

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 14 NOVEMBER 1987
Issue V

Remimeo
Class III
Auditors
and Above
C/Ses

(This HCOB gives the full list of processes for Expanded Grade III, assembled per HCOB 24 Jan. 77, TECH CORRECTION ROUNDUP. It is to be run on all cases programed for Expanded Grade III, effective immediately.)

**EXPANDED GRADE III
PROCESS CHECKLIST**

Refs:

Chart: Classification, Gradation and Awareness Chart
of Levels & Certificates

Tape: 6607C26 "Classification Chart and Auditing"

Cancel:

BTB 15 Nov. 76 V

0-IV EXPANDED GRADE PROCESSES
QUADS PART E, GRADE 3 PROCESSES

PC _____ DATE _____

AUDITOR _____

CASE SUPERVISOR _____

NOTE: This HCOB is to be used ONE FOR EACH PC as a checklist for that pc and belongs in his/her folder. IT IS DONE DURING session, not filled in after.

Each process is run to F/N, cognition, VGIs and release per HCOB 20 Feb. 70, FLOATING NEEDLES AND END PHENOMENA. As each process or flow is run to EP (or found not to be reading, per HCOB 23 June 80RA, CHECKING QUESTIONS ON GRADES PROCESSES), it is clearly marked off with the date.

On any of these processes, if the pc answers only "yes" to the command, find out what it was by asking, "What was it?" (Ref: HCOB 30 June 62, ARC PROCESS)

Some of the processes on the checklist require that the auditor find terminals to use in the process commands. The following are references for use in finding terminals: HCOB 28 Sept. 71, C/S Series 62, KNOW BEFORE YOU GO; HCOB 30 June 67, EVIDENCES OF AN ABERRATED AREA; HCOB 27 May 70R, UNREADING QUESTIONS AND ITEMS; HCOB 19 Aug. 59, HAS CO-AUDIT-FINDING TERMINALS; and HCOB 10 Nov. 60, FORMULA 13.

All the reading processes and flows on this checklist are run on the pc, with the Quad Grade Process and its Havingness Process run last.

1. **R2-65: ALTERATION**

(Ref: Book: *Creation of Human Ability*, Section on Route 2, R2-65)

Part One:

F1 CAN YOU RECALL A TIME WHEN YOU FAILED TO CHANGE SOME ENERGY IN THIS UNIVERSE?

(Run repetitively to EP.)

F2 CAN YOU RECALL A TIME WHEN ANOTHER FAILED TO CHANGE SOME ENERGY IN THIS UNIVERSE?

(Run repetitively to EP.)

F3 CAN YOU RECALL A TIME WHEN OTHERS FAILED TO CHANGE SOME ENERGY IN THIS UNIVERSE?

(Run repetitively to EP.)

F0 CAN YOU RECALL A TIME WHEN YOU FAILED TO CHANGE SOME ENERGY OF YOUR OWN?

(Run repetitively to EP.)

Part Two:

F1 CAN YOU RECALL A TIME WHEN YOU FAILED TO CHANGE SOME SPACE?

(Run repetitively to EP.)

F2 CAN YOU RECALL A TIME WHEN ANOTHER FAILED TO CHANGE SOME SPACE?

(Run repetitively to EP.)

F3 CAN YOU RECALL A TIME WHEN OTHERS FAILED TO CHANGE SOME SPACE?

(Run repetitively to EP.)

F0 CAN YOU RECALL A TIME WHEN YOU FAILED TO CHANGE SOME SPACE OF YOUR OWN?

(Run repetitively to EP.)

Part Three:

F1 CAN YOU RECALL A TIME WHEN YOU FAILED TO CHANGE A BODY?

(Run repetitively to EP.)

F2 CAN YOU RECALL A TIME WHEN ANOTHER FAILED TO CHANGE A BODY?

(Run repetitively to EP.)

F3 CAN YOU RECALL A TIME WHEN OTHERS FAILED TO CHANGE A BODY?

(Run repetitively to EP.)

F0 CAN YOU RECALL A TIME WHEN YOU FAILED TO CHANGE YOUR OWN BODY?

(Run repetitively to EP.)

Part Four:

F1 CAN YOU RECALL A TIME WHEN YOU FAILED TO CHANGE A MEMORY?

(Run repetitively to EP.)

F2 CAN YOU RECALL A TIME WHEN ANOTHER FAILED TO CHANGE A MEMORY?

(Run repetitively to EP.)

F3 CAN YOU RECALL A TIME WHEN OTHERS FAILED TO CHANGE A MEMORY?

