

HUBBARD COMMUNICATIONS OFFICE  
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 14 NOVEMBER 1987  
Issue VI

Remimeo  
Class IV  
Auditors  
and Above  
C/Ses

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

**EXPANDED GRADE IV  
PROCESS CHECKLIST**

*Refs:*

CLASSIFICATION, GRADATION AND AWARENESS CHART  
OF LEVELS & CERTIFICATES

Tape: 6607C26 "Classification Chart and Auditing"

*Cancels:*

BTB 15 Nov. 76 VI 0-IV EXPANDED GRADE PROCESSES—  
QUADS PART F, GRADE 4 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. **R2-59: SURVIVAL**

(Refs: Book: *Creation of Human Ability*, Section on Route 2, R2-59  
Tape: 5411C03, "Shame, Blame and Regret")

Part One:

This part is run walking around the environment.

These questions are not run alternately; have the pc point out things which are surviving far more often than you have him point out things that are not surviving.

1. **POINT OUT SOME THINGS IN YOUR SURROUNDINGS WHICH AREN'T SURVIVING.**

2. **POINT OUT SOME THINGS WHICH ARE SURVIVING.**

(Run, as per instructions, to EP.) \_\_\_\_\_

Part Two:

This part is run walking around the environment.

**POINT OUT SOME UNKNOWN METHODS OF SURVIVING.**

(Run repetitively to EP.) \_\_\_\_\_

Part Three:

First clear the term "ally" in the *Dianetics and Scientology Technical Dictionary*.

Then ask the pc, "Tell me any persons who have been allies of yours." (This is *not* listing and nulling.) Write down the terminals, noting any reads.

The wording of the terminals can be in either specific (e.g., "Linda") or general (e.g., "a mother") form. On any terminals that are not reading, put in the Suppress and Invalidate buttons.

Take the largest reading ally and use it in the blank in the following process.

The commands of the process are to be run outside of the auditing room, without a meter, in a place where there is a crowd of people.

Run any other reading allies from the list as above, in order of largest read.

- A. 1. **WHAT COULD THAT PERSON** (auditor indicating one) **HAVE THAT WOULD BE UNINTERESTING?**
2. **WHAT COULD THAT PERSON HAVE THAT WOULD BE UNINTERESTING TO \_\_\_\_\_?**
- (Run alternately, auditor pointing out a new person each time the first command is given, to EP.) \_\_\_\_\_

- B. 1. **WHAT COULD THAT PERSON** (auditor indicating one) **DO THAT WOULD BE UNINTERESTING?**
2. **WHAT COULD THAT PERSON DO THAT WOULD BE UNINTERESTING TO \_\_\_\_\_?**
- (Run alternately, auditor pointing out a new person each time the first command is given, to EP.) \_\_\_\_\_

- C. 1. **WHAT COULD THAT PERSON** (auditor indicating one) **BE THAT WOULD BE UNINTERESTING?**
2. **WHAT COULD THAT PERSON BE THAT WOULD BE UNINTERESTING TO \_\_\_\_\_?**
- (Run alternately, auditor pointing out a new person each time the first command is given, to EP.) \_\_\_\_\_

Part Four:

NOTE: Clear the commands for F1 of this process with both “dreams” and “goals” and run whichever reads best. Then use the same version (either “dreams” or “goals”) in clearing and running the remaining flows.

F1 **WHAT DREAMS (GOALS) WOULD YOU FIND UNINTERESTING?**

(Run repetitively to EP.) \_\_\_\_\_

F2 **WHAT DREAMS (GOALS) WOULD ANOTHER FIND UNINTERESTING?**

(Run repetitively to EP.) \_\_\_\_\_

F3 **WHAT DREAMS (GOALS) WOULD OTHERS FIND UNINTERESTING?**

(Run repetitively to EP.) \_\_\_\_\_

F0 **WHAT DREAMS (GOALS) ABOUT YOURSELF WOULD YOU FIND UNINTERESTING?**

(Run repetitively to EP.) \_\_\_\_\_

Part Five:

Reassess the list of allies used in Part Three. Take the largest reading terminal and use it in the blank in this process.

The commands of this process are to be run outside of the auditing room, without a meter, in a place where there is a crowd of people.

After the largest reading terminal has been run in the process to EP, run any other reading terminals from the list as above, in order of largest read.

