

# ENTITY CLEARING COURSE

for

SOLO  
ALETHIOLOGY  
CLEARING  
PRACTITIONERS

**BEGINNING ENTITY CLEARING  
PREPARATION COURSE**

**CHECKSHEET**

**CONFIDENTIAL**

6 FEBRUARY 1992

**PREREQUISITE:**

1. Study Course
2. Qualified Solo Clearing Practitioner Course

ORGANIZATION: \_\_\_\_\_

STUDENT'S NAME: \_\_\_\_\_

DATE STARTED: \_\_\_\_\_ DATE COMPLETED: \_\_\_\_\_

This checksheet contains technology dealing with TELEPATHIC CLEARING.

**REQUIREMENTS:**

Study Technology is to be used throughout this course.

Study the data in checksheet order. Do not go past a word you do not understand. Use a dictionary and for Alethiology terms, use the LANGUAGE OF MIRACLES Dictionary.

The checksheet is one time through materials and practical.

LENGTH OF COURSE: \_\_\_\_\_  
(Agreement between CS and Student)

**SECTION ONE: INTRODUCTION TO BEGINNING  
ENTITY CLEARING**

1. READ: GLOSSARY \_\_\_\_\_
2. READ: INTRODUCTION \_\_\_\_\_
3. READ: OUT OF VALENCE \_\_\_\_\_

**SECTION TWO: RUNNING ENTITY CLEARING**

1. READ: PRACTITIONER CODE \_\_\_\_\_
2. READ: CLEARING COMM CYCLE \_\_\_\_\_
3. READ: EC RELAY \_\_\_\_\_
4. READ: ATTITUDE \_\_\_\_\_

### SECTION THREE: HANDLING ENTITY BEINGS

1. READ: BLOWING BY INSPECTION \_\_\_\_\_
2. READ: MISCONCEPTIONS \_\_\_\_\_
3. READ: EXT / INT \_\_\_\_\_
4. READ: WRONG ITEMS \_\_\_\_\_
5. READ: OVERRUN \_\_\_\_\_
6. READ: MISOWNERSHIP \_\_\_\_\_
7. READ: CROSS CLEARING \_\_\_\_\_
8. READ: COPIES \_\_\_\_\_
9. DEMO: Several different kinds of misconception \_\_\_\_\_
10. READ: RUNNING ENGRAMS AFTER CLEAR \_\_\_\_\_
11. READ: ASSISTS \_\_\_\_\_
12. DEMO: What happens if you run engrams after going clear \_\_\_\_\_
13. DEMO: How you get the entity being through the incident \_\_\_\_\_
14. READ: END PHENOMINA \_\_\_\_\_

### SECTION FOUR: EXERCISES

1. READ: CONCEPTUAL UNDERSTANDING \_\_\_\_\_
2. READ: INTENTION DRILL \_\_\_\_\_
3. DRILL: Intention Drill \_\_\_\_\_
4. READ: ATTENTION DRILL \_\_\_\_\_
5. DRILL: Attention Drill \_\_\_\_\_

### SECTION FIVE: INCIDENT TWO

1. READ: "REVOLT IN THE STARS"  
To be read by the completion of this course \_\_\_\_\_
2. READ: INCIDENT TWO DATA \_\_\_\_\_
3. READ: WHAT MAKES ONE BEING STICK TO ANOTHER \_\_\_\_\_

### SECTION SIX: CLUSTERS

1. READ: CLUSTERED ENTITY BEINGS \_\_\_\_\_

2. READ: TYPE OF INCIDENT \_\_\_\_\_
3. READ: DATING AND LOCATING \_\_\_\_\_
4. DRILL: Date / Locate procedure \_\_\_\_\_

#### SECTION SEVEN: INCIDENT ONE

1. READ: INCIDENT ONE DATA \_\_\_\_\_
2. READ: HANDLING INDIVIDUALS \_\_\_\_\_
3. READ: ORDERS OF MAGNITUDE \_\_\_\_\_
4. READ: BUTTONS \_\_\_\_\_
5. READ: EARLIER UNIVERSE \_\_\_\_\_
6. READ: FAILED PURPOSE \_\_\_\_\_

#### SECTION EIGHT: PROCEDURE

1. READ: RUNNING INCIDENT TWO \_\_\_\_\_
2. READ: INCIDENT TWO ERRORS \_\_\_\_\_
3. READ: SUMMARY OF DATA ON CLUSTER RUNNING \_\_\_\_\_
4. CLAY DEMO: Cluster formation and cluster handling \_\_\_\_\_
5. READ: RUNNING INCIDENT ONE \_\_\_\_\_
6. READ: INCIDENT ONE ERRORS \_\_\_\_\_
7. CLAY DEMOS: Handling individual entity beings \_\_\_\_\_

#### SECTION NINE: REPAIR AND CORRECTION

1. READ: FREEWHEELING \_\_\_\_\_
2. DEMO: How does a freewheel occur and how do you handle it \_\_\_\_\_
3. READ: RUDS GOING OUT ON ENTITY BEINGS \_\_\_\_\_
4. DEMO: Each manifestation of ruds going out and how to handle them \_\_\_\_\_
5. READ: BEGINNING ENTITY CLEARING REPAIR LIST \_\_\_\_\_
6. DEMO: Each symptom and its handling \_\_\_\_\_
7. READ: DATE / LOCATE CORRECTION LIST \_\_\_\_\_
8. DEMO: How to correct errors in date / locating \_\_\_\_\_

**SECTION TEN: THEORY ATTEST**

I have completed the requirements of this checksheet and know and can apply this material.

Student attest: \_\_\_\_\_ Date: \_\_\_\_\_

**SECTION ELEVEN: PRACTICAL**

Have the Supervisor issue you with the process cards for Beginning Entity Clearing and do three sessions; each time keeping correct session admin and handing in your folder to the Supervisor for Case Supervision after each session. If there is any extra study required to make your sessions more successful, your Supervisor will advise you accordingly.

**SECTION TWELVE: SUPERVISOR ATTEST**

I have trained this student to the best of my ability and he/she has completed the requirements of this checksheet and can apply the data herein in the correct manner.

Supervisor attest: \_\_\_\_\_ Date: \_\_\_\_\_

## GLOSSARY

6 SEPTEMBER 1988

**IDENTITY:** Who a person is; what a thing is; individuality. The collective aspect of the set of characteristics by which a thing or person is definitively recognizable or known.

**BEING (noun):** 1. the individual, himself or herself, who exists as nonmaterial, yet operates and handles a body in the material universe. 2. the person, oneself - not one's body, not one's name, not the mind, not the physical universe. 3. The individual who is aware of being aware. (A Being is not a thing, rather a creator of things.) Note: The phrase "I have a Being" or "my Being" is incorrect since the person is a Being. The correct usage would be "I am a Being" or "myself as a Being."

**ENTITY:** 1. Something that has a real and separate existence either actually or in the mind. [derived from Late Latin "entitas" derived from Latin "ens" derived from "esse" which means "be"] 2. A Being who has a separate existence and identity.

**SYMBIOSIS:** A living together. The action of two or more beings interacting and sharing the same body.

**ENTITY BEING (EB):** A Being who is stuck to, on or around another Being or body but is not in control.

**CLUSTER:** A number of things of the same kind grouped together.

**GROUP (CLUSTER):** A cluster of Entity Beings crushed or held together by some mutual bad experience. A group of Entity Beings believing they are one.

**MUTUAL INCIDENT:** A bad experience shared by several or many Entity Beings and/or groups of Entity Beings at the same time and place.

**GROUP MAKING INCIDENT (CLUSTER-FORMING INCIDENT):** A mutual bad experience shared by a bunch of Entity Beings and sometimes already formed groups or clusters. It jams them together because they all shared it at exactly the same time and place; they all are stuck in the same picture and therefore they think they are "one." Being A is stuck in an explosion, Being B is stuck in exactly the same explosion and so Being A reactively feels he is the same as Being B, and Being B reactively feels he is Being A and so on with the other Beings who had the incident because they all have exactly the same picture. So these Beings misidentify themselves as all one and the same thing. It is not an analytically thought out conclusion, it is reactive identification.

**CUMULATIVE GROUP (CUMULATIVE CLUSTER):** A Group or Cluster which is made up of other earlier Groups, each with their own Cluster-forming incident.

**VALENCE:** Someone else's identity assumed by a person unknowingly. A valence is a substitute self taken on after the fact of lost confidence in self or a failed valence or as a solution to a problem.

**MISCONCEPTION:** A mistaken idea or notion; wrong conception.

**MISOWNERSHIP:** Mistaken ownership; a wrong ownership. One Being thinking the charge is his when it belongs to someone else, or thinking it belongs to someone else when it is his own.

**ATTENTION:** A concentrating of awareness upon something; a close or careful observing or listening.

**FACSIMILE:** A mental image picture.

**CROSS-REACTIVATION:** The condition wherein Entity Beings or Groups copy the reactivation of another or other Entity Beings and Groups and misown the charge as their own and intensify the amount of reactivation present. Entity Beings or Groups mock-up pictures and reactivate each other. It takes three to ten days for this manifestation to dissipate.

**COPY:** An Entity Being makes a copy of what was just run on another Entity Being, thus making it seem to the Individual that what just blew is still there. (Get the individual to spot the copy or copies; this causes the copies to blow without further handling.)

**CROSS COPYING:** The condition wherein several or many Entity Beings or Groups automatically copy another or other Entity Beings' and Groups' pictures, valences, charge or whatever, thus further misidentifying themselves and misowning charge.

**COMPOSITE MASS:** A mass composed of a number of Entity Beings, or Entity Beings and Groups packed together closely.

**BLOW (noun):** The sudden dissipation of mass in the mind with an accompanying feeling of relief.

**BLOW (verb):** Leave, get out, rush away, cease to be where one was.

**REVIVIFICATION:** An Entity Being or Group reliving some past identity or incident in which he/it is stuck. He/it is down the time stream and cannot be found in present time.

**SOMATIC:** A pain or sensation in the body. A somatic is caused by more than one Entity Being or Group pressing against one another and/or the body.

## INTRODUCTION

23 AUGUST 1988

**TELEPATHY** 1. communication between Beings by some means other than the normal sensory channels; transference of thought. [Greek tele-, far off + pathos, feel; coined (1882) by F.W. Myers (1843-1901), English writer]

The Human Being is actually a composite of many hundreds of living Beings, entities or life units. These Beings, singly or in groups, are attached to the body or exist in and around the body. Some can even exist at quite a distance from the body and be in telepathic communication. In most cases one person or Being is in control and is the person we know as the Preclear or Clear.

When a person first begins Clearing, as a Preclear, he or she is not normally aware of the symbiotic entities in and around his or her body. All the Beings of this composite are unaware of their separate existences and identities, they answer as if they are one Being and actually feel that they are one Being.

As the Preclear moves up in awareness and achieves the state of Clear, his or her own reactive mind is erased. The Clear with less reactive mind of her own now becomes aware of the reactive charge generated by these entities in and around the body. Actually, many of these entities blow off as the individual moves up through the lower levels of processing. Anytime the Preclear experiences a huge release of charge, he or she is actually releasing a cluster or group of Entity Beings.

Who or What are these Entity Beings?

These Entity Beings are simply Beings who, for whatever reason, do not possess or own a body of their own. They have an individual identity and have their own bank of pictures in the form of an analytical and reactive mind. They have a time track and respond to Clearing in the same way as any other Being. Some are merely aware, as in the case of a plant, an insect, or a reptilian or mammalian intelligence; and some are actually aware of being aware as in the case of a human-like intelligence. Some are low on the Scale of Emotions and some are high on the scale. Some have a high sense of morality and some have the morals of an alley cat. Look around and notice the various living Beings in this world (cats, dogs, bacteria, single-celled creatures, surfers, bank executives, con artists, store clerks, etc.), and you will see the full spectrum of your own Entity Beings. The Entity Being can be sad or happy. She can become ARC Broken or have a Present Time Problem or a Withhold. She can become frightened or angry or apathetic or feel confused or invalidated. Entity Beings act and respond just like any other Being. The difference is that they do not have their own bodies. Their thoughts and emotions can affect your body and emotional state because of their symbiotic and telepathic relationship to you.

If one of these Entity Beings keys in an engramic picture of being hit on the head, the clear Individual, who owns and is running the body, will experience the head somatic as a headache even though the Clear has erased most of her own reactive mind and has few or no engramic pictures. The emotional states of the "Entity Being" affect the emotions and attitudes of the host Being, the Clear in this case. The Entity Being can make the Clear feel that she is not a Clear and that she still has a fully active reactive mind.

When normal Clearing levels are continued after the State of Clear is attained, Entity Beings will continue to blow off or go Clear themselves; however, at some point this approach ceases to work and the Entity Beings themselves have to be addressed and cleared individually. The Clear has to develop some of the skills of a Clearing Practitioner so that he or she can process the remaining individual Entity Beings to the state of Clear. The Clear locates the individual Entity Beings and processes them telepathically. This is not as hard as it sounds



since an Entity Being will read on the Clearing Biofeedback Meter. Also an Entity Being can be located or felt by certain bodily sensations. It is quite easy. The Entity Beings are very cooperative and are easy to process.

You will be assisted in your Entity Clearing by a professional Clearing Practitioner called an Advanced Courses Specialist. The Advanced Courses Specialist (ACS) operates the meter, records all the data, gives you the correct processes to use and generally assists you in running the processes. Once you feel confident with the process, you can do it solo. The difference is: you are the Clearing Practitioner for the Entity Beings who are now your Preclears. At the start, the Entity Clearing session looks just like any other session. You, the Clear, sit across the table from the Clearing Practitioner (ACS). The ACS operates the meter and keeps all the session's records. The Clear holds the cans and the ACS tells the Clear which processes to run and generally guides the Clear during the entire session.