(Run repetitively to EP.)

F0 CAN YOU RECALL A TIME WHEN YOU FAILED TO CHANGE A MEMORY OF YOUR OWN?

(Run repetitively to EP.)

Part Five:

F1 CAN YOU RECALL A TIME WHEN YOU SUCCESSFULLY CHANGED SOMETHING?

(Run repetitively to EP.)

F2 CAN YOU RECALL A TIME WHEN ANOTHER SUCCESSFULLY CHANGED SOMETHING?

(Run repetitively to EP.)

F3 CAN YOU RECALL A TIME WHEN OTHERS SUCCESSFULLY CHANGED SOMETHING?

(Run repetitively to EP.)

F0 CAN YOU RECALL A TIME WHEN YOU SUCCESSFULLY CHANGED SOMETHING OF YOUR OWN?

(Run repetitively to EP.)

Part Six:

CAN YOU RECALL A TIME OF CHANGE?

(Run repetitively to EP.)

2. ARC BREAK STRAIGHTWIRE PROCESS

(Ref: HCOB 22 Dec. 58, NEW HGC PROCESS
HCOB 3 Feb. 59, HGC CURRENT PROCEDURE
HCOB 4 June 58, RUNNING VALENCES
HCOB 27 May 63, CAUSE OF ARC BREAKS)

Part One:

F1 1. **RECALL AN ARC BREAK YOU HAD WITH ANOTHER.**

2. **WHEN?**

(Run alternately to EP.)

F2 1. **RECALL AN ARC BREAK ANOTHER HAD WITH YOU.**

2. **WHEN?**

(Run alternately to EP.)

F3 1. **RECALL AN ARC BREAK OTHERS HAD WITH OTHERS.**

2. **WHEN?**

(Run alternately to EP.)

F0 1. **RECALL AN ARC BREAK YOU HAD WITH YOURSELF.**

2. **WHEN?**

(Run alternately to EP.)

Part Two:

This process is run on contrasurvival valences.

Ask the pc, **“TELL ME SOME TERMINALS THAT PHYSICALLY INJURED YOU, IN THIS LIFETIME OR ON THE PAST TRACK.”** (This is *not* listing and nulling.) Write down all terminals pc gives, with their reads.

These can be either general terminals (e.g., “a soldier”) or specific persons (e.g., “Joe”).

On any terminals that are not reading, put in the Suppress and Invalidate buttons.

Run each reading terminal in the following process, in order of largest read.

F1 1. **RECALL AN ARC BREAK YOU HAD WITH _____.**

2. **WHEN?**

(Run alternately to EP.)

F2 1. **RECALL AN ARC BREAK _____ HAD WITH YOU.**

2. **WHEN?**

(Run alternately to EP.)

Part One:

F1 1. **RECALL AN ARC BREAK YOU HAD WITH ANOTHER.**

2. **WHEN?**

(Run alternately to EP.)

F2 1. **RECALL AN ARC BREAK ANOTHER HAD WITH YOU.**

2. **WHEN?**

(Run alternately to EP.)

F3 1. **RECALL AN ARC BREAK OTHERS HAD WITH OTHERS.**

2. **WHEN?**

(Run alternately to EP.)

F0 1. **RECALL AN ARC BREAK YOU HAD WITH YOURSELF.**

2. **WHEN?**

(Run alternately to EP.)

Part Two:

This process is run on contrasurvival valences.

Ask the pc, **“TELL ME SOME TERMINALS THAT PHYSICALLY INJURED YOU, IN THIS LIFETIME OR ON THE PAST TRACK.”** (This is *not* listing and nulling.) Write down all terminals pc gives, with their reads.

These can be either general terminals (e.g., “a soldier”) or specific persons (e.g., “Joe”).

On any terminals that are not reading, put in the Suppress and Invalidate buttons.

Run each reading terminal in the following process, in order of largest read.

F1 1. **RECALL AN ARC BREAK YOU HAD WITH _____.**

2. **WHEN?**

(Run alternately to EP.)

F2 1. **RECALL AN ARC BREAK _____ HAD WITH YOU.**

2. **WHEN?**

(Run alternately to EP.)

F3 1. **RECALL AN ARC BREAK _____ HAD WITH OTHERS.**

2. **WHEN?**

(Run alternately to EP.) _____

F0 1. **RECALL AN ARC BREAK YOU HAD WITH YOURSELF BECAUSE OF _____.**

2. **WHEN?**

(Run alternately to EP.) _____

Part Three:

NOTE: When clearing the second command of this process, clear it with both “perceived” and “seen” in the command, noting the reads. Use the version that reads best.

