## **Transcript of Instruction on Running OT III**

Locate by meter read or an area of pressure, a body thetan 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 BT's. Each will blow off with an F/N.

When you can find no more on which to run Incident 1's, once more locate a pressure area or by meter read on looking over body run another Incident 2. Then Incident 1's on any.

Incident 2 made clusters of BT's. Severe impacts and experiences 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 Incident 1 Is run on them.

Incident 2 sometimes forms gigantic clusters. In such there is a Leader, 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 or Hawaii. Thus if you run Incident 2 as far as "the Pilot" it blows up or loosens up and those who don't go away can be run on Incident 1's.

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

BT's can be ARC broken by rough or careless auditing. You can also run an incident 2 on a BT and he doesn't blow, but you accidentally run in Incident 1 on another one and leave the first still there. The remedy is to run Incident 1's on anything you find.

A very SP BT can be run on grades and Power and should then respond to Incident 2 and Incident 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 Incident 2 running, get Dianetic auditing, listing "What impact or incident would cause a cluster?" and R3R on the items found. Then do more Incident 1's to clean up the strays with solo. This is a refined "Milazzo".

There are hundreds of BT's you will find.

If you find none, get audited on Dianetics in general and as above (impact list), and if you still find none, get a Review GF40 and handle all items, then go back to solo.

If you find only one or two, get the Dianetic Impact List done.

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

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

Good hunting.

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## **Additional Sheet Notes on Running**

Certain "buttons" have to be gotten in where running a thetan 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-IS, SUPPRESS are also present.

These were actions — thoughts — the thetan 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.

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Thetans in the body may obsessively copy the pictures of other thetans. Therefore you can find it seems that the thetan 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 thetan be sure you give the right item to the right thetan.