### A WORD OF CAUTION

Entity Beings must be treated with kindness and respect. Some of these Beings have been with you for a while and they can become quite upset if given rough handling or bad sessions. If you ARC Break an Entity Being through rough handling or through bad procedure, that Entity Being's reactions can give you some unpleasant sensations and make life difficult as long as he or she remains ARC Broken. In order to prevent upsets and to facilitate the Entity Clearing processes, you must know and understand the following basics of Clearing:

1. The Clearing Practitioner's Code
2. The Clearing Communication Cycle
3. The Clearing Practitioner Communication Exercises
4. The End Phenomena of Clearing Processes

The ACS will be there to assist you at all times. All you have to do is maintain a good positive attitude toward the Entity Beings and process them without any hostility or fear.

If a Clearing Practitioner were to let you know that she was processing you for the purpose of "getting rid of you" or to "get you to blow," your resulting upset with this attitude would prevent any Clearing. The job of the Clearing Practitioner is to assist the Preclear in looking at pictures and blowing charge in the direction of becoming happier and freer; therefore, your job as a Clear, processing Entity Beings, is to assist those Beings in the direction of becoming happier and freer. In almost all cases, the Entity Being will leave or blow, but that is the self-determined decision of the Entity Being herself or itself and must not be part of your purpose in Clearing them. Even if an Entity Being does not leave, he or she is now a Clear or release and will eventually drift off and pick up a body or do what he or she or it wants to do. We always process in the direction of increased self-determinism in any session and with any Being.

So have a good positive attitude, give the Entity Beings good standard Clearing and all will work out perfectly for everyone concerned.

Procedures for handling Entity Beings are given in the remaining Beginning Entity Clearing Series. Don't mess around with these Beings out of session and be sure you have studied and know the procedures before beginning any Entity Clearing.

## **OUT OF VALENCE**

7 FEBRUARY 1992

When a being is overwhelmed by force of personality or through implanting, the being will adopt or dramatise the characteristics of that which overwhelmed them.

This is because a thetan's primary motivation is to SURVIVE. If the thetan considers their survival is threatened, or if they consider the identity which they are manifesting will not survive, then they will adopt the identity of that which has threatened them. This is known as adopting the WINNING VALENCE.

On beginning entity clearing you will find that you are no longer dealing with beings who have a sense of their own identity. They think that THEY are YOU ! Thus a person who is clear can see pictures or manifest the characteristics of someone who is NOT clear and can then doubt his or her own state of clear. The truth is that those pictures or dramatisations belong to SOMEONE ELSE who thinks they are YOU.

On Beginning Entity Clearing you will discover some very traumatic incidents which caused beings to go out of valence and believe they were "ALL ONE" and that the "ONE" was YOU.

By following the procedure correctly, you will be able to have these beings recover their own sense of identity and they will no longer bother you but will go out and create an existence for themselves.

## THE SOLO CLEARING PRACTITIONER'S CODE

12 SEPTEMBER 1988

During Entity Clearing and between sessions, the Clear (Solo Clearing Practitioner) must maintain the Clearing Practitioner's Code as it relates to Entity Beings and clustered Groups of Entity Beings. If the Clear does not keep this code in relation to Entity Beings, they can become quite upset and generate charge and resistance to Clearing. Since Entity Beings affect the Clear's thoughts, emotions and body, an upset or angry Entity Being can have a devastating effect on the Clear and his or her life.

- 1) I promise to process an Entity Being only when I am properly fed.
- 2) I promise to process an Entity Being only when I am sufficiently, physically rested.
- 3) I promise to keep all Clearing appointments once made.
- 4) I promise to not evaluate for an Entity Being in session or tell her/him what s/he should think about her/his case.
- 5) I promise to not invalidate an Entity Being's case or gains in or out of session.
- 6) I promise to administer processes appropriate to an Entity Being in a standard way.
- 7) I promise to be effective with an Entity Being and not sympathize with her/his case.
- 8) I promise to end the session only after completing those cycles I have begun.
- 9) I promise to remain with the Entity Being throughout a cycle of action in the session.
- 10) I promise to treat Entity Beings with kindness and respect.
- 11) I promise to never get angry with an Entity Being.
- 12) I promise to maintain communication with an Entity Being when in session and not cut her/his communication.
- 13) I promise to not enter comments, expressions or turbulence into a session that distract an Entity Being from her/his case.
- 14) I promise to not explain, justify or make excuses in session for any mistakes I make whether real or imagined.
- 15) I promise to end a cycle of action on a win, whenever possible.
- 16) I promise never to divulge the secrets of an Entity Being for punishment or personal gain.
- 17) I promise to run every process to the proper end phenomena.
- 18) I promise to not overrun an Entity Being.
- 19) I promise to not mix the processes of Clearing with other practices.
- 20) I promise to keep my attention on the Entity Being that I am processing until the process I am running is complete.

# SOLO CLEARING COMMUNICATION CYCLE

13 SEPTEMBER 1988

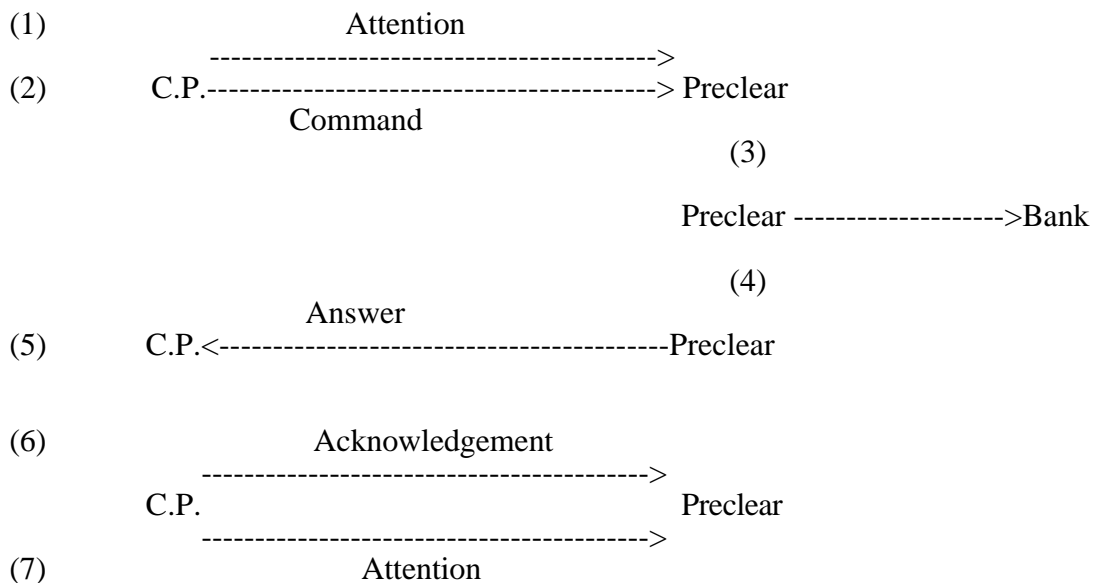
## REGULAR NON-SOLO MODEL SESSION

A Clearing Practitioner runs the Clearing Session. She knows what to do for everything that happens. She gives the Preclear the actions of the session without pulling the Preclear's attention heavily on to the Clearing Practitioner. She does not leave the Preclear inactive or floundering without anything to do. The Clearing Practitioner makes the session. She does not let the Preclear make a session out of it. She doesn't wait for the Preclear to run down like a clock or just sit there after a big release.

The following steps of the Clearing Comm cycle are always in use.

1. Clearing Practitioner looks at the Preclear; is she ready to receive the command? (appearance, presence)
2. Clearing Practitioner gives command/question to the Preclear (cause, distance, effect).
3. Preclear looks to the bank for the answer.
4. Preclear receives the answer from the bank.
5. Preclear gives the answer to the Clearing Practitioner (cause, distance, effect).
6. Clearing Practitioner acknowledges the Preclear.
7. Clearing Practitioner sees that the Preclear receives the acknowledgement (attention).
8. New cycle begins with (1).

### CLEARING COMMUNICATION CYCLE DIAGRAM



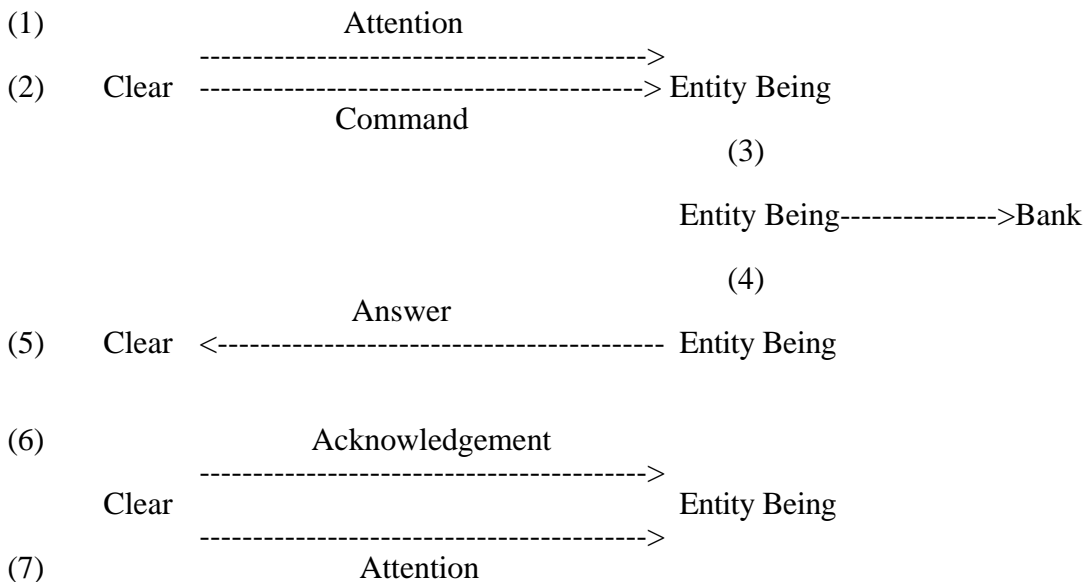
## CLEARING COMMUNICATION CYCLE IN ENTITY CLEARING

In Entity Clearing, the Clear is acting as the Clearing Practitioner for the Entity Beings and clustered Groups of Entity Beings. Therefore, the Clear must learn to use the Clearing Communication Cycle with the Entity Beings and Groups. The Clear processes the Entity Beings and Groups telepathically and with narrowly directed silent intention.

The following steps of the Clearing Comm cycle are always in use between the Clear and the Entity Beings and Groups.

1. The Clear (Solo Clearing Practitioner) puts her attention on the Entity Being or Group; is it ready to receive the command?
2. The Clear sends the command/question to the Entity Being or Group (cause, distance, effect).
3. The Entity Being or Group looks to the bank for the answer.
4. The Entity Being or Group receives the answer from the bank.
5. The Entity Being or Group gives the answer to the Clear (cause, distance, effect).
6. The Clear acknowledges the Entity Being or Group.
7. The Clear sees that the Entity Being or Group receives the acknowledgement (attention).
8. New cycle begins with (1).

### ENTITY CLEARING COMM CYCLE DIAGRAM



## **BEGINNING ENTITY CLEARING**

### **ATTITUDE**

29 AUGUST 1988

The best way to Clear Entity Beings and Clusters is not impolite, not rough, not savage, no blame, shame, regret, nothing. Just dead calm. No unfriendliness, no friendliness. A zero attitude. The best way to handle it is just zero everything. If you engage in chatter or conversation with them, it just stirs them up more. If you try to get rid of them angrily, they will get very upset and affect you adversely. This does not mean that you should not treat all Beings with love and respect.

And of course you Clear them telepathically, not verbally.

### **ODDITY**

A Clear may feel invalidated by the fact that he still sees pictures even though he is not making pictures. The reason for this is because all Entity Beings are picturemakers. A Being can go below making pictures and when it comes alive, it starts making pictures again. This is the condition of most Entity Beings.

Hence, the phenomenon of the Clear still seeing pictures, even though he isn't making pictures. The Clear could be mystified unless this mechanism is understood.

As you progress through Entity Clearing your own abilities will increase.

And the fewer Entity Beings and Clusters there are attached to your body, the better off and more powerful and loving you will become.

## **BLOWING BY INSPECTION**

8 SEPTEMBER 1988

Acknowledgement is very effective. Entities Beings can be blown with pure acknowledgement.

The fastest and best way to release Entity Beings and Clusters is by inspection. Blowing by inspection means to see or inspect something and to have it release, erase or blow.

There's a trick in this - don't look at the picture - find and look at the shape and mass of the Entity Being. If you see the picture, shift your attention to the shape and mass of the Entity Being. You don't have to see their pictures. They use pictures as a sort of misdirection. So you concentrate on masses, not pictures. The technique is to see a picture, trace it back to the Entity Being, i.e., "Whose picture?", locate the Entity Being whose making the picture and it blows.

A Clear may have a somatic in one body part being put there by an Entity Being located in another body part. As an example, the Clear has a somatic in her leg; the Entity Being putting it there is in the head. When you locate the Entity Being doing this, it blows.

They do a lot of "on-ness" - stuck on things, as different from in things. They went on and couldn't get off.

Another mechanism that frees some is the realization that some other Entity Being is holding them in. Entity beings and Clusters stick to other Entity Beings and Clusters.

The ideal method of blowing Entity Beings and Clusters is by inspection.

## MISCONCEPTIONS

8 SEPTEMBER 1988

Misconceptions of identity, time, place, form and event hang a Being up. The only reasons that a Cluster hangs together are such misconceptions.