1. **WHAT ATTITUDE WAS NOT RECEIVED?**

2. **WHAT REALITY WAS NOT PERCEIVED (SEEN)?**

3. **WHAT COMMUNICATION WAS NOT ACKNOWLEDGED?**

(Run consecutively, i.e., 1,2,3,1,2,3,1, etc., to EP.) _____

Part Four:

In this part, the process is run on charged prefixes.

Assess the following subjects on the meter. The C/S is to add other subjects to this list specifically pertaining to the pc’s auditing and life. For example, if the pc has had Dianetics auditing the subject “engrams” could be added to the list.

Auditing _____

Past lives _____

An organization _____

Take the best reading item and use it as a prefix in each command of the following process. For example, if “auditing” reads, the command would be “In auditing, what attitude was not received?” The items must be worded as prefixes, e.g., “On engrams,” “On past lives,” “In an organization.”

Run this process using each reading prefix, in order of largest read.

NOTE: When clearing the second command of this process, clear it with both “perceived” and “seen” in the command, noting the reads. Use the version that reads best.

1. **(prefix), WHAT ATTITUDE WAS NOT RECEIVED?**

2. **(prefix), WHAT REALITY WAS NOT PERCEIVED (SEEN)?**

3. **(prefix), WHAT COMMUNICATION WAS NOT ACKNOWLEDGED?**

(Run consecutively, i.e., 1,2,3,1,2,3,1, etc., to EP.)

3. CHANGE PROCESS

(Ref: *Ability* Major 6, 1955)

F1 1. **WHAT DO YOU WANT CHANGED?**

2. **WHAT DO YOU WANT UNCHANGED?**

(Run alternately to EP.)

F2 1. **WHAT DOES ANOTHER WANT CHANGED?**

2. **WHAT DOES ANOTHER WANT UNCHANGED?**

(Run alternately to EP.)

F3 1. **WHAT DO OTHERS WANT CHANGED?**

2. **WHAT DO OTHERS WANT UNCHANGED?**

(Run alternately to EP.)

F0 1. **WHAT DO YOU WANT CHANGED ABOUT YOURSELF?**

2. **WHAT DO YOU WANT UNCHANGED ABOUT YOURSELF?**

(Run alternately to EP.)

4. R2-50: CHANGING MINDS

(Ref: Book: *Creation of Human Ability*, Section on Route 2, R2-50)

Both auditor and pc are ambulant for this process.

1. **WALK OVER TO THIS SPOT.**

(Auditor indicates a spot to the pc.)

2. **NOW DECIDE YOU HAVE TO APPEAR THERE.**

3. **NOW CHANGE YOUR MIND AND DECIDE YOU HAVE TO DISAPPEAR THERE.**

4. **NOW CHANGE YOUR MIND AND DECIDE YOU HAVE TO APPEAR THERE.**

(Run 1,2,3,4,1,2,3,4, etc. Auditor selects a new spot in 1 each time. Run consecutively to EP.)

5. R2-63: ACCEPT-REJECT

(Ref: Book: *Creation of Human Ability*, Section on Route 2, R2-63)

NOTE: If your preclear keeps putting conditions of change into everything before he can accept it, you must persuade him to find things he can accept without changing them.

Part One:

1. **FIND SOMETHING ABOUT YOURSELF WHICH YOU CAN ACCEPT.**
 2. **FIND SOMETHING ELSE ABOUT YOURSELF WHICH YOU CAN ACCEPT.**
(Give the first command, then run second command repetitively to EP.)
-

Part Two:

1. **FIND SOMETHING ABOUT YOURSELF YOU CAN REJECT.**
 2. **FIND SOMETHING ELSE ABOUT YOURSELF YOU CAN REJECT.**
(Give the first command, then run second command repetitively to EP.)
-

Part Three:

1. **FIND SOMETHING IN THIS ROOM YOU CAN ACCEPT.**
 2. **FIND SOMETHING ELSE IN THIS ROOM YOU CAN ACCEPT.**
(Give the first command, then run second command repetitively to EP.)
-

Part Four:

1. **FIND SOMETHING IN THIS ROOM YOU CAN REJECT.**
 2. **FIND SOMETHING ELSE IN THIS ROOM YOU CAN REJECT.**
(Give the first command, then run second command repetitively to EP.)
-

Part Five:

1. **FIND SOMETHING ABOUT THIS UNIVERSE YOU CAN ACCEPT.**
 2. **FIND SOMETHING ELSE ABOUT THIS UNIVERSE YOU CAN ACCEPT.**
(Give the first command, then run second command repetitively to EP.)
-

Part Six:

1. **FIND SOMETHING IN THIS UNIVERSE YOU CAN REJECT.**
2. **FIND SOMETHING ELSE IN THIS UNIVERSE YOU CAN REJECT.**

(Give the first command, then run second command repetitively to EP.)

