

ASSISTS

Provided by
Ron's Org Grenchen
www.ronsorg.ch

TABLE OF CONTENTS

UNCONSCIOUS, COMATOSE, PSYCHOTIC	3
Done a Bunk	3
Cause the person to be Aware of Present Time Perceptics	3
You Make that Body Lie in that Bed	5
Communicating with an Unconscious Person	5
Shock or Catatonia	7
Touching Walls	7
Feel the Wall	8
Mimicry	9
Present Time Differentiation	10
Present Time Body Orientation	11
GENERAL	11
Assist, Environmental Control	11
Body Communication Process	12
Locational Assist	13
ASSISTS FOR INJURY	14
Touch Assist	14
Emergency Assist	15
Contact Assist	16
Locating the Accident or Injury	17
Spinal Adjustment	17
ASSISTS FOR ACUTE ILLNESS	19
Temperature Assist – Version A	19
Temperature Assist – Version B	19
LOW – LEVEL PROCESSES ADAPTED FOR ASSISTS	20
Low Order of Terrible Trio for Assist	20
Places where the condition does not exist	21

Reach and Withdraw	22
Contact the Present Time Environment	23
Communication Process for an Invalid	24
Hello & Okay Assist	25
Exactly As It Is	25
Keep It From Going Away	26
ASSISTS FOR SPECIAL PURPOSES	26
Assist to Make a Person Sober	26
CCH Zero Locational Processing Step	27
Locational Process	28
Locational Process with "Notice the _____"	29
Location – Control Process	29
Locational Undercut of Two-Way Communication	30
Spotting Objects	30
Spotting People	31
Establishing Reality by Locational Processing	31
Locational Process and Physical Contact	32

UNCONSCIOUS, COMATOSE, PSYCHOTIC

Done a Bunk

References

Dianetics 55, Chapter on Exteriorization

Tape: 57030C04 ACC – 17 "Control"

Description

The person may do a compulsive exteriorization, "do a bunk", and drop his body limp in the chair and give from that body no sign that he is hearing any of the processing commands given by the processor.

And you're, then and there, called upon to bring a resurrection into being, and this may be a bit above your Christliness. But it better not be. Because you'll have a dead body lying there, if you don't resurrect him.

Commands

You've got to whistle him back.

There is an interesting and amusing case of that happening one time. Of somebody begging the person to come back. He'd asked the person to be three feet back of her head and the next thing he knew, the person's body just slumped in the chair like a pat of butter, just sort of gone, dead!

And he said: Well, think of your children. They'll have no mother. Think of your poor husband. He'll have no wife. Think of how much the society needs you. Well, just come back for the society's sake. Come back."

No response at all.

And finally, he said: "Well, please, then come back for your poor processor."

The person came back. Picked the body up. And went its way.

End Point

The person returning to the body.

Cautions

None

Cause the person to be Aware of Present Time Perceptics

References

Science of Survival, Chapter on "How to Audit the Case."

Description

The average processor will not be working with a 0.1 (psychotic-catatonic) in the very near future, since most pretended death cases are in hospitals, sanatoriums, or institutions where they are out of contact with the society. However, no processor should think that the principles of mind operation change in any way in the case of the 0.1 (psychotic-catatonic). There are various methods of approaching the problem of the 0.1 (psychotic-catatonic) case, but all of them add up to one thing:

Cause the person to be aware of present time perceptics, or at least of the idea that there is such as thing as present time.

Here, the main problem is to establish ARC between the person and anything in present time, including, of course, the processor. The processor may feel that there is no method of processing gentle enough for a 0.1 (psychotic-catatonic), but the processor should not overlook the fact that the mere presence of an processor in the room with the person is, to some degree, processing.

Starting from there, the processor can begin to work to make present time interesting and attractive to the person. The processor's presence for a few hours may build up enough affinity to make it possible for the processor to call the person's attention to some object. When the person communicates with this object, by looking at it, the fact that the processor is holding it, or also looking at it, will tend to establish an agreement about this object and some one thing in the world will then have a little reality for this person.

Commands

There are no set commands.

Step 1: The processor establishes his presence by being there, talking to the person with the assumption that the person can be aware of him, etc.

Step 2: The processor calls the person's attention to some object. For example, if the person is staring off at the ceiling, the processor could call his attention to the ceiling by saying "Notice that ceiling" (The processor would then look at the ceiling himself). "Thank you." Or by holding up an object and asking the person to "Notice that (object)", the processor would then look at the object himself, "Thank you."

