in the below-zero range. It is only when it decides to have a body—to become thetan-plus-body—

that it operates in the MEST band of aberrations. High on the tone scale (between 8.0 and 20.0), the thetan becomes more and more a self-determined entity, *using* the body and not being an *effect* of the body.

VALENCE: A valence is a whole identity, with all of its peculiarities and characteristics. The preclear can be in his own valence, several valences at once, in a synthetic valence or in no valence at all. In an occluded case, where perceptics are shut off, the auditor may suspect that the preclear is out of valence.

Valence is a mechanism of survival, and is used by the mind to escape pain or defeat. In an accident, if the preclear suffered unconsciousness from pain or emotion, he may pick up the valence, or personality, of any of the dramatic personnel also involved, whether there was only one other or a dozen. Also a lock command, or the loss of an ally, may force him into the valence of another, with all their characteristics—including illnesses.

Because of the heavy charge in some incidents, such as an accident, emotional stress, or death, trying to get the preclear in valence is useless. He probably was popped out of his body at some point in the incident by the inflow of counter-effort; therefore, no coaxing can get the thetan, which IS the preclear, back into the body to suffer the memory and pain (counter-effort) of the incident. However, contrary to early beliefs, it has been found that the incident can be run, and reduced, with the preclear outside his body looking on.

VALENCE SHIFTER: Any phrase received during a moment of unconsciousness that causes the individual to shift into an identity not his own. (“You’re like your father”, “You don’t act like a child of ours”, “You’re nothing but a hobo-bum-tramp, etc.”, “You can’t even be yourself”, etc.)

VISIO: The perceptic of sight, or our interpretation of light waves into facsimiles of objects and experience.

VISIO RECALL: The remembering of things seen in the past.

WEEPER, or BOO-HOO: The name given a clam-like animal that may be the missing link in the evolutionary chain. It marks the transition from life in the water to life on land. Apparently,

although it depended upon the water for food, it used its eyes (located at the mouth of the twin shells) as pumping tubes with which to pump out the salt water after the food value had been obtained.

Running the “boo-hoo” on a preclear often brings release to those who find themselves unable to shed tears because, in expelling the salt water, the weeper goes through all the physical efforts we, as humans, exert in crying or laughing.

Often the whole pattern of a person’s Service Facsimile will be found in what happened to “the weeper” on the beach as he was menaced by too much salt water, the boiling hot sun, volcanic eruptions, and even preying birds.

WIDE-OPEN: All perception except somatic is possessed by the wide-open case. It often is incapable of much effort in present time, and is very literal, sometimes making a fetish of words and symbols.

Because the auditor cannot judge a wide-open case by its perceptics, he must study the preclear’s sense of reality, sexual behavior and lack of responsibility. The case has low persistence, and drifts at the slightest pressure from the environment. If below 2.0, the wide-open case, especially, is not to be trusted.

The wide-open case is handled by an address to thought and emotion—not effort. Because the case can be stuck in an arduous facsimile by running heavy incidents—and driven wholly psychotic—it must be scouted carefully to learn if it will lock scan.

“Black and white” will not run on the wide-open case, because it sees in the chromatic band.