FLYING RUDS

To clarify how to fly rudiments:

If a rudiment reads, you get the data and then ask for earlier until you get an F/N. If a rudiment doesn't read, put in Suppress and recheck. If it gets any comment, natter or protest or bewilderment, put in False and clean it.

To fly all rudiments you ask for an ARC Break, if no read, put in Suppress. If it reads take it, do ARCU CDEI, Earlier ARCU CDEI, earlier etc. until you get an F/N. Then do the same with PTP. Then with the Missed Withhold rudiment.

If in starting a rudiment does not read or F/N even if Suppress is put in, go to the next Rudiment until you get one that does read. Follow it earlier to F/N.

Then go back and F/N the 2 that didn't read priorly.

INCORRECT

To get a rudiment reading with or without Suppress and then fail to follow it earlier and to continue to call it and take only reads is incorrect.

CORRECT

If a rudiment reads you always follow it earlier until it F/Ns.

You do NOT continue to test it with a meter and do NOT leave it just because it fails to read again.

If a rudiment reads you clean it with earlier similar, earlier similar, earlier similar to F/N.

If a rudiment reads and the read is false, (found by asking when the PC protests the reading rudiment):

(Has anyone said you had a _____ when you didn't?"

Handle the protest to F/N, getting all the data on it.

There are TWO actions possible in flying rudiments.

1. The rudiment is not out. If it didn't read you check suppress. If it read but is in any way protested you clean false.

2. The rudiment is out. You get the data, you follow it earlier earlier until it F/Ns. You do not continue to check it for reads.

GREEN FORM

This applies also to handling rudiments on the Green Form.

ARC BREAK

If there is an ARC Break you get it, use ARCU and CDEI, indicate, then if no F/N you follow it earlier, get ARCU CDEI, indicate, if no F/N you get an earlier one on and on, always with ARCU CDEI until you get an F/N.

PTP

If you get a PTP you follow it earlier earlier earlier until you get an F/N.

MISSED WITHHOLD

If you get a withhold you find out WHO missed it, then another and another using Suppress. If protest you put in false. You will find these W/Hs also go earlier like any other chain but they don't have to.

MIXING METHODS

If you get a rudiment read and the PC gives you one you don't then check the read again. You get more until you get an F/N.

To get a rudiment answered and then check suppress and its read is mixing 1 and 2 above.

FALSE

"Has anyone said you had a _____ when you didn't have one?" is the answer to protested rudiments.

Any VIII should be able to fly any rudiments at will. The above clarifies HCOB and Tape data on this subject.

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[BTB 1 December 1971RB, Issue II, Triple Ruds Long Duration, which was approved by L. Ron Hubbard, says, "You will see the CDEI section on handling an ARC Break now includes No and Refused."]