End Point

The person more aware of present time.

Caution

None.

You Make that Body Lie in that Bed

References

Tape: 6008C23 1 SHACC-10 "Handling Insanity"

Tape: 5904C29 "Processing Children"

HCOB 21 July 1959 "HGC Allowed Processes ACC Processes as of May 21, 1959"

Tape: 5807C24 20ACC-9 "Anatomy of Needless Diagnostic Procedure"

HCOB 4 December 1959 "Clear Procedure"

Scientology Clear Procedure Issue One, December 1957

Description

Participation by an unconscious person

ONE MUST ALWAYS FIND SOMETHING THE PRECLEAR CAN DO AND THEN BETTER THAT ABILITY.

An unconscious person is usually lying in a bed. If not, the command must be varied to fit the environment. In such cases, a grip on the person's hand and the use of slight squeeze each time the processor acknowledges considerably speeds the process.

Commands

A. For someone lying in a bed:

"You make that body lie in that bed"

"Thank you" (each acknowledgement is accompanied by a slight squeeze of the person's hand)

B. For someone sitting in a chair:

"You seat that body in that chair"

"Thank you" (each acknowledgement is accompanied by a slight squeeze of the person's hand)

End Point

This process when run on an unconscious person for several or many sessions has been known to help a person become conscious again.

Caution

None

Communicating with an Unconscious Person

References

HCOB 21 September 1973RB "Assist Summary"

HCOB 5 July 1971 RD "Assists"

HCOB 27 July 1969 "Antibiotics"

Volunteer Ministers Handbook, Chapter on Assists

Description

An unconscious person can be processed off an E-Meter by taking his hand and having him touch nearby things like the pillow, floor, etc., or his body, without hurting an injured part. Another process is to use his hand to reach and withdraw. One makes the hand do it while giving the commands.

Commands

- A. Assume the person can hear and understand you and tell him what you are going to do. Then tell him "Squeeze my hand to let me know when you have done the command." You move one hand by holding the wrist while holding the other so as to get the response.

"Touch that ____"

"Thank you"

If process A produces no change after being run for several sessions, process B should then be used.

- B. "Reach (for, to) that ____"

And move his hand to the object.

Wait for a response.

"Thank you."

"Withdraw from that ____"

And move his hand away from the object.

Wait for a response.

"Thank you."

You can also tell the person "Press my hand twice for 'yes', once for 'no' and get through to them by asking questions and getting 'yes' and 'no' hand responses.

End Point

This process when run on an unconscious person for several or many sessions has been known to help a person become conscious again.

Caution

None

Shock or Catatonia**References**

Tape: 5406C17 6ACC 50A & 50B "Assists"

Description

For use on a person who is in shock or catatonia.

Commands

"Here. What word did I say to you?"

"Here. What word did I say to you?"

The processor keeps this up until all of a sudden the pc says, "You said 'Here'". Then, "Reach down and find the floor with your hand. Press it."

End Point

The person recognizing what you said and repeating it.

Caution

None.

Touching Walls**References**

Tape: 5407C20 "Considerations and Isness"

Tape: 5412C20 "Games"

Description

The psycho who is walking around is made well simply by touching a few walls. You have him go around and touch walls for a little while and all of a sudden he says, "It's a wall." And he feels much better and he knows he's in communication and so forth.

That's because he either has a case of not-isness: there are no walls, or isness: There are walls all through the room and all through my mind and I have barriers everywhere. Or there are no barriers anywhere, which are just variations of not-isness and isness.

You've shown him that there were walls and these were agreed-upon walls. That's way up scale because you have demonstrated to him something closer to an as-isness.

Commands

"Touch that wall."

"Thank you."

The above command is repeated, having the person walk around the room touching the walls.

End Point

Run the process until a realization occurs, or an ability is regained.

Caution

None

Feel the Wall**References**

Tape: 5304C09A SPRL-17 "Case Levels 6 and 7"

Dianetics Today, State of Case scale

Description

On a person who is psychotic, you would try to get him to present time, to establish some communication with the physical reality of present time. You get him into communication and then bring him into present time. He can't run anchor points because when you ask him to kind of reach out and imagine the corners of the room, he can't, because there's lions and tigers in them or there's something wrong with the corners of the room or he can't reach out or he can't do this or that and he starts to spin.