1. **WHAT DREAM COULD THAT PERSON HAVE THAT WOULD NOT INTEREST YOU?**

2. **WHAT DREAM COULD THAT PERSON HAVE THAT WOULD NOT INTEREST \_\_\_\_\_?**

(Run alternately, auditor pointing out a new person each time the first command is given, to EP.) \_\_\_\_\_

Part Six:

Ask the pc, “Tell me *all* of the people you have known since birth.” (This is *not* listing and nulling.) Write them down, noting any reads.

The wording of the terminals can be in either specific (e.g., “Bill”) or general (e.g., “a father”) form. 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.

**WHAT WOULD BE INTERESTING TO \_\_\_\_\_?**

(Run repetitively to EP.) \_\_\_\_\_

Part Seven:

**WHAT DYNAMIC COULD YOU ABANDON?**

(Run repetitively to EP.) \_\_\_\_\_

Part Eight:

1. **WHAT WOULDN'T A CELL SURVIVE?**

2. **WHAT ELSE WOULDN'T A CELL SURVIVE?**

(Ask the first question, then run the second question repetitively, i.e., 1,2,2,2,2,2,2,2, etc., to EP.) \_\_\_\_\_

Part Nine:

Make up a list of body parts, body organs and types of bodies. Assess the list on the meter and note all reads. On any items that are not reading, put in the Suppress and Invalidate buttons.

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

1. **WHAT WOULDN'T A \_\_\_\_\_ SURVIVE?**

2. **WHAT ELSE WOULDN'T A \_\_\_\_\_ SURVIVE?**

(Ask the first question, then run the second question repetitively, i.e., 1,2,2,2,2,2,2, etc., to EP.) \_\_\_\_\_

2. **R2-44: MUST AND MUST NOT HAPPEN**

(Ref: Book: *Creation of Human Ability*, Section on Route 2, R2-44)

F1 1. **TELL ME SOME THINGS YOU WOULDN'T WANT TO HAVE HAPPEN AGAIN.**

2. **TELL ME SOME THINGS YOU WOULD LIKE TO HAVE HAPPEN AGAIN.**

(Run alternately to EP.) \_\_\_\_\_

F2 1. **TELL ME SOME THINGS ANOTHER WOULDN'T WANT TO HAVE HAPPEN AGAIN.**

2. **TELL ME SOME THINGS ANOTHER WOULD LIKE TO HAVE HAPPEN AGAIN.**

(Run alternately to EP.) \_\_\_\_\_

F3 1. **TELL ME SOME THINGS OTHERS WOULDN'T WANT TO HAVE HAPPEN AGAIN.**

2. **TELL ME SOME THINGS OTHERS WOULD LIKE TO HAVE HAPPEN AGAIN.**

(Run alternately to EP.) \_\_\_\_\_

F0 1. **TELL ME SOME THINGS YOU WOULDN'T WANT TO HAVE HAPPEN TO YOURSELF AGAIN.**

2. **TELL ME SOME THINGS YOU WOULD LIKE TO HAVE HAPPEN TO YOURSELF AGAIN.**

(Run alternately to EP.) \_\_\_\_\_

3. **OVERT JUSTIFICATION PROCESS**  
(Ref: HCOB 7 July 64, JUSTIFICATIONS)

Command 2 is run flat until the overt given in 1 is knocked out. Then a new overt is found and 2 is done thoroughly and repetitively on it.

Note it is *not* an alternate command.

Note that a cycle of action is completed with question 2 on 1 before you leave off processing this particular overt. Only when you have all the justifications and cognitions possible on 1 do you ask for a new overt from the pc.

F1 1. **IN THIS LIFETIME WHAT OVERT HAS ANOTHER  
COMMITTED ON YOU?**

2. **HOW HAS HE/SHE JUSTIFIED IT?**

(Run per above instructions, to EP.) \_\_\_\_\_

F2 1. **IN THIS LIFETIME WHAT OVERT HAVE YOU  
COMMITTED ON ANOTHER?**

2. **HOW HAVE YOU JUSTIFIED IT?**

(Run per above instructions, to EP.) \_\_\_\_\_

F3 1. **IN THIS LIFETIME WHAT OVERT HAVE OTHERS  
COMMITTED ON OTHERS?**

2. **HOW HAVE THEY JUSTIFIED IT?**

(Run per above instructions, to EP.) \_\_\_\_\_

F0 1. **IN THIS LIFETIME WHAT OVERT HAVE YOU  
COMMITTED ON YOURSELF?**

2. **HOW HAVE YOU JUSTIFIED IT?**

(Run per above instructions, to EP.) \_\_\_\_\_

4. **CONFRONTING VICTIMS**

(Ref: Tape: 5911C26, "The Constancy of Fundamentals of Dianetics  
and Scientology")