A Being can have misconceptions of time, i.e., having a wrong date for an incident; conceiving that a past picture is “now,” or having two incidents switched in time. (The Being thinks the earlier incident is later, and the later incident is earlier.) Such misconceptions of time hang the Being up and prevent a release or a blow. The Being releases or blows by straightening out the time misconception.

A misconception of place occurs when a Being thinks something happened in location A, when it really happened in location B. This is a misconception of both time and place. A Cluster or Entity Being gets a recent heavy reactivation. It thinks the reactivation is the original incident. Now a picture is made of the reactivation and the Cluster or Entity Being thinks this is where and when it occurred originally. The time and place is in error. This misconception of both time and place confuses them and hangs the Cluster up.

Misconception of identity and event occurs when Being X thinks she was injured in “Woof” (place) - but actually she’s copying the picture of somebody who was injured in “Woof.” She hangs up on the misconception of identity (thinks she’s the other Being), and the misconception of event (thinks she was injured when she wasn’t).

The whole reason why a Cluster remains a Cluster is misconception of identity, time, place, form and event. The Cluster is hanging in a time and space disorientation. That’s what confuses an Entity Being, some sort of misconception of time, space, form and event or beingness. That ties them up and they are hard to untangle and blow, which is why Dating and Locating work; locate the time and space of an incident and the disorientation vanishes.

An Entity Being can think he’s two Beings. An Entity Being can think he’s a Cluster or can think he’s several Entity Beings. A Cluster can think it’s an individual. All you have to do is weed the misconception out of it and it goes.

Misconceptions of identity, time, place, form and event result in condensed energy masses. The Entity Being or Cluster can’t occupy the correct viewpoint to blow it. And when the misconception straightens out by the Entity Being or Cluster inspecting the misconception, the Entity Being or Cluster blows. Obviously, if it wasn’t a misconception it would blow.

“Only the truth will set one free.” The truth is the real identity, time, place, form and event.



## EXTERIORIZATION/INTERIORIZATION

10 SEPTEMBER 1988

**EXTERIOR** 1. being on the outside of something. 2. the feeling and experience that one is larger than the body; the experience of being expanded beyond the limits of the body. 3. being out of and separate from the body.

**EXTERIORIZATION** 1. the state of being outside the body or being bigger than the body. (When this is done, the person achieves a certainty that he is himself and not his body.) 2. the feeling or experience of being larger than or expanding beyond the limits of the body. (This feeling is commonly experienced in Clearing.) 3. the action of moving out of the body or the feeling of expanding beyond the limits of the body.

**INTERIORIZE** 1. to move into something.

**INTERIORIZATION** 1. the action of moving into something.

**INTERIORIZATION RUNDOWN** 1. a remedy designed to permit the Preclear to be further Cleared after he has gone exterior and re-interiorized.

### EXTERIORIZATION

The ultimate goal of Clearing is exteriorization and the ability to exteriorize and interiorize from a body at will. Whenever an exteriorization occurs in a session with the Preclear looking and feeling good, the Clearing Practitioner quietly ends the session as the ultimate goal of Clearing has been achieved.

Exteriorization is a desired state. It demonstrates that an individual is not a body. The goal of Clearing is to exteriorize an individual from his or her body. This occurs at any level of Clearing. Exteriorization and being exterior are very enjoyable and pleasant states of existence; the individual feels more at cause over her surroundings. The individual feels expanded and powerful while losing the fear connected with being in a body.

Sometimes after a person has Exteriorized, as the result of Clearing or some other awareness-expanding practice, he or she may later Interiorize into the body with dire consequences. This Interiorization can reactively trigger earlier times of Interiorization where the person was hurt or injured and Interiorized.

Interiorization, after Exteriorizing, can be a reactive reminder of earlier, painful and unpleasant Interiorizations. This type of Interiorization can result in headaches, body aches and pains, a feeling of effort in life and a feeling of pressure from the environment. A person does not always react adversely to Interiorization, but when he does these are the clues.

After several unpleasant Interiorizations have occurred, the act of Exteriorizing may get reactively identified with Interiorization. Now the person may fear Exteriorization in further sessions as she knows now that this good feeling of Exteriorization leads to the bad feeling of Interiorization (i.e. pain = Interiorization = Exteriorization = Clearing). At this point Clearing can become a painful experience.

When unpleasant Interiorizations are not handled, an individual may feel it is necessary to leave or she may feel that she doesn't want more Clearing. After having been Exterior and now Interiorizing, she may feel that the only way to Exteriorize again is to take herself and her body out of the Clearing environment. This dramatization of Exteriorization/Interiorization contains these basics:

1. First Exteriorization is not acknowledged by the Clearing Practitioner. This invalidates the act and the state of Exteriorization.
2. The individual Interiorizes. Some or all of the unpleasant symptoms may occur.
3. The individual, wanting to be Exterior, leaves the Clearing scene because the Clearing environment has now been painfully and reactively identified with Interiorization.

The first step is to ACKNOWLEDGE EXTERIORIZATION.

This does not completely resolve the situation for the individual, since it is this current Interiorization (going in) which reactively triggers earlier unpleasant Interiorizations in the first place. Difficulty with Interiorization is cleared up by locating and running out Interiorizations. Interiorization, remember, is the act of going into something. If an individual is IN something, she must have gotten into it. The beginning of an Exteriorization is INTERIORIZATION in the first place. Interiorization is the more basic action.

The Being went INTO something before she went out of it. Exteriorization occurs at death. This is an engram. Interiorization occurs at birth. This is an engram. When somebody goes Exterior she is liable to key-in going Interior in the first place. But Interiorization always occurs earlier and is more basic than Exteriorization. You have to 'go into' something before you can 'go out' of it. That is why we Clear Interiorization and not Exteriorization. If we handle the earlier difficulty with Interiorization, the later difficulty with Exteriorization resolves spontaneously.

When an individual Exteriorizes during Clearing she can later painfully Interiorize; until the earlier INTERIORIZATIONS are cleared, she is put in the last part (Exteriorization) of an incident which began with Interiorization. The act of Exteriorization is late on a chain (which has hundreds of billions of like incidents earlier than it) and begins with Interiorization.

The individual with Interiorizations keyed-in and an unacknowledged Exteriorization, accompanied by one or all of the symptoms, has an OUT-INT (OUT-INTERiorization). OUT-INT means that a person, when she Interiorized, keyed-in all of the past Interiorizations with all of the accompanying MASS. The remedy for OUT-INT is to Clear INTERIORIZATIONS with the Interiorization (Int) Rundown. The goal of the Interiorization Rundown is an individual who can Exteriorize or Interiorize without keying-in the mass of past Interiorizations. When Int is IN the individual can go IN or OUT without reactivating mass. When this individual goes IN he or she can go OUT just by noticing that she is IN. Going IN or OUT are no longer traps.

A person may Interiorize with no bad consequences and Exteriorize at a later time in life or in another session. In fact, an individual may never experience any bad consequences from going in and out the body. However, if a Preclear has Exteriorized in Clearing or it is suspected that she has Exteriorized in Clearing and develops aches and pains or mental mass and pressure, the Interiorization Rundown is applied.

## ENTITY BEINGS

“WENT IN” and “WENT ON” are two different categories of Interiorization. Some Entity Beings think they can't go in - because they think they can't go through solids - so they “WENT ON,” (they are plastered on to something).

To handle “WENT IN,” have them scan back to when they WENT IN - and they blow out. Like a plus/minus reaction, they spot “WENT IN” - they blow out.

When an Entity Being has an OUT-INT their ability to blow is diminished. The Entity Being is the one who must see the condition as it is in order for it to be free and to leave. To do this, have Entity Being Scan down a chain of “WENT INs” to the first “WENT IN” and it will blow.

You could handle a very difficult Entity Being by directing it to recall “times it WENT IN”; to scan back through times it “WENT IN”; or asking it “When did you go in?” These questions enable difficult Entity Beings with OUT-INT to spot their Interiorizations and blow their charge.

### ON-NESS

There are also the buttons of “WENT ON,” “WENT ONTO SOMETHING”, and STUCK ON something. When these buttons indicate, scan the Entity Being back through times when it “WENT ON.” Usually an Entity Being with this form of OUT-INT went onto something and now can’t get off.

From time to time, an Entity Being will blow from being something inside the body and catch on the outside of the body, or within 2 - 3 feet of the body. This is ON-NESS. Additionally, Entity Beings on the surface of the body get reactivated. When this phenomenon occurs, each Entity Being is directed to spot its ON-NESS until it is free and can blow.

An Entity Being STUCK on the surface of something is freed by indicating the button “CAN’T GO IN”, and having the Entity Being spot “CAN’T GO IN” produces blows.

Strictly speaking, “ON-NESS” is a bit different from OUT-INT. Entity Beings in this condition are STUCK ON, not IN.

“ON-NESS” is handled in the same way as OUT-INT but with “WENT ON,” “STUCK ON” or “GOT ON.” The “earlier than” phenomenon applies to “ON.” The Entity Being was first on something. Once the Entity Being spots this it gets off and blows. A Clear could, in theory, find an Entity Being who was “STUCK ON,” handle that and then find that the same Entity Being had OUT-INT also.

### OUT-INT

Sometimes Entity Beings have OUT-INT because they “CAN’T GET OUT” or “COULDN’T GET OUT.” In this situation they are in the valence of something that “CAN’T GET OUT,” might even be fatal “TO BE OUT,” e.g., “the inside of body” or an internal organ. The Entity Being considers these safe beingnesses; and it’s safe to be in. The Clear is instructed to ask “What couldn’t get out?” and the Entity Being blows.

If you ask them to point which way is in, they can’t. Getting them to point which way was in works, and produces blows. Use the past tense, “Which way was in?” and they will blow.

### RECURRING INT TROUBLE

If a Clear on the Entity Clearing level has recurring Interiorization trouble or continues to run into OUT-INT, administer the Interiorization Recall Process (e.g., Recall a time you interiorized into something). This Recall technique will run and solve any INT troubles.

## **WRONG ITEMS**

8 SEPTEMBER 1988

With Entity Beings, wrong items and outlists can be a real problem. Since they are with the Preclear or Clear all the time, it can be difficult or impossible to keep everybody happy. The most frequent circumstance is: What was correct for one was incorrect for the rest. One of the early steps in Entity Clearing is designed to straighten out the problem of outlists and wrong items among the Entity Beings.

The Clear must be careful to hold a narrow focus of attention when working with a particular Entity Being or Cluster so as not to get others stirred up with wrong items; however, if this should happen, the ACS Clearing Practitioner has remedies to get it all sorted out.

Remember, Entity Beings can sometimes get into outlist phenomena. It is best to avoid this by using a narrow span of attention and by working with one Entity Being or Cluster at a time.

## OVERRUN

8 SEPTEMBER 1988

The usual definition of OVERRUN is “gone on too long” or “happened too often.”

Underlying this, there is a more basic principle.

When a Being believes something is “overrun” or “has gone on too long” or “something was done too often,” he begins to consciously or unconsciously put up resistance and protest.

**THE TRUTH IS: A BEING CAN DO ANYTHING FOREVER.**

What makes a Being believe something can be OVERRUN is HIS EFFORT TO STOP or THE EFFORT TO STOP HIM.

The EFFORT TO STOP something, when generalized, becomes a “STOP EVERYTHING.”

When a Being has a long chain of EFFORTS TO STOP or a chain of EFFORTS TO STOP HIM (mixed up with protest, shame, blame, regret and other human emotions and reactions), he puts up solid accumulations of mental charge. These make mental mass, which result in a high Range Arm on the meter and OVERRUN.

In truth, it is not possible to kill a Being, so therefore any EFFORT TO STOP a Being means a chain full of Incomplete Cycles of Action. These cause ARC Breaks. Thus an OVERRUN is full of MASS and ARC Breaks! The common denominators of OVERRUN are OUT OF ARC and STOP! These generate bank.

## IN SESSION

The Clearing Practitioner ends every Clearing process on a win or a success. This end point is called the end phenomena and if the process is ended at that point, the Preclear feels great. This is often accompanied by a new realization about life.

Overrun happens in session when a process or procedure is continued beyond the proper end point. If the Clearing Practitioner continues to run the process beyond this end point, the Preclear begins to feel more and more that she wants to stop the process. The win and gain has been achieved and now the continuation of the process is a sort of invalidation of that success. At first the Preclear begins to subconsciously resist or try to stop the process. This subconscious desire to stop causes the build up of reactive mental mass or energy. The mental mass causes the body's electrical resistance to go up and is seen on the meter as a rising Range Arm. The Preclear is resisting the process and if the process is continued, the silent protest will become the open rebellion of an ARC Break. The bright Clearing Practitioner knows what to do. She points out or indicates to the Preclear that the process has been overrun and has the Preclear spot the point of win where the process should have ended. Magically, the Range Arm comes down, the symptoms of overrun disappear and the Preclear is once again looking bright and happy. This is called Rehabilitation or Rehab.

## OVERRUN IN LIFE

Once in a while, in life and living, a person will achieve a major win or success, continue with the activity and experience overrun. This usually happens when a person has

been working along a particular purpose line toward the achievement of a specific goal. She achieves the goal, forgets to acknowledge the win of the achievement, continues to work on that goal and experiences overrun (with all of the symptoms noted above). Spotting the overrun and acknowledging the win or success brings instant relief and a renewed interest in the original purpose. The result is that overrun is spotted, the win acknowledged and a new goal is set.

## ENTITY BEINGS

Sometimes Entity Beings experience overrun in life or in processing. Sometimes the State of Clear is overrun on some Entity Beings. These overruns are handled early in the Entity Clearing Rundown.

Sometimes before, but usually after the State of Clear is achieved, Entity Beings begin to separate out and dramatize their identities. Some of the Entity Beings achieve the end point of a process before the Clear does. By the time the Clear reaches the end point of the process, some of the Entity Beings experience overrun. Since the Entity Beings are in tactile and telepathic communication with the Clear, the Clear experiences some of the unpleasantness of the overrun.