6. **DISAGREEMENT CHECK**
(Ref: HCOB 22 Mar. 72RA, DISAGREEMENT CHECK)

Do all steps of the Disagreement Check per HCOB 22 Mar. 72RA. The C/S adds to the list assessed in Step Two of the rundown so that it includes subjects from the pc's own life, profession, etc. The rundown is taken to F/Ning list per Step Nine of its procedure, with pc free of disagreements on the subjects handled.

7. **R2-68: INCOMPREHENSIBILITY**
(Ref: Book: *Creation of Human Ability*, Section on Route 2, R2-68)

F1 SPOT SOMETHING INCOMPREHENSIBLE.

(Run repetitively to EP.)

F2 SPOT SOMETHING INCOMPREHENSIBLE TO ANOTHER.

(Run repetitively to EP.)

F3 SPOT SOMETHING INCOMPREHENSIBLE TO OTHERS.

(Run repetitively to EP.)

F0 SPOT SOMETHING INCOMPREHENSIBLE ABOUT YOURSELF.

(Run repetitively to EP.)

8. **CHANGE PROCESSES**
(Ref: HCOB 27 Apr. 61, CHANGE PROCESSES)

NOTE: Clear the first command of this process with both "Think of" and "Get the idea of," and use the best reading version (either "Think of" or "Get the idea of") in clearing the remaining commands and running the process.

Part One:

1. **THINK (GET THE IDEA) OF CHANGING YOURSELF.**
2. **THINK (GET THE IDEA) OF ANOTHER CHANGING HIMSELF.**
3. **THINK (GET THE IDEA) OF CHANGING ANOTHER.**
4. **THINK (GET THE IDEA) OF ANOTHER TRYING TO CHANGE YOU.**

5. **THINK (GET THE IDEA) OF ANOTHER TRYING TO CHANGE ANOTHER.**
6. **THINK (GET THE IDEA) OF NOT CHANGING YOURSELF.**
7. **THINK (GET THE IDEA) OF ANOTHER NOT CHANGING HIMSELF.**
8. **THINK (GET THE IDEA) OF NOT CHANGING ANOTHER.**
9. **THINK (GET THE IDEA) OF ANOTHER NOT CHANGING YOU.**
10. **THINK (GET THE IDEA) OF ANOTHER NOT CHANGING ANOTHER.**

(Run consecutively, i.e., 1,2,3,4,5,6,7, 8,9,10,1,2,3,4,5, etc., to EP.)

Part Two:

- F1 1. **HOW HAS ANOTHER CHANGED YOU?**
2. **HOW HAS ANOTHER FAILED TO CHANGE YOU?**
(Run alternately to EP.)
-
- F2 1. **HOW HAVE YOU CHANGED ANOTHER?**
2. **HOW HAVE YOU FAILED TO CHANGE ANOTHER?**
(Run alternately to EP.)
-
- F3 1. **HOW HAVE OTHERS CHANGED OTHERS?**
2. **HOW HAVE OTHERS FAILED TO CHANGE OTHERS?**
(Run alternately to EP.)
-
- F0 1. **HOW HAVE YOU CHANGED YOURSELF?**
2. **HOW HAVE YOU FAILED TO CHANGE YOURSELF?**
(Run alternately to EP.)
-

Part Three:

1. **HOW HAVE YOU TRIED TO CHANGE YOURSELF?**
 2. **HOW HAVE YOU TRIED TO CHANGE ANOTHER?**
 3. **HOW HAS ANOTHER TRIED TO CHANGE YOU?**
 4. **HOW HAS ANOTHER TRIED TO CHANGE HIMSELF?**
 5. **HOW HAS ANOTHER TRIED TO CHANGE ANOTHER?**
- (Run consecutively, i.e., 1,2,3,4,5,1,2,3, etc., to EP.)
-

Part Four:

NOTE: Clear the first command of this process with both “Think of” and “Get the idea of,” and use the best reading version (either “Think of” or “Get the idea of”) in clearing the remaining commands and running the process.