Part One:

1. **WHAT PART OF A VICTIM COULD YOU CONFRONT?**

2. **WHAT PART OF A VICTIM WOULD YOU RATHER  
NOT CONFRONT?**

(Run alternately to EP.) \_\_\_\_\_

Part Two:

1. **WHAT VICTIM COULD YOU CONFRONT?**

2. **WHAT VICTIM WOULD YOU RATHER NOT  
CONFRONT?**

(Run alternately to EP.) \_\_\_\_\_

5. **RESPONSIBILITY FOR A VICTIM**  
(Ref: HCOB 25 Jan. 60, OT-3 PROCEDURE, HGC ALLOWED PROCESSES)

**WHAT ABOUT A VICTIM COULD YOU BE RESPONSIBLE FOR?**

(Run repetitively to EP.) \_\_\_\_\_

6. **R2-66: ELECTING CAUSE**  
(Ref: Book: *Creation of Human Ability*, Section on Route 2, R2-66)

1. **POINT OUT SOME THINGS WHICH ARE CAUSING THINGS.**

2. **POINT OUT SOME MORE THINGS WHICH ARE CAUSING THINGS.**

(Give the first command, then run second command repetitively, i.e., 1,2,2,2,2,2,2,2, etc., to EP.) \_\_\_\_\_

7. **R2-27: RESOLVE DANGEROUSNESS OF ENVIRONMENT**  
(Ref: Book: *Creation of Human Ability*, Section on Route 2, R2-27)

F1 1. **WHAT ARE YOU WILLING TO CAUSE?**

2. **WHAT ARE YOU WILLING TO BE THE EFFECT OF?**

(Run the first question to a flattened comm lag, then run the second question to a flattened comm lag, then return to the first question. Continue in this way to EP.) \_\_\_\_\_

F2 1. **WHAT IS ANOTHER WILLING TO CAUSE?**

2. **WHAT IS ANOTHER WILLING TO BE THE EFFECT OF?**

(Run the first question to a flattened comm lag, then run the second question to a flattened comm lag, then return to the first question. Continue in this way to EP.) \_\_\_\_\_

F3 1. **WHAT ARE OTHERS WILLING TO CAUSE?**

2. **WHAT ARE OTHERS WILLING TO BE THE EFFECT OF?**

(Run the first question to a flattened comm lag, then run the second question to a flattened comm lag, then return to the first question. Continue in this way to EP.) \_\_\_\_\_

F0 1. **WHAT ABOUT YOURSELF ARE YOU WILLING TO CAUSE?**

2. **WHAT ABOUT YOURSELF ARE YOU WILLING TO BE THE EFFECT OF?**

(Run the first question to a flattened comm lag, then run the second question to a flattened comm lag, then return to the first question. Continue in this way to EP.) \_\_\_\_\_

8. **GAMES**  
(Ref: Tape: 5412C20, "Games [Fighting]")

**Part One: Repair**

**F1 WHAT ARE YOU WILLING TO REPAIR?**

(Run repetitively to EP.)

\_\_\_\_\_

**F2 WHAT IS ANOTHER WILLING TO REPAIR?**

(Run repetitively to EP.)

\_\_\_\_\_

**F3 WHAT ARE OTHERS WILLING TO REPAIR?**

(Run repetitively to EP.)

\_\_\_\_\_

**F0 WHAT ABOUT YOURSELF ARE YOU WILLING TO REPAIR?**

(Run repetitively to EP.)

\_\_\_\_\_

**Part Two: Mustn't Happen Again**

**1. WHAT MUSTN'T HAPPEN AGAIN?**

**2. WHAT MUST HAPPEN AGAIN?**

(Run alternately, 1,2,1,2,1,2,1, etc., to EP.)

\_\_\_\_\_

**Part Three: Fighting**

**F1 WHAT ARE YOU WILLING TO FIGHT?**

(Run repetitively to EP.)

\_\_\_\_\_

**F2 WHAT IS ANOTHER WILLING TO FIGHT?**

(Run repetitively to EP.)