The remedy is to clarify that it is overrun, find out “who is overrun,” locate the Entity Being and have the Entity Being spot its overrun. This results in a great sense of relief.

The Rule for an Entity Being is the same as the rule for you: Don’t overrun a process. One aid is to focus attention on the Entity Being or Cluster you are Clearing. This prevents overrun in other nearby Beings. Also it helps you to know the manifestations of overrun. Learn them. Know them. Overrun is nothing to be afraid of; it is something to respond to.

Keep a narrow focus of attention and indicate overrun, if it does occur.

## MISOWNERSHIP

29 AUGUST 1988

Flying rudiments on the Beginning Entity Clearing Level and beyond is a piece of tech a Solo Clearing Practitioner doing Entity Clearing must know and be able to use. At this level, when a rudiment is out the Solo Clearing Practitioner must determine whose out-rudiment it is - - his own, an Entity Being's or that of a Cluster.

One of the Axioms of Clearing states:

IN ORDER TO CAUSE SOMETHING TO PERSIST, ONE MUST ASSIGN OTHER AUTHORSHIP TO THE CREATION THAN HIS OWN. OTHERWISE HIS VIEW OF IT WOULD CAUSE IT TO VANISH.

This axiom is particularly relevant at the level of Entity Clearing because at this level the Clear is handling other Beings than herself. It is necessary to establish correct ownership of charge in order to get a vanishment of that charge. Furthermore, incorrectly assigning charge to the wrong Being can cause further charge to get reactivated as the charge is now misowned; hence, there is the instruction in the Entity Clearing materials that one must use a narrow attention span so as to handle one Entity Being or clustered Group at a time so as not to reactivate or confuse other Entity Beings with the one being Cleared.

Finding more than one charge without establishing whose charge it is, and fully handling that Being, can result in a generality -- the idea that the charge found belongs to all -- when it only belongs to one Being. This can cause an ARC Break or bad reaction as it acts as a wrong indication to the others to whom the charge does not belong. By correctly establishing the ownership of charge, and handling the correct charge on the Being to whom it belongs, you get a vanishment.

## RUDIMENTS

The rudiments questions which contain the word "you" (i.e. "Do you have an ARC Break?") are for use on lower level Pcs, but not on Entity Clearing or above. When the word "you" is used in rudiments questions on the level of Entity Clearing or above, it is evaluative. It says whose charge it is.

The correct wording of rudiments questions for use with Clears on the level of Entity Clearing or above is:

"Is there an ARC Break?"

"Is there a present time problem?"

"Is there a withhold?"

Sometimes the rudiment will run and F/N without identifying whose charge it is; however, if the Clear is trying to run it as her own ARC Break when it is really the ARC Break of an Entity Being, the charge of the ARC Break will not release because of misownership of charge.

By using "Is there an ARC Break?," you are not evaluating whose charge it is. The ACS Clearing Practitioner can establish whose charge it is by asking:

"Is this ARC Break yours? an Entity Being's? a Cluster's?"

For Solo, one uses “Is this ARC Break mine? an Entity Being’s? a Cluster’s?”

The ACS gets a read on one of these and indicates it to the Clear. If “Entity Being” or “Cluster” reads, the Clear then locates the position of the Entity Being or Cluster relative to her body. The ARC Break is then cleared on that Entity Being or Cluster by standard procedure.

#### HANDLING CORRECTION LISTS ON CLEARS

When you get a read on a correction list on an individual who is on Entity Clearing or above, you should find out from what area it is reading; i.e., find the position, in relation to the body, of the Entity Being or Cluster on whom that correction list question read.

Otherwise, the reading correction list line gets assigned to all areas, when it only applied to one. This creates BPC as it gives the rest a wrong item or wrong indication, and it makes the reading question appear to be a generality, when in fact it only applied to one Entity Being or Cluster.

By finding the Entity Being or Cluster that the read applied to, the Clearing Practitioner then clears the read on that Entity Being or Cluster. And then the Clearing Practitioner takes any additional steps to get it to blow and blows it.

The above does not apply to cases below Entity Clearing and must never be mentioned to such a case.

There is a tendency for a Clearing Practitioner trained on general correction lists to simply clear the read without finding where it is coming from, and this omission can jam up a case who is on Entity Clearing.



## **CROSS CLEARING**

8 SEPTEMBER 1988

When one runs Incident Two out on one Being and then Incident One out on another (thinking it was the first one) one can get a partially run Entity Being who won't blow but who can get very reactivated (since the basic basic Incident One is not run, yet Incident Two is). The Solo Clearing Practitioner can get very upset or turn on illness from this error.

One can also "feel no wish to do Clearing on ENTITY CLEARING." All "no desire to do Clearing on ENTITY CLEARING" is some large blunder on a case.

The way you can run Inc 2 on one Being and Inc 1 on another is rather easy. One fails to notice the first one blew on having Inc 2 run and runs Inc 1 on another.

The handling is to use a narrow enough attention span when addressing an Entity Being to ensure one does not jump from one Entity Being to another.

## COPIES

29 AUGUST 1988

Beings in, on or around the body may obsessively copy the pictures of other Beings; therefore, you can find it seems that the Being who just left is still there because there is a picture left. Spot the fact that someone else copied it and it usually goes.

You've always got to handle copies. Entity Beings will copy. Obsessive duplication is an Entity Being characteristic. Maybe all that engrams are is excessive copying.

It takes 3 - 10 days to destimulate. It's not the incident that was restimulated that takes 3 - 10 days to destimulate; it takes 3 - 10 days for all the copies and copying to fade out.

"Stress" is also a heavy button. You get a lot of copying of stress. So you handle the original, then copies - somebody copying what was run. Ask "Is someone copying what was just run?"

It is essential to check for and handle copies. This is done by spotting the fact that someone else copied it and it usually goes. If not, you could find the EB or Cluster who is copying what was just run and blow it off.

As you are running one Entity Being or Cluster, others see or sense this and copy the pictures of the ones you are working with. After the ones you are working with are Clear or have blown, the ones who have copied what was just erased are still around holding on to their copies of the original.

## **RUNNING ENGRAMS AFTER CLEAR**

29 AUGUST 1988

Running a Clear on engrams can cause restimulation of Entity Beings and Clusters, and it is their pictures the Clear sees and tries to run as his own, which is a misownership of the incident/picture. As he thinks it's his picture, he misidentifies himself with the Entity Being or Cluster whose picture it is. Now if this is compounded by a wrong or misassessed item (uncharged item), these Entity Beings and Clusters have a wrong item resulting in further restimulation.

There's another interesting phenomena which occurs on any Pc that is mis-run on Alethanetic Clearing. If a Clearing Practitioner asks for an earlier similar which doesn't exist, the Pc will look over into a cluster or EB where it does exist. So, therefore, you mustn't ever pressure a Pc for earlier incidents which don't exist. A Preclear can find it easily or it isn't there. It's a different kind of jumped chain; the Pc isn't jumping from one of his chains to another one of his, he's jumping from one of his chains to an EB's or cluster's chain. A Clear or above would be jumping from one EB chain to another. Let's say the Preclear is running his own chain and then all of a sudden the Clearing Practitioner goofs and insists there must be an earlier incident. He's got an erasure going and instead of paying any attention to this erasure he demands an earlier incident. He'll jump the Pc over into an EB that's probably been stone dead for a very long time. This jams up the case. The Clearing Practitioner prevents this from happening by never running past the postulate with Preclears, just as it says in the R3R bulletins, and by never running R3R on Clears.

A Clear can see the pictures of Entity Beings and Clusters and make the mistake of thinking they're his incidents and pictures. This doesn't necessarily affect the person himself, but it does affect the body. Most of these Entity Beings are dormant or asleep. When Entity Beings are activated by engram running after the state of Clear they impinge on the body as they are physically attached to it, and via the body are connected to the Being. The result is alot of unnecessary reactivation. If he's a Clear and not up to Entity Clearing, he could experience alot of strange emotions and somatics. All you can do is get him up to Entity Clearing so it can be handled.

You don't run engrams on a Clear who has Entity Beings and Clusters. Clears go straight on to Entity Clearing as soon as possible. (They'll need to learn to solo clear on the Qualified Solo Clearing Practitioner Course first, of course.)

So we have the firm rule:

**NO ENGRAM RUNNING OF ANY KIND ON A CLEAR UNTIL ENTITY CLEARING IS COMPLETE.**

## ASSISTS

21 MAY 1988

Get a reality on what tech will do and what you can do with it.

An assist: For a sick or injured Pc. A Contact assist; do instead of touch assist. Contact the injured part with what caused the injury. The exact thorn will turn on the exact somatic - The less you say, the better off you are.

You can SEE a somatic blow thru -a faint impression and Pc flinches. Can't force a person to do a C.A. Do it 100 feet from it and gradually approach it.

Touch assist: The next gradient of assist. Command: Feel my finger. Don't say command more than you need to. Wait for person to acknowledge.

The head is most difficult to do. The head is pain absorption cushion. A wave of shock goes to the head through nerve channels at the rate of ten ft/second. Through spine to extremities of body.

Head injury = problems with spine, therefore head to extremities.

Touch Assist - not just around head - approach and go away, approach and go away, approach closer and go away farther, closer and go away farther, touch it, go away farther. Follow the nerve channels of the body, spine, limbs and there are certain relay points like the elbows and the wrists. Head for these points where the pain gets locked up.

Get communication wave flowing again through the body because the shock of injury stopped it; it stopped right there.

Rt. side of body and the left side, do exactly the same.

Brain comm system cross locks; principles near/far and on and follow nerve channels.

T.A. after First Aid, then get medical assistance.

Be quiet.

Day or two later, give him a session, run out the engram; it's part of the assist.

Sick or severely injured Pc - an acute NOW condition - devouring his attention.

He's sitting in the major action an exception to "fly the needle" (get the needle to float) before the major action.

He's dying/collapsing/ceasing to breathe, sudden agony, can't ID what it IS. Malignant Body Thetan can hit the guy; do the usual action of III - run Inc 1 & 2.

Individual very ill. Give medicine if doesn't get well. If doesn't recover, it is held up mentally.

\* Function is senior to structure.

\* Thought is senior to function and structure.

Individual is determined to be sick. Bank or B.T. trying to make him sick You can feed him all the medicine in the world and he won't GET WELL. After an assist, the anti-biotics start to work, fever goes.

In medicine, they divide patient reaction into three separate categories:

1. what causes it
2. what makes it acute
3. what prolongs it

He gets an illness and is sick, doesn't respond = prolongation. The auditor does standard tech, runs engram, can't reach very deep, ability to as-is is poor; it has to be gently done and have very GOOD control. You date it, don't even run it out and the person starts to get well, called an assist, but done by standard tech. Check ARCX and handle it. Break in reality. A bullet went thru his head. If you expect the needle to fly, you're a fool -it won't fly and if you try to force it to fly you're distracting him. All ruds will be germane to the incident he's in.

Babies assessment: hungry, wet, pin in him, chaffed. It IS something. It's never ever nothing. You have to Look.

If a case is having trouble, it is something, it is never nothing.

For a very ill Pc, assess all things it could be. Bad food, body thetan, engram, something will cause a Blow Down? If it's a B.T., follow OT III. The second you start contacting it, it starts to cool off. Find out what's wrong with B.T. Try to run Inc. 1 on B.T. and find he's overrun on Inc 1. Don't always assume it's a cluster but it could be a cluster and there is a mutual engram. So if it's a B.T., date it -what's it about.

B.T. - is it one or several - it will answer as just one but several will read bigger, date it, standard dating drill. That's the Incident you run. 15 or 20 leave. If Pc was relieved and looked well, you say, that's good. Might be some still around. so run Inc 1 on them.

Person has a terrible throat; still sore throat means still some left, and a copy. Thetans copy what has been copied and make copies of the copies. Thing came off your back? "Who's copying?" It blows.

What if person starts spinning and fever again? Same procedure. Try to get in ruds, make assessment of what it might be, date it.

These are assists, not a proper session because didn't fly ruds for a major action. T.A., contact assist, assessment. But must carry on assist with discipline of the auditor. Don't force; be persuasive, be gentle, do what can within limits of session.

On Inc 1, a person can have more than one Inc 1, or can have administered one Inc 1, an overt Inc 1. A simple implant, but quite effective; it interrupted them from creating what they would have created.

Took away what mock-ups they DID have and stopped their cycle and put something there unwanted so when they tried to create, they created it. It fixed their attention by protest.

For this planet and Confed of 76 planets had clothes, cars, trains that looked like 1950 - 1960. This civilization has simply copied R6 100% because they were told to - houses, streets same.

Upset before R6: Loyal officers, Elective Body, to protect the population. The Supreme Ruler, elected, about to unelect him. He took his last moments to really upset it and got key administrators and heads of planets and got rid of cowboys in white hats and troops picked them up. He told them to come in for Income Tax Investigation. Troops slaughtered them.

Troops ordered out; get renegades, shot each other up and implanted each other. Hit someone, hit with alcohol and glycol, froze the Thetan. He tried to exteriorize, there he was frozen, collection, boxed in exact DC8's, refrig. units.

The length of time from planet Coltas to Earth; 1 of planets of N. Star Polaris, 9 weeks. Ferried in boxes to Earth. Shot admins, set off hydrogen bombs on top of volcano, blew up electronic ribbon, vacuum zones, projection machines, clearing course, implants and OT II; the remainder 36 days, 3-D motion picture, 5 pics/5 words. Then boxed up again and boxes mixed. Roman Catholicism is all R6. 4-5 assignments of who DID it, to get people confused of real cause. 178 billion people per planet, Teegeeak, the bomb place, the evil place. To get rid of it all, run Inc 1 & Inc 2, volcanic explosion follows actual explosion, some chained to roofs and whirl-winds.