Don't get fancy! Remember you have a communication shutdown. So the more complicated messages you try to give him, the less you'll get through. Operate in an A-B-C basic mode.

You say to him, „Put your hands on the wall and feel it. Keep your hands on the wall until you can feel it very well.“ And have him sit there and do this. Anything is liable to happen. But remember that this is an effort to get him into present time.

Commands

„Put your hand on the wall and feel it. Keep your hands on the wall until you can feel it very well.

End Point

The person more in present time. This can be an indication that she has noticed something in the environment that she hasn't noticed before. Or a statement to the effect that she feels „more here“. The process can be continued in later sessions.

Caution

None

Mimicry**References**

HCO Training Bulletin 30 November 1956

Tape: 5403C19C "4ACC-56 "Lecture on Processes"

Tape: 5403C23 "Universe Series: Beingness"

Tape: 5411C01 "Two Way Communication"

Tape: 5411C08 "Non Verbal Communication"

Tape: 5412C10 HCAP-10 "Opening Procedure of 8-C"

PAB 44 "Two-Way Communication in Action"

Description

The processor who is looking at a psychotic is trying to understand an incomprehensible, and if we were to cease using the word "psychotic" and began using the word "incomprehensetic", we would have a word which would serve us extremely well.

The best way to handle a psychotic is with physical form, making the psychotic mimic the physical form by mimicking, with the physical form, the psychotic. Thus, we have our basic level of mimicry, and thus we have the entering edge of communication.

Let me give you a little example of this. This girl came in jabbering French, schoolbook French, just patterned French phrases like quoting from a grammar book with an occasional interjection of a French phrase which made sense, but most of it just out of a grammar book. And the moment she was answered in French, she just went into deaf and dumb talk. Why? Because it was a circuit. And what can't a circuit stand? It can't stand duplication. So therefore it is only one thing, and its only decision would then be to be more interesting and more unduplicatable. So the more you would validate a circuit or answer a circuit or try to duplicate a circuit or go into a two-way communication with a circuit, the less liable you are to have your person in communication with you.

You are trying to get into communication with the person, with the person, not with his machinery. And so the whole hub of the subject of mimicry has to be what you mimic; don't mimic circuits, mimic what is usual, mimic the real, mimic what is ordinary and routine amongst human beings, but don't mimic terrifically unusual manifestations. If you understand that, then mimicry will always work for you and you will never get these flukey ones whereby you did mimicry with this case and it didn't get any better. Mimic the ordinary, the routine, the real – never the weird, bizarre, or strange.

Commands

There are no set commands. The processor mimics the psychotic with physical form. Don't mimic circuits, mimic what is usual, mimic the real, mimic what is ordinary and routine amongst human beings, but don't mimic terrifically unusual manifestations.

End Point

The person gotten into communication with the processor.

Caution

None

Present Time Differentiation**References**

Tape: 5702C26 "ARC Triangle & Associated Scales"

Tape: 5304C24 SPRL "SOP-8"

Journal of Scientology (June 1953) "This is Scientology, the Science of Certainty"

Tape: 5310C01C "SOP-8"

Scientology 8-8008, "Unlimited Techniques" (Red Vol. I, page 329)

Tape: 5212C12 PDC-41 "Postulates, Creative Processing"

Creation of Human Ability.

Description

The psychotic (a person who does not have enough attention in present time to be able to act rationally) appears to be in such desperate straits that the processor often errs in thinking desperate measures are necessary. Use the lightest possible methods. Give case space and freedom where possible. Get him to tell the difference between things by actual touch. Have him locate, differentiate, and touch things that are really real to him (real objects or items). If inaccessible, mimic him with own body, whatever he does, until he comes into communication.

Commands

Step 1: Get him to tell the difference between things by actual touch. Ask him to touch as object in the room. When he has done that, ask him to touch another object in the room. Then ask him to tell you the difference between those two objects. Run this step until flat.

Step 2: Have him locate, differentiate and touch things that real really real to him (real objects or items).

"Find something that is really real to you in this room."

"Thank you."

"Walk over to it and touch it."

"Thank you."

Run this step until flat.

End Point

Run the process until a realization occurs, or an ability is regained.

Caution

Work him for very brief periods, for his attention span is short. Always work psychotics with another processor or companion present.