\_\_\_\_\_

**F3 WHAT ARE OTHERS WILLING TO FIGHT?**

(Run repetitively to EP.)

\_\_\_\_\_

**F0 WHAT ABOUT YOURSELF ARE YOU WILLING TO FIGHT?**

(Run repetitively to EP.)

\_\_\_\_\_

**Part Four: Control**

**F1 WHAT ARE YOU WILLING TO CONTROL?**

(Run repetitively to EP.)

\_\_\_\_\_

**F2 WHAT IS ANOTHER WILLING TO CONTROL?**

(Run repetitively to EP.)

\_\_\_\_\_

**F3 WHAT ARE OTHERS WILLING TO CONTROL?**

(Run repetitively to EP.)

\_\_\_\_\_

**F0 WHAT ABOUT YOURSELF ARE YOU WILLING TO CONTROL?**

(Run repetitively to EP.)

\_\_\_\_\_

9. **R2-56: GAMES PROCESSING**

(Ref: Book: *Creation of Human Ability*, Section on Route 2, R2-56)

Part One:

1. **GIVE ME SOME GAMES WHICH ARE NO FUN.**
2. **GIVE ME SOME MORE GAMES WHICH ARE NO FUN.**

(Give the first command, then run second command repetitively, i.e., 1,2,2,2,2,2,2, etc., to EP.)

\_\_\_\_\_

Part Two:

**WHAT SORT OF OPPONENTS COULD YOU HAVE?**

(Run repetitively to EP.)

\_\_\_\_\_

Part Three:

1. **NAME SOME UNROMANTIC ROLES.**
2. **NAME SOME MORE UNROMANTIC ROLES.**
3. **NAME SOME ROMANTIC ROLES.**
4. **NAME SOME MORE ROMANTIC ROLES.**

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

\_\_\_\_\_

Part Four:

1. **WHAT KIND OF A GAME COULD YOU HAVE?**
2. **GIVE ME SOME MORE GAMES YOU COULD HAVE.**

(Give the first command, then run second command repetitively, i.e., 1,2,2,2,2,2,2, etc., to EP.)

\_\_\_\_\_

Part Five:

1. **WHAT WOULD YOU HAVE TO BE TO HAVE A GAME?**
2. **TELL ME SOME MORE THINGS YOU WOULD HAVE TO BE TO HAVE A GAME.**

(Give the first command, then run second command repetitively, i.e., 1,2,2,2,2,2,2, etc., to EP.)

\_\_\_\_\_

Part Six:

In asking this question the auditor points out some object in the immediate environment and the pc is made to describe what kind of a game he could have with that object.

**WHAT KIND OF GAME COULD YOU HAVE INVOLVING \_\_\_\_\_?**

(Run repetitively, pointing out a different object each time the command is given, to EP.)

\_\_\_\_\_

10. **SCS CONTROL PROCESS, THINKING VERSION**  
(Ref: PAB 157, PROCESSES USED IN 21ST ACC [CONCLUDED])

1. **THINK OF AN IDENTITY THAT COULD BE HANDLED.**

2. **THINK OF AN IDENTITY THAT COULD NOT BE HANDLED.**

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

\_\_\_\_\_

11. **CONTROL**

(Ref: HCO Training Bulletin 30 Nov. 56, SLP 8)

F1 **LOOK AROUND AND FIND SOMETHING THAT WOULD ASSIST ANOTHER IN CONTROLLING YOU.**

(Run repetitively to EP.)

\_\_\_\_\_

F2 **LOOK AROUND AND FIND SOMETHING THAT WOULD ASSIST YOU IN CONTROLLING ANOTHER.**

(Run repetitively to EP.)

\_\_\_\_\_

F3 **LOOK AROUND AND FIND SOMETHING THAT WOULD ASSIST OTHERS IN CONTROLLING OTHERS.**

(Run repetitively to EP.)

\_\_\_\_\_

F0 **LOOK AROUND AND FIND SOMETHING THAT WOULD ASSIST YOU IN CONTROLLING YOURSELF.**

(Run repetitively to EP.)

\_\_\_\_\_

12. **PROCESS S2**

(Ref: HCOB 3 Sept. 59, WHY "VICTIM" WORKS AS A PROCESS)

F1 **FROM WHERE COULD A VICTIM COMMUNICATE TO YOU?**

(Run repetitively to EP.)