Everyone killed on planet, 3 days after implanters started operating. It was to make a person cease and desist on creation, 2nd dynamic, suppressions, sex with children, taught in R6. Can make a full figure appear, like 3-D, was a movie. The net result was a 75 million year vacuum. Saucers around, why don't they land here? We have an evil repute here, this planet and this sector of the universe.

This catastrophe overcame this confederation. 20 million years ago someone started a body line on the planet. R6 tailor-made it to be a caveman civilization and moved up the line. A dramatization of R6 is what man calls progress.

An Implant is that anyone who tries to save the world must be killed. Whole planet responds to R6 symbols. They Booby-trapped it. Roman Catholic Church is fragments of R6. Truth of it is, loyal officers were not all killed. Civilization was battered, but still had weapons, transport and semblance of org and loyal officers left an fought and finished off Galactic Confederation.

Zemu, within 1 year was under arrest and within 6 years the lot wiped out. What little was left went by the boards. A base here-unrecognizable. Surgeon, R6, cutting bodies to pieces. Pieces of R6 became Christianity,

When they get cold it restims frozen alcohol & glycol. Japan, explosion. Before R6, people lived on and on.

When auditing a Pc, you're auditing VS this background (R6). Something blows up and 5-6 Thetans get smashed and think as one. Someone kills someone in a duel; owner of 2nd body is so revengeful, he jumps on 1st guy = dual Being who hates himself.

A Thetan goes mad when he begins to stop things. The button "to stop" important in running Inc 1 & 2.

When he needs an assist, he's in 2 or has a cluster, but still go through whole process. Person says he's done on III, give him IV R.D. Don't send him back on III. IV is exact; run valence shifter early before do rehabs. Valence shifters always followed by confront.

Run an injury chain by the book (engram chain). What injury or accident would cause a cluster? Milazzo. Feels great. You've picked up incidents with clusters and a whole bunch of B.T.'s clear out. Now, find an Inc 1 and you run it. And continue that and F/N each one. Over-run on III, a B.T. has been run 1 too many times on Inc 1. So rehab the one BT; you can't overrun III.

7 resistive cases:

- Drugs
- Connected to Suppressive
- Seriously physically ill

Audited over out ruds  
Former practices  
Pretending/out of valence  
Doesn't want auditing -

You solve a case by doing right what has been done wrong.

A wide-open invitation , feel person is finished (person run on engram). He has body thetans, one of two things is: he hasn't run Inc 1 or 2 or overran Inc 1; somehow was wrong or he has body thetans; find an engram chain and run it, and run as many Inc 1's as can find to run and run.

## **END PHENOMENA**

29 AUGUST 1988

Occasionally, while running a process before Entity Clearing, the Preclear experiences a dramatic release of charge or mental mass; a large chunk of mass literally blows off and the Preclear experiences a joyful, light feeling. This is called "a release" and is accompanied by VVGIs (Very Very Good Indicators). In this case, unknown to the Preclear, a clustered Group of Entity Beings has blown off.

The Clear must learn to recognize End Phenomena in Entity Beings. That is why Clearing Practitioner training is so important for the Clear. The trained Clearing Practitioner has an easier time of it in Entity Clearing because she has a lot of experience in the recognition of End Phenomena and in the other basics of Clearing.

Since Entity Beings affect and influence the body of the Clear, all End Phenomena for Entity Beings are manifested in the Clear's body. When an Entity Being has a Floating Needle or blows off, the Clear feels the Floating Needle and the ACS Clearing Practitioner sees it on the meter. If an Entity Being has Very Good Indicators or blows off, the Clear feels and looks bright and happy. The Clear and the ACS watch for these signs of End Phenomena for Entity Beings and do not run a process beyond these points of completion. An Entity Being can blow off (exteriorize) or have VGIs and a Floating Needle. Eventually all Entity Beings will blow; however, in the beginning steps of Entity Clearing, an Entity Being who has VGIs and a Floating Needle is considered to be complete on a process. We don't want to get pushy about having Entity Beings blow. They will blow when they are ready to blow.



## CONCEPTUAL UNDERSTANDING

10 SEPTEMBER 1988

When conceptual understanding is achieved a person can apply what she has learned without having to think about it step-by-step. Information which is understood conceptually can easily be put into action.

A literal understanding is superficial. The person is able to think about the data or information in a step-by-step fashion but has a difficult time putting it into action. With a literal understanding, a person cannot see the relationship between pieces of information in the form of similarities and differences. Literal understanding is rote and not intelligent.

A literal understanding of music might allow a person to plink out a tune on a piano, but a conceptual understanding allows a person to play a beautiful sounding piece of music or to improvise on the piano.

A mechanic who has a literal understanding of automobile engines can repair an engine by referring to manuals and by going slowly step-by-step. One who has a conceptual understanding can repair any engine directly and easily.

A Preclear who has a literal understanding of Clearing will answer your questions but will not fully participate in the process of Clearing. A Preclear with a conceptual understanding works with the Clearing Practitioner and participates fully in the process because she has a conceptual understanding of what is needed and wanted in a session and how to participate with the Clearing Practitioner so that the correct result is achieved.

A Clearing Practitioner who has a literal understanding of Clearing could read processes off a card and achieve sporadic wins with Preclears. He looks mechanical and seems uncertain at times. A Clearing Practitioner who has a conceptual understanding could sit down with anyone under almost any circumstances, do a masterful job and produce "miracles as usual." This would not be limited to sessions, since the Clearing Practitioner with a conceptual understanding would be capable of creating miracles in all aspects of her life.

People who have no idea of "concept" get bogged down in terms and mechanics. They can't operate at the level of concept and are extremely literal.

True understanding is conceptual. One could handle things, objects and symbols endlessly without achieving understanding or real communication unless one finally was able to graduate up to conceptual comprehension.

People who are literal rather than literate simply haven't achieved conceptual understanding.

## INTENTION DRILL

10 SEPTEMBER 1988

The following drill was developed to increase a Solo Clearing Practitioner's ability to control and use attention and intention. The drill enhances a Solo Clearing Practitioner's ability to handle and Clear Entity Beings.

**POSITION:** Same as CE 8 where the student sits in one chair facing another chair on which sits an ashtray, the coach sits beside the student in a third chair. A square four-cornered ashtray is used.

**PURPOSE:** To deliver the THOUGHT of a question into an exact position, wide or narrow, at choice and at will, with or without words.

**COMMANDS:** For the first part of the drill: Are you an ashtray? Are you made of glass? Are you sitting there? Second part of drill: Same questions silently. Third part of drill: Are you a corner? to each corner of the ashtray, verbal and with intention at the same time. Fourth part of drill: Any applicable question, verbal and with intention at the same time put broad and narrow at choice into the ashtray, exact parts of it and the surroundings. Fifth part of the drill: Any applicable question put silently and with intention in exact spots around the student's body, as indicated by the coach.

**TRAINING EMPHASIS:** The coach uses usual CE coaching commands. There are five stages to the drill.

**First stage:** The first stage is to land a verbal command into the ashtray. The coach has the student ask the ashtray: "Are you an ashtray?" "Are you made of glass?" "Are you sitting there?" This is done until the student can do the drill easily.

**Second stage:** The second stage is to put the question with full intention silently into the ashtray. The same questions are asked silently, until the student can do it easily and with certainty.

**Third stage:** The third stage is to put a verbal command and silent intention at the same time into exact parts of the ashtray. The student asks the following question: "Are you a corner?" to each corner of the ashtray, putting verbal command and silent intention at the same time, into exact parts of the ashtray. This is done until the student can do it easily.

**Fourth stage:** In the fourth stage the coach has the student put any applicable question both with verbal command and with silent intention at the same time into any narrow or any broad portion of the ashtray or its surroundings at choice and at will. This is done until the student can do the drill easily and can put a question into an exact position, wide or narrow, at decision.

**Fifth stage:** In the fifth stage the coach has the student put thoughts precisely in exact spots around the student's body. (NOTE: Make sure the student can think in a concept rather than words and that he can put that concept in exact points around him at will.)

(a) The coach has the student put thoughts in exact spots in front of the student's body. The coach indicates the spot by putting his finger in the spot into which the student is to place a thought. The spots would be in areas in front of the student's body but not touching the student's body. This done until the student is proficient at it.

(b) The coach has the student put a thought in exact spots above the student's head, and behind the student's body. The coach indicates the spot by putting his finger in the spot in

to which the student is to place a thought. The coach does not touch the student's body. The drill is done until the student is quite expert at exactly placing a thought exactly where he wants it.

**CONCLUSION:** At the conclusion of the whole drill, the coach has the student imagine the ashtray saying "Yes, yes, yes, yes" in an avalanche of yeses to balance the flow (in actual life, people, Pcs and meters do respond and return the flow).

**END PHENOMENA:** The ability to land a question with full intention into an exact target area, broad or narrow, at will and effectively, whether verbally or silently.

## **ATTENTION DRILL**

10 SEPTEMBER 1988

**PURPOSE:** To train the Clear to hold and maintain her attention on a single Entity Being or Cluster while communicating with and working with the Advanced Courses Specialist (ACS) Clearing Practitioner. If attention is switched back and forth between the Entity Being and the ACS, the Clear can sometimes lose track of that Entity Being and start reactivating others. This in the extreme can be disastrous.

**POSITION:** The Clear sits across from the coach. The Clear holds an object in her left hand.

**COMMANDS:** "Tell me about birds flying?" or some other nonsignificant question.

**TRAINING EMPHASIS:** The coach has the Clear put her attention on various objects and has the Clear hold her attention on various objects building up to 30 to 60 seconds. When the Clear can put her attention on an object and hold it there for 30 to 60 seconds, the first part of the drill is passed. The coach can ask once in a while "What's happening?" or "How's it going?"

The coach now has the Clear hold a light object in her hand. The coach gives the command "Tell me about birds flying?". The Clear must keep her attention on the object at all time while looking at the coach and continuously talking to the coach about birds flying. After a couple of minutes, the coach should check with the Clear to see if she was able to keep her attention on the object while listening and talking. If so, give her a pass. If not, continue the drill.

The Clear's ability to keep her attention locked on to an Entity Being while talking and listening to the ACS Clearing Practitioner is a vitally important skill. It must be mastered before working with actual Entity Beings and Clusters.

This is an important skill in the Solo Clearing of Entity Beings and Clusters also since the Solo Clearing Practitioner must be able to handle the admin of a session (the meter, etc.) while maintaining her attention on the Beings being run.

## INCIDENT TWO DATA

7 FEBRUARY 1992

Incident Two occurred approximately 75 million years ago. At that time, the Earth was called TEEGEEACK and was a part of a galactic civilisation which consisted of 76 planets revolving around stars visible from Earth.

The head of this galactic civilisation was a man named XENU who, fearing being deposed, hired renegades and criminals to create enough turmoil so as to justify the adoption of a police state. He then had these renegades round up or capture those elements of society which he considered to be a threat to his position.

The captured populace was frozen in a solution of ethylene glycol and transported to Teegeeack where they were assembled around volcanoes of the Pacific and Atlantic regions. Above each of these volcanoes was detonated a hydrogen bomb the force of which rendered the beings inhabiting the bodies unconscious. The force of the explosion created terrific winds which carried the unconscious thetans into the paths of tractor beams.

These tractor beams drew the beings down into implant stations located in Las Palmas and also Hawaii. Once there, the beings were given 36 days of implanting, the contents of which you should have already covered on the Clearing Course and OL 2. The intention of this implant was to solve over population by suppressing the 2nd dynamic.

When word of this event got out and other planets of the galactic confederacy found out what had occurred, Loyal Officers of the people fought a 6 year battle against the forces of Xenu. He was eventually brought to trial and imprisoned inside an electronic mountain trap for some 74 million years. The devastation of the war however caused irreversible damage to the economy of the confederacy and the galactic civilisation perished.

The effect of Incident Two was to create clusters of entity beings who inhabit this planet and are out of valence. They will seek out lifeforms which they perceive to be surviving and then adopt the winning valence of that life form.

Within your body and space you will find many of these clusters and, using the correct techniques, you can have them discover their own identities and free them.

As these entity beings can inhibit or interfere with your own abilities, getting rid of them can create a resurgence in your own native abilities and a freedom from overwhelm.

## WHAT MAKES ONE BEING “STICK” TO ANOTHER?

29 AUG 1988

In 1985 the Japanese and American survivors of the 1945 battle of Iwo Jima got together on the island of Iwo Jima to stage a 40 year reunion. All the men at this reunion demonstrated a very strong and very emotional affinity for each other. These men in their 50's and 60's wept profusely as they hugged and shared memories of one of the most horrible and gory battles of all time. They were mentally stuck in that location, in that horrible time. Toward the end of the reunion even the former enemies were hugging and demonstrating love and affection towards each other. This reunion is not that unusual since most or all people who have shared a traumatic experience seem “bonded” together in an affinity created out of the shared shock and anxiety of that common experience.

Hardship, trauma, shock or conflict often create this desire to be together as people are sharing a common, though harsh, reality. They share the same pictures and therefore share a “special” reality which leads to a strong affinity or bonding. It might be said that Beings have a tendency to “stick” together as a result of hardship. This is the basis of clustered groups of Beings.

The cycle is this: A Being records an engram at the same time and location as another Being or group of Beings. This common engramic picture causes these Beings to get “stuck” to that time and location, to lose their personal identity and to feel, literally, stuck together or stuck to the picture. The moment of actual contact of the Beings was brief but the picture (containing a stop or withdraw) tends to be permanent. Beings then get the idea they can be permanently stuck as they share the same pictures.

Clusters are caused by impact, injury, illness, freezing, heat or burning, explosion, implosion, psychiatric incident, implant, electrical, lightning, a crash, accident, shot, etc.