Present Time Body Orientation

References

Journal of Scientology, early November 1952, "Procedures for Theta Clearing"

Description

This is a process to orient the person to present time by having him locate a part of his body and recognize it as such. Have him locate furniture, fixtures, processor in the room. Have him locate the town and country he is in. Get him to find something in present time which is really real to him, with which he can communicate. Work on this until he can do this.

Commands

Step 1: "Find your (body part)." "Thank you." "Is that your (body part)?" This part is run until the person is doing it easily.

Step 2: "Find the (object)." Processor names furniture, fixtures, other objects in the room, as well as himself as the processor. This part is run until the person is doing it easily.

Step 3: "What town (or city) are you in?" "Thank you." "What state are you in?" "Thank you." "What country are you in?" "Thank you." This part is run until the person has located himself with certainty.

Step 4: "Look around here and find something which is really real to you, with which you can communicate." "Thank you." Run this part until the person is doing it easily.

End Point

The person more in present time.

Caution

None

GENERAL

Assist, Environmental Control

References

HCOB 21 October 1971 "Assists in Scientology"

Ability Issue 73, early May 1958 "Assists in Scientology"

Description

Where you are giving an assist to one person, you put things in the environment into an orderly state as the first step, unless you are trying to stop a pumping artery – but here you would use First Aid. You should understand that First Aid always precedes an assist. You should look the situation over from the standpoint of how much First Aid is required.

Commands

You may often have to find some method of controlling, handling, and directing personnel who get in your way before you can render an assist. You might just as well realize that an assist requires that you control the entire environment and personnel associated with the assist if necessary.

There are no set commands. A good example of an assist would be when somebody is washing dishes in the kitchen. There is a horrendous crash and the person comes down all over the sink, hits the floor. As she is going down, she grabs the butcher knife as it falls. You go in and say, "Well let me fix that up." One of the first things you would have to do is to wind some bandage around the hand to stop the bleeding. Part of the First Aid would be to pick up the dishes and put them back on the sink, sweep the pieces together into a more orderly semblance. This is the first symptom of control.

End Point

The environment put into control around the person you are giving an assist to.

Caution

None

Body Communication Process**References**

HCOB 18 February 1982 "The Body Communication Process"

Description

This is a process used to get the person into communication with his body. The processor places both hands on the person's body and has him feel his hands.

Commands

The individual lies on his back on a couch, bed, or a mattress on a table. The position may be varied to advantage by lying face downwards at alternate sessions.

The clothed body with shoes removed gives satisfactory results. For optimum results, men in brief shorts, women shorts plus bra, naturally in a warmed room.

Processor gives the command, "Close your eyes", and acknowledges the action with "Thank you." Or similar acknowledgement. Processor places his hands on the individual's shoulder

with a firm but gentle grip, using "agreed" firmness. That is, a firmness that the processor knows is as agreeable to the individual as it is to the processor.

The command is: "Feel my hands." ("Fee my hand" on the occasions when one hand is applied.) The individual's reply is acknowledged. He continues to complete similar cycles down the body, over the chest, front of chest, side of chest, hands on both sides of abdomen at the waist, then one hand going around the abdomen in a clockwise direction. (Clockwise because this is the direction of flow of the large bowel). One hand placed over the upper abdomen, pointed vertically toward the head. Both hands on the small of the back, one from each side and lift firmly. A hand over each hip with firmer pressure on these bony parts. Down one leg to the knee with both hands. Down the other leg to the knee with both hands. Back to the other leg and down over the calf, the lower calf, the ankle, the foot and the toes. The other leg from the knee to toes similar.

Then work upward in a flow to ward the shoulder, down each arm, back to the shoulders., both hands behind the neck, one from each side. Sides of face, forehead, and back of head, sides of head. The processor will know where next to place his hands. An infinite variety of placings is available avoiding, of course, only the actual genital areas in both sexes. So the process proceeds up and down the body.

As affinity builds, even as early sometimes as after the first command, the processor will notice that something is happening with the individual. It may be a communication lag, a slight suffusion of the face, a somatic or twitch of the body, or in some way he will know that a communication is available to him. He should then ask, "What happened?"

The individual describes what just happened or what is happening. The processor leaves his hands in position with exactly the same pressure sustained while the individual is talking. The communication is acknowledged and the processor continues with the process.

End Point

The person in communication with his body and a realization.

Caution

None

Locational Assist

References

HCOB 21 October 1971 "Assists in Scientology"

Description

What techniques would comprise an assist? Anything that would help. One of the easiest ones to render is a locational assist. When he has an injured hand for example, the pain will diminish. This is a very easy assist.