\_\_\_\_\_

F2 **FROM WHERE COULD YOU COMMUNICATE TO A VICTIM?**

(Run repetitively to EP.)

\_\_\_\_\_

F3 **FROM WHERE COULD A VICTIM COMMUNICATE TO OTHERS?**

(Run repetitively to EP.)

\_\_\_\_\_

F0 **FROM WHERE COULD YOU COMMUNICATE TO YOURSELF BECAUSE OF A VICTIM?**

(Run repetitively to EP.)

\_\_\_\_\_

13. **GRADE IV QUAD—R3SC**

(Refs: HCOB 6 Sept. 78 III, ROUTINE THREE SC-A, FULL SERVICE FACSIMILE HANDLING UPDATED WITH NEW ERA DIANETICS  
HCOB 1 Sept. 63, ROUTINE THREE SC  
HCOB 6 Sept. 78 II, SERVICE FACSIMILES AND ROCK SLAMS)

- I. Fully clear the terms “computation” and “service facsimile.” Make sure the pc understands that a service facsimile is a *computation* to make self right and others wrong, to dominate or escape domination and enhance own survival and injure that of others. The pc must grasp that what is being asked for in this process is a computation, not a beingness, doingness or havingness. \_\_\_\_\_
- II. Clear and list (listing and nulling) the following listing question to an F/N item or BD F/N item:
- a. **IN THIS LIFETIME, WHAT DO YOU USE TO MAKE OTHERS WRONG?** \_\_\_\_\_
- III. Run the service facsimile found on the brackets exactly per HCOB 6 Sept. 78 III, ROUTINE THREE SC-A, FULL SERVICE FACSIMILE HANDLING UPDATED WITH NEW ERA DIANETICS:
1. **IN THIS LIFETIME, HOW WOULD \_\_\_\_\_ MAKE YOU RIGHT?**
2. **IN THIS LIFETIME, HOW WOULD \_\_\_\_\_ MAKE OTHERS WRONG?**  
(Run to EP as described below.) \_\_\_\_\_
3. **IN THIS LIFETIME, HOW WOULD \_\_\_\_\_ HELP YOU ESCAPE DOMINATION?**
4. **IN THIS LIFETIME, HOW WOULD \_\_\_\_\_ HELP YOU TO DOMINATE OTHERS?**  
(Run to EP as described below.) \_\_\_\_\_
5. **IN THIS LIFETIME, HOW WOULD \_\_\_\_\_ AID YOUR SURVIVAL?**
6. **IN THIS LIFETIME, HOW WOULD \_\_\_\_\_ HINDER THE SURVIVAL OF OTHERS?**  
(Run to EP as described below.) \_\_\_\_\_

These are run as follows:

Give the pc the first question, “In this lifetime, how would (service fac) make you right?” and let him run with it. He will have a rush of answers, answers coming too fast to be said easily, at this stage. Don’t repeat the question unless the pc needs it. Just let him answer 1-1-1-1-1-1 (he may give you as many as 50 answers) until he comes to a cognition or runs out of answers or inadvertently answers question 2.

Then switch to question 2: "In this lifetime, how would (service fac) make others wrong?" Treat this the same way, i.e., let him answer 2-2-2-2-2-2-2 until he cognites or runs out of answers or starts to answer question 1. Then switch back to question 1, same handling, back to question 2, same handling, as long as pc has answers coming easily. Upon cognition and F/N, acknowledge, indicate the F/N and end off on 1 and 2.

Now give him question 3: "In this lifetime, how would (service fac) help you escape domination?" and let it run by the same method as above. When this seems cooled off, use question 4: "In this lifetime, how would (service fac) help you to dominate others?" Use questions 3 and 4 as above, as long as pc has answers coming easily. Upon cognition and F/N, acknowledge, indicate the F/N and go on to the next bracket.

Using the same method as above, give him question 5: "In this lifetime, how would (service fac) aid your survival?" When he's run out on 5-5-5-5-5-5, switch to question 6: "In this lifetime, how would (service fac) hinder the survival of others?" Use questions 5 and 6 as above as long as pc has answers coming easily. Let him get off all the automaticities and come to a cognition and F/N. Acknowledge and indicate the F/N.

NOTE: If the item found on the service facsimile list did not run on any of the brackets, you must prepcheck it to EP (F/N, cognition, VGIs, release) using HCOB 7 Sept. 78R, MODERN REPETITIVE PREPCHECKING.