By getting the Cluster of Beings to accurately date and locate the cluster-causing incident, all the Beings in that Cluster are released and freed from the enslavement of that incident and the compulsion to feel they are “one.”

## CLUSTERED ENTITY BEINGS

29 AUGUST 1988

Any severe incident will cause Entity Beings or any Beings to cluster into a Group. The common denominator of a clustered Group of Beings is the picture of an engramic experience which they all share in common. This common picture of a mutual bad experience causes the Group to react as if they are one individual. By having the Group date and run out the mutual bad experience, the reactive mental image picture which holds them together as a Group is erased and the individual Beings are released from the hold of this mutual bad experience.

A heavy pressure or somatic comes from a clustered Group, rather than a single Entity Being.

### STEPS FOR PROCESSING A CLUSTER

1. Locate the Cluster, sometimes a single Entity Being, by a pressure area or somatic along with a meter read for a Cluster which is "in," "on," "attached" or "near" the body. Sometimes you just get a sense that the Cluster is there without a pressure or somatic, but there should always be a read on the meter. Your Clearing Practitioner (ACS) will tell you if there is a read and will not allow you to run non-reading Clusters. If the Cluster is near the body or at a distance, you will get a sense of their location along with a meter read.
2. Pinpoint the exact location of the Cluster, such as "in the shoulder" or "3 feet to the left rear of the mid-back." Get this location as accurately as possible. Put your attention on the Cluster and hold your attention on the Cluster throughout the entire procedure even when you are in communication with the ACS Clearing Practitioner. Do not take your attention off the Cluster for any reason until they are completely handled.
3. Have the Cluster date the incident when the Cluster was formed. Ask them to give you the exact date of the incident which caused them to become a Cluster. Do this "asking" with silent intention, telepathically. Be prepared because they will fire back a date instantaneously. Take the first date that comes to mind no matter what it is, for example "day before yesterday at 11:39 pm" or "10:23 am December 28, 1956" or "63 million 256 thousand one hundred and forty-five years ago" or "two days after high school graduation at 3:05 pm". Accept whatever date they give you and repeat it aloud to the ACS. Sometimes they blow right here on dating.
4. Have the Cluster locate where the cluster-forming incident occurred. This will be an actual physical universe location such as "two feet to the north of the lamppost at the corner of Lincoln and Main Streets" or "in front of the kitchen sink" or "on the 3rd planet of a star 45 trillion 456 billion 23 million 865 thousand miles from earth" or 35 light years from here. A "light year" is the distance light travels in one year. Take whatever they say and repeat it to the ACS.
5. The ACS Clearing Practitioner will now show you a list of types of incidents to get the type of incident (by meter read) which caused this Cluster to become a cluster; for example, impact, injury, illness, freezing, heat or burning, explosion, implosion, psychiatric incident, implant, electrical, lightning, a crash, accident, shot, etc. As soon as the ACS gets a read on a type of incident, he will tell you what he found, for example "injury." Silently indicate to the Cluster that the incident that caused them to be a Cluster was an "injury." Sometimes they blow right on this indication of the type of incident. So watch for this dissipation of charge and inform the ACS that it has happened. The ACS will probably have already seen this dissipation of charge on the

meter. He will indicate the meter phenomenon to you.

6. Command the Cluster to run the cluster-forming incident. Don't interfere or try to help them. Just sit back and let them run through the incident. If they get stuck or are having difficulty, tell the ACS. The ACS will be able to assist you with some other technical actions. Once the Cluster has gone through the incident once, the ACS may have you run them through again, check for an earlier beginning to the incident or ask for an earlier similar incident. Remember, all through this procedure, do not take your attention off the Cluster. Also, tell the ACS immediately if you feel any dissipation of mental mass or charge.

In the case of a cumulative Cluster you date the later mutual incident first, before proceeding to the earlier mutual incident. When the basic incident is dated and run, it will all blow.

It is essential to check for and handle copies. This is done by spotting the fact that someone else copied it and it usually goes.

The Cluster may blow at any time during this procedure. Be careful not to overrun. They often blow on Step 1 when you first spot the Cluster. The fastest and best way of blowing Entity Beings and Clusters is by inspection.

Acknowledgement is very effective. A lot can be blown with pure acknowledgement.

All these steps can be done Solo once you are certain of the procedure.

If there are any individual Entity Beings left after the Cluster breaks up or blows, these individuals are handled by the procedure given in the bulletin called HANDLING INDIVIDUAL ENTITY BEINGS.



## **TYPE OF INCIDENT**

24 NOVEMBER 1988

ACCIDENT

IMPACT

INJURY

ILLNESS

A DRUG

SHOCK

IMPLANT

HEAT

BURNING

FREEZING

ELECTRICAL

EXPLOSION

IMPLOSION

LIGHTNING

VACUUM

RADIATION

COLLISION

HIT

LOSS

## DATING AND LOCATING

6 SEPTEMBER 1988

Axiom 30: "The general rule of Clearing is that anything which is unwanted and yet persists must be thoroughly viewed, at which point it will vanish."

Excerpt from Axiom 38: ". . . Truth is the exact time, place, form and event . . . Thus we see that the discovery of Truth would bring about an As-is-ness by actual experiment."

A Being knows that if he could remember the exact place a thing had been generated, the exact time and the exact conditions, and the exact person who did it, he would then get a disappearance of the thing.

Dating is the action the Clearing Practitioner takes to help the Pc spot the exact time when something happened.

Locating is the action the Clearing Practitioner takes to help the Pc spot the exact place where something happened.

By dating and locating, getting the exact time and place a specific thing happened, the Pc is able to blow the mass and energy connected with the occurrence which has hung him up at that point.

Date/Locate is very effective in handling points of overrun, wins that have been bypassed or invalidated in some way, moments of loss, trauma, painful emotion, or any of various stuck points of this nature. It is also used in the correction of wrong dates or wrong locations given to the Pc in previous Clearing.

In any of these cases the Pc will be somewhat stuck at these points, or at the very least will have some attention units hung up at these points, and getting the exact "when" and "where" will unstick him.

That which is viewed in its own time, place, form and event can be as-ised.

## WHY YOU DATE AND LOCATE

A person can have a wrong date for an incident, or he might have a date totally occluded. He might have a confusion on two incidents, thinking that one happened before the other when it is actually vice versa. He could have two incidents collapsed into one, time-wise. Or, more severely, he can be stuck in the time of an incident which acts as a present time for him. In other words, that time is still in existence for him in present time. He is seeing things from that point in time.

By dating it exactly you blow the stuck viewpoint in time. You see it as a blowdown on the meter and the Pc will feel the sudden dissipation of mass.

The question might then arise: If you have dated an incident to a "blow," what is there left to blow on the Locate step? The answer is that, in addition to stuck viewpoint in time, a person can have a stuck viewpoint of location.

Since he had the wrong time, he could, as well, have the wrong location, or an occluded location, or a confusion between two or more locations. He could be quite stuck in a past location. That past location is still in existence for him. The point of view from that location is still there for him.

So you date and locate. Finding when it was and where it was blows both the mass connected with time of the incident and the mass connected with the place of the incident. Getting the precise date and location blows him out of these stuck points and allows him to move into present time.

Sometimes during dating the Pc spots the correct past location simultaneously with getting the correct date, and it (the location) then blows at the same time. The Clearing Practitioner must know that this can occur and recognize when it does as he would not then rotely try to put the Pc through the Locate steps.

### DATE/LOCATE IS NOT A ROTE PROCEDURE

While Date/Locate is a precise action, it is by no means a rote procedure. The Clearing Practitioner must know the theory of the action if he is to Date/Locate successfully. He must understand that he takes the Pc's data and he works with the Pc to get the correct data. Robotic application of the steps will not only not produce the desired result but can result in messing up a case badly.

### BLOW

Definition of a blow: The sudden dissipation of mass in the mind with an accompanying feeling of relief.

This definition must be understood by both the Clearing Practitioner and the Pc. It is cleared with the Pc before beginning the Date/Locate steps. Have the Pc demo it, using a demo kit, if necessary, so he has no confusion on it.

The Clearing Practitioner must not Q&A with a blow. If he sees a BD on the meter, that is the blow. Sometimes the Pc will not be sensitive to the blow phenomenon, and if the Clearing Practitioner goes beyond this point, an overrun will occur.

### METERING

During Date/Locate the Pc is on the meter but the Clearing Practitioner is consulting the Pc and getting the Pc's answers, while also keeping an eye on the meter. He does not resort to meter dating or meter locating unless the Pc himself gives up on one or the other of these steps.

A Pc can be made more dependent on the meter or can be made more independent of the meter, depending upon the way the meter is used by the Clearing Practitioner. If the Pc's case is improving, he becomes more independent of the meter. This is the direction you want to go.

Rule: Use the meter to date and verify date correctness by all means but only after the Pc has been unable to come up with the date."

The same rule would apply to using the meter on the Locate steps.

### TIME

When dating anything, you are using a system of time measurement. There are various systems for measuring time, and as time is basically a postulate or consideration, there is no absolute system for measuring time. Time can be measured in terms of years ago. It can be measure in terms of year, month and day (1918 AD, January 1st). These two systems are applicable to this planet, as the term "year" is the time it takes this planet called Earth to complete an orbit around its central star called the Sun. Other systems can and have been used

on the Whole Track where time periods are quite large. The whole point is to use the system the Pc is using, because the whole point of dating is to blow a past time that the Pc is stuck in. And the Pc will very often use the dating system of the time he is stuck in. It doesn't matter what system of time measurement the Pc uses. It is important that the Clearing Practitioner accepts and uses the system the Pc is using and doesn't try to change it.

You're first going to ask the Pc, "When was it?" He may tell you in terms of "years ago" or "weeks ago." Or he may say, "It was 1890" or "It was the 24th of August 1672." Or he may use an earlier track system of dating. Either way, you take it, and if he has said "High noon on May 2nd, 1912," you don't then ask, "How many years ago?" as he has just told you, and your question would be altering the dating system the Pc is using.

**YOU CAN USE ANY SYSTEM OF TIME MEASUREMENT IN DATING; THE IMPORTANT THING IS THAT YOU USE THE SYSTEM THE PC IS USING.**

It is remarkable that a Pc can date something that happened earlier than this planet in terms of years ago. He can by some sort of mental computer, but the Clearing Practitioner mustn't require that the Pc convert a date to some other system.

And when the Pc has it, the Clearing Practitioner doesn't then alter-is it in sequence. Found by years - months - weeks - days - hours - minutes - seconds and fractions of a second, one doesn't then call it back by day, year, month, as it tangles the Pc. It is called back in the same order.

**WHEN CALLING BACK A DATE AS AN INDICATION, ALWAYS CALL IT BACK IN THE SAME SEQUENCE THAT THE DATE WAS FOUND OR GIVEN.**

### IMPLANT DATES/ACTUAL DATES

Implant dates usually only give small reads, whereas actual dates read well. If you suspect that you are getting false dates out of an implant, you meter check "Implant date?" and you'll get a read on that question, and the false implant date will no longer read. The actual date will read well.

Meter check to see if it is:

- a) a false date from an implant?
- b) an actual date?

and the meter read will tell.

### DATING

**THE PURPOSE OF DATING IS TO GET A BLOW OF THE MASS CONNECTED WITH THE PAST TIME THE PC IS STUCK IN.**

Whether the Pc gives the date, or whether the Clearing Practitioner has to meter date it, you must remember that all you are going for is a blow.

Sometimes you will get a blow as easily as the Pc saying, "It was a long time ago." A blow is accompanied by a BD and F/N (sometimes a definite Long Fall). So be alert when dating for a sudden LF or BD and F/N. And if the Pc doesn't originate that it blew, indicate it to him so you won't go on trying to date to blow something that has already blown!

Very often a date has to be dated precisely down to the fraction of a second in order to

get a blow.

If there is no blow on Pc giving the date, or on Clearing Practitioner meter dating it, you then call the date back as an indication and it will blow. If it doesn't, it is because there is an error in the date, or the Clearing Practitioner altered the date or its sequence in calling it back, or there already was a blow on dating that wasn't noticed and was overrun.

Usually a Pc will need help from the Clearing Practitioner to start with, and the Clearing Practitioner might need to do the whole dating drill on the meter, establishing the order of magnitude and every part of the date on the meter. Then the Pc's ability improves, and the Pc starts to become more able to find dates himself. The Clearing Practitioner must be alert for this and accept the Pc's data and never challenge, meter check or invalidate the Pc's data. Sometimes the Pc will blurt the whole date out at once, and the Clearing Practitioner must be ready to write this down accurately and call it back accurately.

## LOCATIONS AND DISTANCE

When locating something you are using direction and a system of measurement of distance. Just as time is basically a consideration, so is distance. And there are many systems of measuring distance, both on this planet and earlier on the track. Distance can be measured in miles, kilometers, light-years (the distance light travels in a year), to name a few. In one Whole Track space opera civilization, intergalactic distances were measured by the number of "days of Hylan spaceflight." You will probably find that the Pc will tend to use the system of measurement of distance that was used at the time of the past location that he is stuck in. Just as a Pc can use a sort of mental computer to convert Whole Track dates into "years ago," he can also mentally convert some distances into "miles." But the Clearing Practitioner never expects him to do so and never asks him to.

**YOU CAN USE ANY SYSTEM OF MEASUREMENT OF DISTANCE IN LOCATING, THE IMPORTANT THING IS THAT YOU USE THE SYSTEM THE PC IS USING.**

And when you have the distance you must call it back accurately, and not alter-is it in sequence.