1. **THINK (GET THE IDEA) OF SOMETHING CHANGING.**
2. **THINK (GET THE IDEA) OF SOMETHING FAILING TO CHANGE.**
3. **THINK (GET THE IDEA) OF CHANGING SOMEBODY.**
4. **THINK (GET THE IDEA) OF FAILING TO CHANGE SOMEBODY.**

(Run consecutively, i.e., 1,2,3,4,1,2,3,4,1, etc., to EP.)

Part Five:

NOTE: Clear the first command of F1 with both “Think of” and “Get the idea of,” and use the best reading version (either “Think of” or “Get the idea of”) in clearing and running the remaining commands.

- F1
1. **THINK (GET THE IDEA) OF ANOTHER CHANGING YOU.**
 2. **THINK (GET THE IDEA) OF ANOTHER FAILING TO CHANGE YOU.**
- (Run alternately to EP.)
-
- F2
1. **THINK (GET THE IDEA) OF CHANGING ANOTHER.**
 2. **THINK (GET THE IDEA) OF FAILING TO CHANGE ANOTHER.**
- (Run alternately to EP.)
-

- F3
1. **THINK (GET THE IDEA) OF OTHERS CHANGING OTHERS.**
 2. **THINK (GET THE IDEA) OF OTHERS FAILING TO CHANGE OTHERS.**
- (Run alternately to EP.)
-

- F0
1. **THINK (GET THE IDEA) OF CHANGING YOURSELF.**

2. THINK (GET THE IDEA) OF FAILING TO CHANGE YOURSELF.

(Run alternately to EP.) _____

Part Six:

1. RECALL A CHANGE.

2. RECALL A FAILURE TO CHANGE.

(Run alternately to EP.) _____

9. CHANGE/LEAVE UNCHANGED
(Ref: PAB 69, SIX LEVELS OF PROCESSING, Issue 7)

F1 1. WHAT COULD CHANGE YOU?

2. WHAT WOULD LEAVE YOU UNCHANGED?

(Run alternately to EP.) _____

F2 1. WHAT COULD YOU CHANGE?

2. WHAT WOULD YOU LEAVE UNCHANGED?

(Run alternately to EP.) _____

F3 1. WHAT COULD CHANGE OTHERS?

2. WHAT WOULD LEAVE OTHERS UNCHANGED?

(Run alternately to EP.) _____

F0 1. WHAT COULD YOU CHANGE ABOUT YOURSELF?

2. WHAT WOULD YOU LEAVE UNCHANGED ABOUT YOURSELF?

(Run alternately to EP.) _____

10. CHANGE, NO CHANGE AND FAILED CHANGE
(Ref: HCOB 30 Apr. 61R, CHANGE BRACKETS AND COMMANDS)

Part One:

Assess: a. Somebody _____

b. Something _____

Use whichever falls most on the meter in the following bracket:

1. HOW HAVE YOU CHANGED _____?

2. HOW HAS _____ TRIED TO CHANGE YOU?

3. HOW HAS _____ CHANGED ANOTHER?

4. HOW HAS ANOTHER CHANGED _____?

5. **HOW HAS _____ CHANGED?**
6. **WHAT HAVE YOU NOT CHANGED?**
7. **WHAT HAS NOT CHANGED YOU?**
8. **WHAT HAS NOT CHANGED _____?**
9. **WHAT HAS _____ NOT CHANGED?**
10. **WHAT HAS NOT CHANGED SELF?**
11. **WHAT HAVE YOU FAILED TO CHANGE?**
12. **WHAT HAS FAILED TO CHANGE YOU?**
13. **WHAT HAS _____ FAILED TO CHANGE?**
14. **WHAT HAS FAILED TO CHANGE _____?**
15. **WHAT HAS FAILED TO CHANGE SELF?**

(Run consecutively, i.e., 1,2,3,4,5,6,7,8,
9,10,11,12,13,14,15,1,2,3,4,5,6, etc., to EP.)

Part Two:

1. **WHAT CHANGE HAVE YOU AVOIDED?**
2. **WHAT CHANGE HAVE YOU SOUGHT?**
3. **WHAT NO-CHANGE HAVE YOU AVOIDED?**
4. **WHAT NO-CHANGE HAVE YOU SOUGHT?**
5. **WHAT FAILED CHANGE HAVE YOU AVOIDED?**
6. **WHAT FAILED CHANGE HAVE YOU SOUGHT?**

(Run consecutively, i.e., 1,2,3,4,5,6,1,2,3,4, etc., to EP.)