IV. Repeat steps II and III, using the following listing questions one at a time in step II:

b. **IN THIS LIFETIME, WHAT DO YOU USE TO DOMINATE OTHERS?**

(Run the item per step III, to EP.)

\_\_\_\_\_

c. **IN THIS LIFETIME, WHAT DO YOU USE TO AID YOUR OWN SURVIVAL?**

(Run the item per step III, to EP.)

\_\_\_\_\_

d. **IN THIS LIFETIME, WHAT DO YOU USE TO MAKE YOURSELF RIGHT?**

(Run the item per step III, to EP.)

\_\_\_\_\_

e. **IN THIS LIFETIME, WHAT DO YOU USE TO ESCAPE DOMINATION?**

(Run the item per step III, to EP.)

\_\_\_\_\_

f. **IN THIS LIFETIME, WHAT DO YOU USE TO HINDER THE SURVIVAL OF OTHERS?**

(Run the item per step III, to EP.)

\_\_\_\_\_

**g. WHAT WOULD BE A SAFE METHOD OF HANDLING YOUR PROBLEMS HERE AND NOW IN LIFE?**

(Ref: TAPE: 6309C12 SERVICE FACS)

(Run the item per step III, to EP.)

\_\_\_\_\_

**h. WHAT IS A SAFE ASSUMPTION ABOUT YOUR ENVIRONMENT?**

(Ref: TAPE: 6309C12 SERVICE FACS)

(Run the item per step III, to EP.)

\_\_\_\_\_

**i. WHAT BEINGNESS WOULD BE A GOOD SOLUTION FOR A TOUGH ENVIRONMENT?**

(Ref: TAPE: 6108C17 RUDIMENTS—VALENCES)

(Run the item per step III, to EP.)

\_\_\_\_\_

V. The pc's folder is to be culled for service facsimiles and each that reads on the meter can be run per step III above. (Ref: Tape: 6309C05 SHSBC 303, SERVICE FAC ASSESSMENT) Any such item that does not run on any of the brackets must be prepchecked to EP.

End phenomena of R3SC process:

Service fac running can be ended off when you have fully run many service facs (which will lead to the main service fac.) When the main service fac has been run to full EP, service fac handling is complete. (Ref: HCOB 6 Sept. 78 III, ROUTINE THREE SC-A, FULL SERVICE FACSIMILE HANDLING UPDATED WITH NEW ERA DIANETICS)

(Complete R3SC per above instructions, to EP.)

\_\_\_\_\_

**14. GRADE IV HAVINGNESS**

**4H F1 WHAT COULD ANOTHER MAKE CONNECT WITH YOU?**

(Run repetitively to EP.)

\_\_\_\_\_

**4H F2 WHAT COULD YOU MAKE CONNECT WITH ANOTHER?**

(Run repetitively to EP.)

\_\_\_\_\_

**4H F3 WHAT COULD OTHERS MAKE CONNECT WITH OTHERS?**

(Run repetitively to EP.)

\_\_\_\_\_

- 4H F4 **WHAT COULD YOU MAKE CONNECT WITH YOU?**  
(Run repetitively to EP.) \_\_\_\_\_
- 4H F5 **LOOK AROUND HERE AND FIND SOMETHING YOU ARE ABSOLUTELY SURE WILL BE HERE FOR \_\_\_\_\_** (auditor extends time bit by bit).  
(Run repetitively to EP.) \_\_\_\_\_
- 4H F6 **LOOK AROUND HERE AND FIND SOMETHING ANOTHER WOULD BE ABSOLUTELY CERTAIN WOULD BE HERE FOR \_\_\_\_\_** (auditor extends time).  
(Run repetitively to EP.) \_\_\_\_\_
- 4H F7 **LOOK AROUND HERE AND FIND SOMETHING OTHERS WOULD BE ABSOLUTELY CERTAIN WOULD BE HERE FOR \_\_\_\_\_** (auditor extends time).  
(Run repetitively to EP.) \_\_\_\_\_
- 4H F8 **FIND SOMETHING IN OR ON YOURSELF YOU ARE ABSOLUTELY CERTAIN WILL BE HERE FOR \_\_\_\_\_** (auditor extends time).  
(Run repetitively to EP.) \_\_\_\_\_

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