**WHEN CALLING BACK A DISTANCE AS AN INDICATION, ALWAYS CALL IT BACK ACCURATELY, AND IN THE SAME SEQUENCE THAT IT WAS GIVEN OR FOUND.**

## LOCATING

**THE PURPOSE OF LOCATING IS TO GET A BLOW OF THE PAST LOCATION THE PC IS STUCK IN.**

As in dating the Clearing Practitioner may have to help the Pc with the meter but usually the Pc will be able to find and give the data, and the Clearing Practitioner never resorts to the meter if the Pc can get it.

And you may get a blow on the "direction step" alone or on the Pc realizing it happened somewhere else, or "not here" or "Greece" or whatever. The Clearing Practitioner must be alert for the LF or BD and F/N and indicate to the Pc that it blew if it looks like it did, so as not to go on trying to get a blow of a location that has already blown!

Usually if you don't get a blow on finding the direction and distance, you will get a blow on calling the location back to the Pc as an indication. If not there is an error in the direction or distance or the Clearing Practitioner altered it in calling it back.

In locating, the Clearing Practitioner is getting the past physical location, i.e., the Clearing Practitioner gets the direction, distance, what galaxy, star, planet, country, etc. pinpointing it down to the exact location in space where it happened.

But these items are not taken up rotely; one uses the questions that apply.

For example, if it occurred “next door” one would not ask “What planet?” Or if the Pc has said it’s “two years ago” when dating, in locating one doesn’t then ask “What galaxy?” as, of course, it’s this one. Or what star, either. If you start asking “What galaxy?” on an incident on Earth the Pc is thrown backtrack.

And if it happened outside a town in the open you wouldn’t ask what city, house, or street or room, either. You must use the questions that apply.

The Pc is of course IN the Clearing room. One doesn’t ask where he is. And it’s never “Who else was there?” or “What else is there?” as these things put the Pc down the track. One does not try to run engrams at the same time one is doing the Locate step. It is simply location. Where? What? How far? Location.

In locating, if there is no instant blow when the location is fully spotted and it seems correct, the location is called back to the Pc. It usually blows when it is called back to the Pc after it is known.

#### SUMMARY

A CORRECT DATE, ESPECIALLY IF TAKEN DOWN TO SECONDS AND FRACTIONS OF A SECOND, WILL CAUSE A BLOW OF MASS.

A CORRECT LOCATION, ESPECIALLY IF TAKEN DOWN TO MINUTE INCREMENTS OF DISTANCE, WILL CAUSE A BLOW OF MASS.

Date/Locate, when done correctly, quickly and smoothly, works well and is successful. The longer it takes the more it will restimulate all sorts of other things which have nothing to do with the course of action.

The Date/Locate steps must not be done robotically. One has to understand the mechanics of how it’s done and why.

The essence of Date/Locate is to bring the Pc to PT by erasing the mass connected to the date by spotting and by erasing the mass connected to the location by spotting, as the Pc is out of PT fixed by both date and location.

## **INCIDENT ONE DATA**

7 FEBRUARY 1992

Incident One occurred at the start of track or roughly 4 Quadrillion years ago. It consisted of being lured into inhabiting a doll body and while one watched a series of images, other beings were attached to the original being during a series of "SNAPS". These other beings went into the winning valence of the original being and has ever since considered themselves to BE the original being.

The effect of this was to suppress the ability of the original being to COUNTER-CREATE. Thus every time he created a picture or something, he could not destroy the creation and was therefore "stuck" with it.

Incident one occurred many times during this era and you may have to run earlier Incident Ones in order to free the beings stuck to you.

## HANDLING INDIVIDUAL ENTITY BEINGS

29 AUGUST 1988

A Cluster-forming incident is called an Incident Two (Incident 2 or Inc 2). An Incident Two is a Cluster-forming incident. Incident Two's are located anywhere on the Time Track as far back as trillions of years ago (sometimes earlier).

There is another type of incident and that is called an Incident One (Incident 1 or Inc 1). An Incident One is simply a Being's first incident on the Time Track. It is the point that Being entered the Physical Universe. Incident One occurs at the start of track and is Basic Basic for any Being.

BASIC is the FIRST experience recorded in mental image pictures of the TYPE of pain, sensation, discomfort, etc. you are running. Every chain has its basic. It is a FACT that when one gets down to the basic on a chain (a) the postulate made at the time of the incident comes off and (b) the whole chain vanishes for good. Basic is simply earliest. A chain of incidents has only one BASIC. Its BASIC is the earliest engram received from (or perpetration committed against) the subject, location or Beings which make it a chain.

A BASIC is the first incident (engram, lock, perpetration) on any chain.

BASIC BASIC is the first engram on the whole Time Track. It is the basic for all chains.

Incident One is basic basic for any Being and it can occur as early as 4 Quadrillion years ago. It is very much earlier than an Incident Two. Sometimes an Incident One is found in an earlier universe.

When you run a Cluster on an Incident Two (a Cluster-forming incident) and the Cluster breaks up or blows, you sometimes have individual Entity Beings remaining from the Cluster. These individual Entity Beings will need to run Incident One (Basic Basic) at the start of their Time Track (whenever that might be). We do not want to evaluate for the individual Entity Being and tell him or her when Incident One occurred (for example, 4 Quadrillion years ago) because his or her Incident One might be much later or much earlier. We just want to find when it was and have the Entity Being run it to a blow. If there is more than one Entity Being left over from the Cluster, each is handled separately, one at a time, since they may have different Incident One's. There will sometimes be an "effort to stop" or sometimes "to hurry." These buttons can be indicated to the Entity Being as he or she is running Incident One if there is a hang-up in running.

To run a Entity Being on basic after a cluster breaks up, use:

**MOVE TO THE START OF TRACK AND RUN WHAT IS THERE**

The Entity Being is intended (silently) to run through the incident over and over until it blows. Sometimes there is an earlier starting point or an earlier Incident One. If the Entity Being does not blow after two or three runs through, check for an earlier starting point to the incident and if there is one, have the Entity Being run the entire incident beginning with the earlier starting point. If it is an earlier Incident One, have the Entity Being pick up and run the earlier Incident One.

For earlier universe use:

**MOVE TO THE START OF AN EARLIER TRACK AND RUN WHAT IS THERE**

These are given to the EB as silent intention.



## ORDER OF MAGNITUDE

18 APRIL 1990

Draw a simple time line and place Incident One and Incident Two on that time line with Present Time on the left:

PT \_\_\_\_\_ Incident Two \_\_\_\_\_ Incident One  
1 inch x inches

If the distance from PT to Incident Two at 75 million years ago is represented by 1 inch, what is the distance from PT to Incident One at 4 quadrillion years ago? You may be surprised because it is better expressed in miles, 841 miles to be exact. Here are my calculations.

First convert each date to scientific notation:

$$75 \text{ million} = 75,000,000 = 7.5 \times 10^7$$

$$4 \text{ quadrillion} = 4,000,000,000,000,000 = 4.0 \times 10^{15}$$

Now set up a proportion:

$$\begin{array}{rcl} 7.5 \times 10^7 & = & 4.0 \times 10^{15} \\ 1 \text{ inch} & & X \text{ inches} \end{array}$$

Cross multiply to solve this equation and get:

$$X \times 7.5 \times 10^7 = 1 \times 4.0 \times 10^{15}$$

$$X = \frac{4.0 \times 10^{15}}{7.5 \times 10^7} = 0.5333 \times 10^8 \text{ inches} = 5.333 \times 10^7 \text{ inches}$$

Converting to miles we get:

$$X = 5.333 \times 10^7 \text{ inches} \times \frac{1 \text{ foot}}{12 \text{ inches}} \times \frac{1 \text{ mile}}{5,280 \text{ feet}}$$

$$X = 5.333 \times 10^7 / 1.2 \times 10 \times 5.28 \times 10^3 = 8.41 \times 10^2 \text{ miles} = 841 \text{ miles}$$

If Incident Two is an inch away from present time then Incident One is 841 miles. This is the approximate distance from Los Angeles to the California-Oregon boarder. Our time line now looks like this:

PT \_\_\_\_\_ Incident Two \_\_\_\_\_ Incident One  
1 inch 841 miles

So when Ron says on Tape 10 of the Class VIII course that Incident Two is almost in present time he means that Incident Two in comparison to the entire Whole Track of 4 quadrillion years seems like one second ago. And if Incident Two were 1 second ago then Incident One would be 3 years, 4 months and 19 days ago. I hope this sheds some light on the relative magnitudes of these important dates.

## **BUTTONS**

29 AUGUST 1988

Certain “buttons” have to be gotten in when running a Being through incidents.

The Effort to Stop the motion hangs up the action and gives a stuck picture. One gets the Effort to Stop off and the scene races through.

The Effort to Withdraw is important also and hangs up the action.

Rush, Protest, Not-Is and Suppress are also present. These were actions - thoughts the Being had during the incident and are picked up only when the incident doesn't run well.

Sometimes two “buttons” such as Stop and Withdraw are in combination.

The button is “gotten in” by indicating it to the Cluster or Entity Being using silent intention.

## **EARLIER UNIVERSE**

29 AUGUST 1988

The most common difficulty you get into with an EB that doesn't blow is there was an earlier Incident One. Some have several Incident One's. The question "Is there an earlier Incident One?" will read if there is. When you get down to the first Incident One, you are liable to jump from one EB to another if you push this too hard and keep asking for an earlier.

There were several universes earlier than this one. If "Is there an earlier Incident One?" doesn't work, then it's an earlier universe and you ask "Is there an Earlier Universe?" The EB recognizes there was an earlier universe. The EB will spot this and blow. It is unnecessary to then run the incident that occurred in the earlier universe because it will usually blow on spotting it.

(Caution: There is an implant which miscounts the number of earlier universes, making it seem there were far more than there were.)

## **FAILED PURPOSE**

7 FEBRUARY 1992

After running a beings Incident One, you may find that the being will still not leave. This is because the being may have forgotten what purpose it had before being implanted or it may be upset at having failed to achieve that prior purpose.

If so, then you will need to rehabilitate the failed purpose of get the being to create a new purpose.

You do this by asking the entity to recall a time when it was bigger and could achieve its goals. On recalling this it will usually cognize that it can do it again and leave.

## **RUNNING INCIDENT TWO**

6 FEBRUARY

1. Locate by an area of pressure or CBM read, a location in or around the body.
2. Assess if the location is an individual or a cluster.
3. Run Incident 2 according to the process cards.
4. If the individual does not go free or if the cluster does not break up into individuals, run Incident One on individuals or do a Cumulative Cluster handling on cluster before running Incident one on individuals.
5. When you can find no more entities to run, once more locate a new location as in (1), and repeat steps (2) to (4).

NOTE: Incident Two made clusters as does severe impacts and experience as contained in the section on Cluster running. Those who do not leave after running the impact or its earlier similar, will leave when Incident One is run on them.

Incident Two sometimes forms gigantic clusters. In such there is a “leader”, an “alternate leader” and several more (2-18).

These were all implanted in different volcanic areas with different parts of the “36 day” implant and then “packaged” in Las Palmas or Hawaii. Thus if you run Incident Two as far as “the pilot”, it loosens up those who don’t go away can be run on Incident One.

DO NOT speak your commands. Just INTEND them through the Incident. You will find that they control easily.

Entities can be ARC broken through rough or careless auditing. Show them the same respect you would wish for yourself.

Very rarely you might find a suppressive entity. They can be handled by running power processing and then Incident Two & One.

You will find there are hundreds of entity to be run. If you don’t find many or any, get a Green Form done. All “none on entity clearing” cases have been later found loaded with them.

This level is the beginning of reversing the dwindling spiral of existence. Do it wisely and thoroughly and you will ensure your continued spiritual survival.

Good hunting!

## **INCIDENT TWO ERRORS**

8 SEPTEMBER 1988

Here are the three reasons why a Solo Clearing Practitioner might have trouble while running a Cluster of Entity Beings on Incident Two:

1. The location of the Cluster-forming incident is wrong.  
Correct by finding the correct location of the Cluster-forming incident.
2. The date of the Cluster-forming incident is wrong.  
Correct by finding the correct date of the Cluster-forming incident.
3. The type of Cluster-forming incident is wrong.  
Correct by reassessing the TYPE OF INCIDENT list.

## SUMMARY OF DATA ON CLUSTER RUNNING

29 AUGUST 1988

SEVERE IMPACTS MAKE CLUSTERS

SEVERE EXPERIENCES MAKE CLUSTERS

To detect a Cluster:

- (a) There is a force or pressure or heavy somatic in an area.  
or
- (b) There is "a Being" who can't erase Incident 1 or 2. This means there are several Beings who think they are one Being.

To remedy this situation:

- 1) Date a mutual incident for the Cluster to find the point they "became one." Usually one gets this easily.
- 2) Locate where it occurred in terms of planet and star (or even planet, star, town and place in the town).
- 3) List for the type of incident and find what it was (impact, lightning, psychiatric shock, etc.).
- 4) Have the Cluster run the incident as a single engram.
- 5) Pick out the individuals in the Cluster (if the lot didn't just blow) and Clear them one by one, usually directly on Incident 1 & 2 or if one is difficult see above.

## **RUNNING INCIDENT ONE**

7 FEBRUARY 1992

1. Assess if entity is an individual or a cluster.
2. If it is an individual, run per the process card.
3. If the being still doesn't blow, ask for earlier Incident One.
4. If still no blow and there is no earlier Incident one, check for an earlier universe.
5. If still no blow, check for failed purpose and rehabilitate it.



## INCIDENT ONE ERRORS

8 SEPTEMBER 1988

Here are the three reasons why a Solo Clearing Practitioner might have trouble while running an Entity Being on Incident One:

1. The Solo Clearing Practitioner is trying to run a Cluster with an Incident One.

The right thing to do is get the character of the incident that made it a Cluster (Type of Incident), date/locate it, run it and then run Incident One on those left when the Cluster breaks up.