Commands

(When a person has an injured hand, for example)

"Look at that chair." "Thank you." "Look at that floor." "Thank you." "Look at that hand."
"Thank you"

The auditor continues like this, pointing out the objects and returning to the hand (or injured body part) every two to three commands.

End Point

Run the process until a realization occurs, or an ability is regained.

Caution

None

ASSISTS FOR INJURY

Touch Assist

References

HCOB 15 March 1971 "Assists – A Flag Expertise Subject"

HCOB 5 July 1971R "Assists"

Tape: 5904C08 "States of Being"

Volunteer Ministers Handbook, Chapter on Assists

Description

One of the factors of an assist is a balance of the nerve energy of the body on 12 channels going up and down the spine. The energy from a shock will make a standing wave in the body.

The brain is a shock cushion, that is all. It absorbs the shock from a large amount of energy. The neuron-synapse is a disconnection. A wave one way will have a wave reacting the other way. In the sympathetic system, the wave locks up on both sides of the body. So do the assist thoroughly on both sides. Get both sides and unlock the standing wave. The purpose of a touch assist is to unlock the standing waves that are small electronic ridges of nervous energy that are not flowing as they should.

At first, you might just get an awareness of the area. Then maybe, after the third or fourth assist (third or fourth day or many more days with one done each day), there is a large jolt that will go through.

The impulse locks up in the spine so you have to do the spine, too.

Commands

"Feel my finger." "Thank you."

The communication cycle is not as important in the touch assist, but it must be present. You do give the command, get an answer from the patient and acknowledge each time.

This is done alternating from one side of the body to the other, one command and answer and acknowledgement for each touch.

End Point

Pain gone, realization. It may take several assists to achieve this.

Caution

Both sides of the body must be balanced. If you touch the right elbow, it is followed by touching the left elbow in the same place, etc.

You must go to the extremities (feet and toes, hands and fingertips) beyond the area of injury.

Avoid setting up a rhythm, as you don't want to mesmerize the person.

Emergency Assist

References

Tape: 5406C17 6ACC 50 "Assists"

Volunteer Ministers' Handbook, Chapter on Assists

Description

This process can be used as an emergency assist.

Let's say that you were a public school playground supervisor and a child falls down and wrenches his ankle. You get to the child; you want a minimum of talk in the vicinity always. You just ask the child, „Put your attention on my hand,“ and you put your hand below that ankle (in other words, on his heel, his shoe, his toes and so forth), „Thank you“.

Maybe the child is writhing around in pain but he will at least try to do it. You will feel the limb tremble, you will feel the tremor abate, you will feel it cut-in again and then get quiet and for several placements no particular result. And then, you will feel the tremble and you will feel it abate except that the tremble each time will be less. The person will actually feel the impact over again that caused the injury. The child will (if you do this well for about ten, fifteen minutes) quite ordinarily simply get up and walk without a limp and no difficulty.

Commands

First, tell the person what you are going to do. Let him know that you want him to give you a signal every time he has put his attention on your hand.

„Put your attention on my hand.“ (Move your hand, before giving the command). „Thank you.“

„Put your attention on my hand.“ „Thank you.“

„Put your attention on my hand.“ „Good.“

„put your attention on my hand.“ „Okay.“ etc. to End Point.

End Point

Pain gone, a realization, and good indicators.

Caution

None

Contact Assist**References**

HCOB 9 October 1967 "Assists for Injuries"

HCOB 11 July 1973RB "Assist Summary"

HCOB 5 July 1971RB "Assists"

HCOB 2 April 69RA "Dianetic Assists"

Volunteer Ministers Handbook, Chapter on Assists

Description

The contact assist is remarkable when it can be done. The patient is taken to an area where the injury occurred and makes the injured member gently contact it several times. A sudden pain will fly off and the injury if minor lessens or vanishes. This is again a physical communication factor. The body member seems to have withdrawn from the exact spot in the physical universe.

The restoration of awareness is often necessary before healing can occur. The prolongation of a chronic injury occurs in the absence of a physical communication with the location of the spot of injury in the physical universe.

Commands

There are no set commands. Take the person to the exact spot where the accident occurred. Then have him duplicate exactly what happened at the time of the accident.