Part Three:

1. **RECALL A CHANGE.**
2. **RECALL A NO-CHANGE.**
3. **RECALL A FAILED CHANGE.**

(Run consecutively, i.e., 1,2,3,1,2,3,1, etc., to EP.)

Part Four:

NOTE: Clear the first command of this process with both “Think of” and “Get the idea of,” and use the best reading version (either “Think of” or “Get the idea of”) in clearing the remaining commands and running the process.

1. **THINK (GET THE IDEA) OF A CHANGE.**
 2. **THINK (GET THE IDEA) OF A NO-CHANGE.**
 3. **THINK (GET THE IDEA) OF A FAILED CHANGE.**
(Run consecutively, i.e., 1,2,3,1,2,3,1,2, etc., to EP.)
-

11. **ORIGINATIONS**

(Ref: HCOB 15 Oct. 58, ACC CLEAR PROCEDURE)

Part One:

- F1 1. **WHAT ORIGIN OF YOURS HAS ANOTHER MISHANDLED?**
2. **RECALL A TIME WHEN YOU WERE PLEASED WITH THAT PERSON.**
(Run alternately to EP.)
-

- F2 1. **WHAT ORIGIN OF ANOTHER HAVE YOU MISHANDLED?**
2. **RECALL A TIME WHEN THAT PERSON WAS PLEASED WITH YOU.**
(Run alternately to EP.)
-

- F3 1. **WHAT ORIGIN OF OTHERS HAVE OTHERS MISHANDLED?**
2. **RECALL A TIME WHEN THEY WERE PLEASED WITH THEM.**
(Run alternately to EP.)
-

- F0 1. **WHAT ORIGIN OF YOUR OWN HAVE YOU MISHANDLED?**
2. **RECALL A TIME WHEN YOU WERE PLEASED WITH YOURSELF.**
(Run alternately to EP.)
-

Part Two:

- F1 **WHAT ORIGIN OF YOURS HAS ANOTHER HANDLED PROPERLY?**
(Run repetitively to EP.)
-

- F2 **WHAT ORIGIN OF ANOTHER HAVE YOU HANDLED PROPERLY?**
(Run repetitively to EP.)
-

- F3 **WHAT ORIGIN OF OTHERS HAVE OTHERS HANDLED PROPERLY?**
(Run repetitively to EP.)
-

F0 WHAT ORIGIN OF YOUR OWN HAVE YOU HANDLED PROPERLY?

(Run repetitively to EP.)

12. GRADE III QUAD—R3H

(Ref: HCOB 6 Aug. 68, R3H

HCOB 1 Aug. 68, THE LAWS OF LISTING AND NULLING)

- F1 1. Locate a change in life by listing to an F/N item or BD F/N item:

WHAT CHANGE HAS ANOTHER CAUSED IN YOUR LIFE?

2. Get it dated.
3. Get some of the data of it (don't run as an engram) so you know what the change was.
4. Find out by assessment if this was a break in:

Affinity _____

Reality _____

Communication or _____

Understanding _____

Get the best reading item and check it with the pc, asking if it was a break in (affinity, reality, communication or understanding). If he says no, rehandle. If yes, let him tell you about it if he wishes. Then indicate it to him.

5. Taking the one found in (4) find out by assessment if it was:

Curious about _____

Desired _____

Enforced _____

Inhibited _____

No _____

Refused _____

As in (4) above, get the item and check it with the pc. If pc says that isn't right, rehandle. If yes, let him tell you about it if he wishes. Then indicate it to him.

(Run as above.)

F2 List to an F/N item or BD F/N item:
WHAT CHANGE HAVE YOU CAUSED IN ANOTHER'S LIFE?

(Handle with steps 1–5 as above.)

F3 List to an F/N item or BD F/N item:
WHAT CHANGE HAVE OTHERS CAUSED IN OTHERS' LIVES?

(Handle with steps 1–5 as above.)

F0 List to an F/N item or BD F/N item:
WHAT CHANGE HAVE YOU CAUSED IN YOUR OWN LIFE?

(Handle with steps 1–5 as above.)

13. HAVINGNESS PROCESS FOR GRADE III

F1 **WHAT IS STILL?**

(Run repetitively to EP.)

F2 **WHAT WOULD ANOTHER THINK IS STILL?**

(Run repetitively to EP.)

F3 **WHAT WOULD OTHERS THINK IS STILL?**

(Run repetitively to EP.)

F0 **WHAT IS STILL IN OR ON YOURSELF?**

(Run repetitively to EP.)

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