

Instructions (Revised 12 Aug 1969)

Locate by meter read on an area of pressure, a body that on or group (cluster).

Run Incident 2.

If the BT does not blow off or the group break up and blow, then Run Incident 1 on individual BTs. Each will blow off with an F/N.

When you can find no more on which to run Inc. 1, once more locate a pressure area on by meter read on looking over body, RUN ANOTHER Inc. 2. Then Inc 1 on any.

Inc 2 made clusters of BTs. Severe impacts AND EXPERIENCE also make clusters. (see the data called "Milazzo" in this Pack.) Those who do not leave on running the impact or its chain will leave when Inc 1 is run on them.

Inc 2 sometimes forms gigantic clusters. In such there is a header, an Alternate Leader and several (8 to 18) more. These were all implanted in different volcanic areas with fractions of the main 36 day implant and then "packaged" in Las Palmas on Hawaii. Thus if you run Inc 2 as far as "The Pilot" it blows up or loosens up and those who don't go away can be run on Inc 1s.

Do not speak your commands. Just "Intend" them. A BT controls easily.

BTs can be ARE broken by rough or careless auditing. You can also run an Inc 2 on a BT and he doesn't blow but you accidentally run an

Inc 2 on another one and leave the first still there. The remedy is to run Inc 1s on anything you find.

A very SP BT can be run on Grades and Power and should then respond to Inc 2 and Inc 1.

After a BT leaves some other BT may copy him or the incident just run.

If you have found a cluster (pressure area) that does not respond or disintegrate to Inc 2 running, get Dianetic auditing, listing "What impact on incident would make a cluster?" AND R3R on the items found. Then do more Inc 1s to clean up strays with Solo. This is a

Instructions (cont) 5c.
a refined "Milazzo".

There are hundreds
of BTs you will find.

If you find none, get
audited on Dianetics in
general and as above
(Impact hist), and if you
still find none, get a
Review GF#40 and handle
all items, then go back to
solo.

If you find only one or
Two, get The Dianetic Impact
hist. done.

All "none on OT III" cases
were later found loaded.

Do Inc 2 and Inc 1s on
what you can find to begin
with. You will do fine.

Good Hunting. 

Section III OF
Additional Sheet

Notes on Running

Certain "buttons" have to be gotten in when running a O" 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 and creates a vacuum.

RUSH, PROTEST, NOT I'S, SUPPRESS are also present.

These were actions - thoughts - the O" had during the incident and are picked up only when the incident doesn't run well.

Sometimes 2 "buttons"
such as Stop and Withdraw
are in combination.

Q's in the body may
obsessively copy the pictures
of other Q's. Therefore you
can find it seems that the
Q who just left is still
there because there is a
picture left. Spot the fact
that someone else copied
it and it usually goes.

If you do an S & D on a
body Q be sure you give the
right item to the right Q.