For instance, if he hit his head on a pipe, have him go through the action of putting his head against the exact spot on the pipe, having the pipe also touch the exact spot on his head. He should be duplicating the whole thing. That is, the rest of his body should be in the position it was at the time of the accident. If the object is hot, you let it cool first, if current was on, you turn it off before doing the assist.

If he had a tool in his hand, or was using one, he should be going through the same notions with it.

Have the person repeat this several times, until the somatic occurs again. It will occur and blow off when he duplicates it.

End Point

Pain gone, realization.

Caution

None

Locating the Accident or Injury**References**

Tape: 6008C07 "Clearing and Presessioning"

Tape: 5904C21 SHPA 15 "Modern Auditing Types"

HCOB 28 September 1959 "Technical Notes on Child Processing"

Ability December 1959 "Techniques on Child Processing"

Tape: 5807C07 CC-4 "Prerequisites to Auditing"

Tape: 5602C09 "Sixth Dynamic Processing"

Tape: 5410C13 "Retraining Unit B & C"

Description

Of course, one does not open and close a session with any formality while doing an assist. The person is always too tied up with the emergency to do anything but the process. This is the best assist for a child, getting him to point each time he answers the question.

Commands

"Where did it happen?" Acknowledge.

"Where are you now?" Acknowledge.

End Point

Run repetitive until child is well.

Caution

None

Spinal Adjustment**References**

BTB 22 July 1970 "Touch Assist – An Improvement on Spinal Adjustments for Medical Doctors and Practitioners"

Volunteer Ministers Handbook, Chapter on Assists

Description

Sudden shock such as a fall, a jerk of the body, or the lifting of a heavy object with the strain on the back may cause the intervertebral disk to be pinched or pushed out of place.

Symptoms of this may be pain, dull or sharp, directly on the spinal column or along any of the connecting muscles of the back. A numbness or buzzing sensation may be experienced on the backside below the small of the back.

The slipped or pinched disk may not always be detected by running the fingers along the spinal column, but can be detected by lightly running the hand or fingers along either side of the spinal column. The reason for this is that the disk itself is very small and may not be felt, but the muscles and ligaments connected to the spine will have strain on them and may be cramped or knotted. This is the reason that there may be pain along these muscles and not directly on the spinal column. This can be easily felt with the lightest of touches along either side of the spine.

Commands

Have the injured person recline on a flat surface.

Give him a standard touch assist, with his agreement.

Afterwards, also with his agreement, check to see if there is a pinched or slipped disk. It will more than likely be detected by the presence of a swollen muscle or knot on either side of a particular section of the spinal column.

Relax the muscle.

Use a light circular motion alternated with a sliding motion toward the spinal column. This is the most important action. It is the muscle that is physically holding the disk out of place.

It is usually during the action of relaxation the muscle that the disk slides back into place. If it has not slipped into place with the above action, you may gently slide it sideways into place. It will go easily, without a snap, and the person will feel instant relief.

End Point

The slipped or pinched disk back into place.

Caution

When there is no improvement by gentle treatment properly done as above by qualified practitioners, have the spine x-rayed as it may be fractured and in need of medical setting.

ASSISTS FOR ACUTE ILLNESS**Temperature Assist – Version A****References**

HCOB 23 July 1971R "Assists"

Description

For a person running a temperature too ill for regular processing, he should be given antibiotics and an assist type boost, not a major action such as Dianetics.

This version of the temperature assist would be run if the person were far too ill to get up. The person may be run on a E-Meter device to a realization, free needle, and good cheer.

Commands

Two command repetitive process. Alternate commands:

- a. Look around here and find something.
- b. Hold it still (until person can or feels he can).

Then (a.) again. Then (b.) again.

This will lower a fever.

End Point

Realization, free needle, person brighter.

Caution

Version A is not very lasting. It is for very ill persons and very high temperatures.

Temperature Assist – Version B**References**

HCOB 23 July 1971R "Assists"

Description

A persistent temperature can be brought down by running the person on objective Hold it still. This is true objective Hold it still and is very lasting.

It is done on a person who can, even with effort, walk around a room.

Commands

The process is run to realization and good indicators. The person should at once be placed on the E-Meter and will be found to have a free needle. If no free needle, the process is either

unflat or overrun. If unflat, it is continued, flattened (off meter) and the same test follows. If overrun, the release is rehabbed by spotting or getting the number of times.

Version B commands are:

"Look around here and find something."

"Walk over to it."