2. There is an earlier Incident One on the same Entity Being.

Find it and run it. The Entity Being may have a chain of Incident One's all by himself.

3. Another Entity Being is copying the Incident One just run so it looks like it didn't blow.

Check for copies or someone copying what was just run and then indicate to a blow.

Failure to ever run an Incident Two can also cause a bog.

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An ENTITY CLEARING REPAIR LIST given by an Advanced Courses Specialist or done solo also handles bogged Solo Clearing Practitioners.

## **FREEWHEELING**

7 FEBRUARY 1992

Freewheeling means to go on and on and on automatically. If one runs Incident one on an entity with out having FIRST run Incident TWO, the unhandled "36 day" implant will go into restimulation and the auditor will experience a motion picture effect as the implant runs on automatic. This freewheeling causes the auditor to lose sleep and if it continues long enough, the body becomes exhausted and can suffer from illness such as pneumonia and possbly die.

It you start to experience a freewheel, the first thing to recognise is that you have neglected to run Incident Two on an entity before you ran Incident One.

The solution is to locate that being which is freewheeling and run its Incident Two. This will turn the freewheel off. Then run its Incident One again if it has not gone.

Freewheeling is perhaps the biggest risk when running Beginning Entity Clearing. It is also a good reason not to tell other people about Incident Two unless they are up to handling it on this level.

## RUDS GOING OUT ON ENTITY BEINGS

8 SEPTEMBER 1988

Smooth Clearing is only possible when the rudiments are in. This applies at all levels, whether or not it is Solo. It applies equally to Preclears, Clears and Entity Beings. And, just as you would never start a session with any out ruds on yourself or any Entity Being, so must you be able to recognize and handle quickly any ruds that go out while the session is in progress.

Rudiments do go out on Entity Beings. The following list of indicators of out ruds will enable any Clearing Practitioner to spot out ruds when they occur and pinpoint the specific cause in each case. (The list is based on that given in C/S Series 1, CLEARING PRACTITIONER RIGHTS, and presented here as it applies to Entity Clearing.)

Entity Being Critical = W/H from Clearing Practitioner.

Entity Being Antagonistic = Bypassed Charge in session.

No Range Arm Action = Problem.

Entity Being Sad = ARC Break.

Soaring Range Arm = Overrun or protest (also more than one Entity Being being run in error or it's a Cluster).

Tired = No sleep or incomplete Incident One's.

Dope Off = By-passed F/N or not enough sleep.

No interest = No Interest or unnecessary action or out ruds with Entity Beings or Entity Beings with out ruds.

A Solo Clearing Practitioner who runs into trouble with an Entity Being and who isn't sure what it is will be smart to end off the session quickly, write down the full observation and get it to the C/S.

The Solo Clearing Practitioner who knows the scale given above, knows what he is looking at (and knows what C/S the Case Supervisor would order) handles it promptly.

Entity Being Critical = W/H = pull the W/H.

Entity Being Antagonistic = BPC = assess the proper list (such as the L1) and handle.

No Range Arm action (or Case Gain) = Problem = locate the problem and handle.

Entity Being Sad = ARC Break = locate and handle, itsa earlier itsa using ARCU CDEINR.

Soaring Range Arm = O/R or protest (also more than one Entity Being being run in error or it's a Cluster) = find which and handle. (Running more than the one intended

comes from too WIDE an intention.)

Tired = No sleep or incomplete Incident 1's = check which it is and handle.

Dope Off = Lack of sleep or bypassed F/N = check on sleep or rehab F/N.

No interest = Out ruds or unnecessary action = put in ruds or indicate that it was an unnecessary action.

The stable datum to remember is that it is a Gross Clearing Error for a Solo Clearing Practitioner to continue Clearing over out ruds whether his own, an Entity Being's or a Cluster's.

And if at start of session you are not F/Ning with VGIs, the remedy is to get those ruds in per the bulletin called MISOWNERSHIP.

You will find it makes all the difference in the smoothness of your Solo sessions.

## REPAIR LIST

10 SEPTEMBER 1988

This list is for use on a Clear who is on BEGINNING ENTITY CLEARING or above.

When an impasse occurs or the Solo Clearing Practitioner gets upset, he or an ACS Clearing Practitioner (who must be on BEGINNING ENTITY CLEARING or above) assesses this list and works out from what is found to read, what has gone wrong.

DO NOT RUN ANY R3R OR ALETHANETICS ON A CLEAR UNTIL ENTITY CLEARING IS COMPLETE.

An L1 can be used on an Entity Being.

You can also run Grades 0-IV on an Entity Being.

An Entity Being can be having trouble with Out Int, requiring the End of Endless Int Repair Recall process (but no R3R).

This list is to be assessed Method 3 and handled by the Clearing Practitioner if he runs into a bog in session. Don't continue this list past the point where the BPC has been repaired as it is a repair list.

Any line reading on this list could refer to what is wrong with many Entity Beings or clustered Groups. That is why it must be done Method 3, and each reading line must be fully handled before proceeding on down the list. (e.g., on Q1 "IS THERE AN ENTITY BEING OR GROUP WITH OUT-INT?" - there may be one or many, and each would have to be handled.)

1. IS THERE AN ENTITY BEING OR CLUSTER WITH:
  - (a) OUT-INT? \_\_\_\_\_
  - (b) A WRONG ITEM? \_\_\_\_\_
  - (c) AN OUT-LIST? \_\_\_\_\_
  - (d) A WRONG INDICATION? \_\_\_\_\_
  - (e) AN OVERRUN? \_\_\_\_\_
  - (f) WHAT WAS CORRECT FOR ONE WAS INCORRECT FOR THE REST? \_\_\_\_\_
2. CLEARED WHILE HUNGRY? \_\_\_\_\_
3. CLEARED WHILE TIRED? \_\_\_\_\_
4. CLEARED OVER PRESENT TIME STRESS? \_\_\_\_\_
5. LEFT AN ACTION INCOMPLETE? \_\_\_\_\_
6. REACTIVATION BETWEEN SESSIONS? \_\_\_\_\_
7. WAS THERE AN EARLIER INCIDENT ONE? \_\_\_\_\_

(Some Entity Beings have several earlier Incident One's; the earliest for that Entity Being will run through and blow.)

8. WAS THERE AN EARLIER UNIVERSE?  
(Get Entity Being to recognize it and it will blow.) \_\_\_\_\_
9. JUMPED FROM ONE ENTITY BEING TO ANOTHER ENTITY BEING?  
(Indicate and handle each Entity Being restimulated. Usually happens when Clearing Practitioner asks for an "earlier" when there was none, or when overrun past an erasure.) \_\_\_\_\_
10. IS THIS BEING MOCKED UP AGAIN SO IT CAN BE RUN?  
(Indicate; if no F/N, D/L when it was mocked up.) \_\_\_\_\_
11. ONE INDIVIDUAL WHO THINKS HE IS A CLUSTER?  
(Handle as an individual.) \_\_\_\_\_
12. A CLUSTER WHO THINKS IT IS AN INDIVIDUAL?  
(Handle as a Cluster, D/L, Inc 2, Inc 1.) \_\_\_\_\_
13. THE DATE WAS ACTUALLY FROM A DATE GIVEN IN AN IMPLANT?  
(Indicate. Find the actual date to blow. Locate to blow.) \_\_\_\_\_
14. WRONG DATE FOR INCIDENT?  
(Correct the date to blow. Locate to blow.) \_\_\_\_\_
15. NO DATE WAS FOUND FOR INCIDENT?  
(Date to blow. Locate to blow.) \_\_\_\_\_
16. WRONG LOCATION WAS GIVEN FOR INCIDENT?  
(Correct the location to blow, handle individuals.) \_\_\_\_\_
17. NO LOCATION WAS FOUND FOR INCIDENT?  
(Locate the incident to blow, handle individuals.) \_\_\_\_\_
18. EARLIER BEGINNING UNDETECTED?  
(Find the correct beginning and it will blow.) \_\_\_\_\_
19. BYPASSED BASIC ON A CHAIN?  
(Indicate, if no F/N, D/L.) \_\_\_\_\_
20. STIRRED UP INCIDENTS EARLIER THAN BASIC?  
(Indicate.) \_\_\_\_\_
21. MORE THAN ONE CLUSTER IN A CLUSTER?  
(Handle as a cumulative Cluster.) \_\_\_\_\_
22. SOMEBODY COPYING WHAT WAS JUST ERASED?  
(Indicate, if no blow, find out who was copying.) \_\_\_\_\_
23. RANDOM PICTURES COMING IN INDICATING A CLUSTER?  
(D/L the Cluster. Inc 2, Inc 1.) \_\_\_\_\_
24. FAILURE TO IDENTIFY AND DATE A CLUSTER-MAKING INCIDENT?  
(Identify the incident and handle as a Cluster.) \_\_\_\_\_

25. JUMPED FROM ONE ENTITY BEING TO ANOTHER?  
(Indicate. handle both Entity Beings.) \_\_\_\_\_
26. ANOTHER ENTITY BEING RESTIMULATED?  
(Handle the Entity Being.) \_\_\_\_\_
27. FALSE TRACK THAT WAS REALLY PART OF AN IMPLANT?  
(Indicate, if necessary D/L the implant.) \_\_\_\_\_
28. BASIC KEEPS REAPPEARING BECAUSE IT IS  
A CLUSTER?  
(Handle as a Cluster by D/L.) \_\_\_\_\_
29. AN EARLIER ERROR MADE?  
(Find and correct the error.) \_\_\_\_\_
30. FAILURE TO COMPLETE THE ACTION BEGUN?  
(Find what action and complete it, but no R3R.) \_\_\_\_\_
31. LOCATION OF INCIDENT NEEDS ATTENTION?  
(Locate the incident to blow.) \_\_\_\_\_
32. AN ENTITY BEING IS PROTESTING?  
(Handle the protest.) \_\_\_\_\_
33. YOU WERE PROTESTING?  
(Handle the protest.) \_\_\_\_\_
34. INCORRECT OWNERSHIP OF INCIDENT?  
(Indicate.) \_\_\_\_\_
35. RUDIMENTS WERE OUT?  
(Fly the out Ruds.) \_\_\_\_\_
36. A BEING HAS BEEN INVALIDATED?  
(Handle the invalidation.) \_\_\_\_\_
37. AN ENTITY BEING HAS BEEN OVERRUN?  
(Indicate it to correct Entity Being.) \_\_\_\_\_
38. YOU ARE COPYING A BANK YOU USED TO HAVE?  
(Indicate.) \_\_\_\_\_
39. YOU ARE JUST CLEARING COPIES OF ENTITY BEING  
PICTURES?  
(Handle copies.) \_\_\_\_\_
40. THESE ARE YOUR OWN PICTURES?  
(Find whose pictures, and blow the Entity Being. These will  
usually turn out to be an Entity Being's pictures misowned.) \_\_\_\_\_
41. YOU FAILED TO QUIT ON A WIN?  
(Indicate. Rehab by D/L.) \_\_\_\_\_
42. USED TOO WIDE AN INTENTION SPAN?  
(Indicate. Pick out individuals and handle.) \_\_\_\_\_

43. RESTIMULATED MORE THAN WERE BLOWN?  
(Indicate. Handle restimulated individuals.) \_\_\_\_\_
44. ARC BROKE AN ENTITY BEING?  
(Assess Entity Being's ARC Break and handle.) \_\_\_\_\_
45. GOT MISEMOTIONAL TOWARD AN ENTITY BEING?  
(Indicate. Find the Entity Being, and handle to blow.) \_\_\_\_\_
46. CLEARING PRACTITIONER CODE BREAKS ON  
ENTITY BEINGS?  
(Repair the Code breaks and handle each to blow.) \_\_\_\_\_
47. DIDN'T ACKNOWLEDGE AN ENTITY BEING?  
(Indicate. Acknowledge the Entity Being and handle to blow.) \_\_\_\_\_
48. DIDN'T BELIEVE AN ENTITY BEING OR CLUSTER?  
(Get off the disbelief, handle the Entity Being or Cluster.) \_\_\_\_\_
49. AN ENTITY BEING WHO HAS AN ARC BREAK?  
(Handle the ARC Break.) \_\_\_\_\_
50. AN ENTITY BEING WHO HAS A PTP?  
(Handle the PTP.) \_\_\_\_\_
51. AN ENTITY BEING WHO HAS A WITHHOLD?  
(Pull the withhold.) \_\_\_\_\_
52. AN ENTITY BEING WHO HAS A PERPETRATION?  
(Pull the perpetration.) \_\_\_\_\_
53. AN ENTITY BEING CLEARED PAST EXTERIOR? \_\_\_\_\_
54. AN ENTITY BEING CLEARED PAST CLEAR? \_\_\_\_\_
55. AN INVALIDATION OF THE STATE OF CLEAR? \_\_\_\_\_
56. YOU WEREN'T ALLOWED TO ATTEST?  
(Indicate. Get off the non-acceptance and any Invalidation.) \_\_\_\_\_
57. SOMETHING ELSE WRONG? \_\_\_\_\_
58. UNNECESSARY ACTION? \_\_\_\_\_
59. NOTHING WRONG IN THE FIRST PLACE? \_\_\_\_\_



## DATE LOCATE CORRECTION LIST

29 AUGUST 1988

If you haven't got a blow, there is either an error in the date or some part of the date, or it is not precise enough, or it blew earlier and wasn't noticed.

Meter check:

Wrong date?

Incompletely dated?

Implant date?

Some part of the date was incorrect?

Already blown?

and handle what reads, and you will get a blow--F/N.

If no blow on locating there has been an error and you should meter check:

Is some part of the location wrong?

Wrong direction?

Wrong distance?

Incompletely located?

Already blown?

and handle what comes up, and you will get a blow--F/N.