"With your hands, hold it still"

The three commands are given one after another, the person executing each command and being acknowledged until he has a realization and good indicators. "Meter check" on E-Meter device follows.

A thermometer can be used to check temperature after the "meter check" for free needle. The temperature will be found to have subsided.

End Point

Realization, good indicators, free needle.

Caution

None

LOW- LEVEL PROCESSES ADAPTED FOR ASSISTS

Low Order of Terrible Trio for Assist

References

Ability Issue 73, early May 1958 "Assists in Scientology"

Tape: 5703C21 ACC "The Assist"

Description

In processing, you have to control or direct the attention, objects, person, or thoughts of the injured person. If you are really good on the subject of assists, you will direct an additional thing: his knowingness. You can control a man's knowingness rather easily, but it is hard to see it. About the first thing that you can observe about somebody is his person. You are trying to straighten it out. Don't think that, even though you have this person sitting down, you have straightened it out, because it is all still messed up.

But there is something you can straighten out easily – and that is his attention. If you could heighten his attention and his knowingness at the same time, you would really be in wonderful circumstances. You always shift and direct his attention, hence locational processing. If he was a scientologist, with his case in pretty good shape, you could run Trio with considerable success by directing his attention.

But you wouldn't run Trio with the command "Look around the room and find something you could have." You should say, "You look at that chair." "Now decide you can have it." That is a very low order of Terrible Trio.

Commands

You could run the injury out in this fashion:

"Look at that chair." "Decide the injury cannot have it."

End Point

Run the process until a realization occurs, or an ability is regained.

Caution

None

Places where the condition does not exist

References

Volunteer Ministers' Handbook, Chapter on Assists

Description

This assist is run by having the person spot spots where they are not being hit, delivering a baby, etc., whatever accident or injury occurred.

Take, for example, somebody in a hospital. A woman lying in a hospital bed had delivered a child some fifteen days before, and she was in still in the hospital bed. Nobody would let her go home because she was too weak, she couldn't stand. This woman was still stuck in the delivery; she was still hemorrhaging a little bit.

A scientologist asks this woman, "Spot some spots where you're not delivering a child." That's all. "You sure of that one. All right. Let's get some more spots. Some more. Some more." "All right. Now give me some places where your condition doesn't exist," just for variation. "Some more places, some more places, some more place, and more places where you're not delivering a child and where your condition doesn't exist." This remedied the woman in six minutes. And she got up that afternoon and went home.

Commands

Get into communication with the person briefly. Then run:

"Spot some pots where you're not ____." "Thank you."

"Spot some more spots where you're not ____." "Thank you."

You can vary this with the command:

"Now give me some places where your condition does not exist." "Thank you."

"Give me some more places where your condition does not exist." "Thank you."

End Point

Run the process until a realization occurs, or an ability is regained.

Caution

None

Reach and Withdraw**References**

HCOB 10 April 1981 "Reach and Withdraw"

HCOB 29 July 1981 "Full assist checklist for Injuries and Illness"

PAB No. 7 "Six Steps to Better Beingness"

Tape: 6307C25 SHSBC 290 "Comm Cycles in Auditing"

HCOB 14 August 1963 "Lecture Graphs"

Phoenix Lectures

Description

Reach and Withdraw in processing has long been used to bring about an increase of sanity – it has both mental and physical uses.

It is used to get a person into communication with anything that may be troubling him, be it a person, a situation, an area or a part of the body. It also serves to separate him from terminals and situations so that he is not compulsive toward them.

Reach and Withdraw can be used to restore communication to a sick or injured body part, and is often used this way in assists.

Commands

"Reach that ____ (body part). "

"Withdraw from that ____ (body part). "

The following commands may be substituted if the wording is more appropriate to the particular person, place or thing being addressed.

"Touch that ____ (body part). "

"Let go of that ____ (body part). "

A person, place, or thing is named in the blank and the commands are given alternately (1, 2, 1, 2, and so on repetitively, with an acknowledgement given after the execution of each command.) It is done on that one thing until the person has a minor win or three consecutive sets of command with no change in the person's motions or attitude. Then another person, place, or thing is chosen and the commands are taken to a win on that item, and so on.

The processor running Reach and Withdraw on another person always points to the object (or person, space, et.) each time he gives a command so there will be no mistake made by the person doing it.

End Point

The end point of Reach and Withdraw is a win or realization accompanied by good indicators on the whole area being addressed. Reach and Withdraw would not be run past a major win on the area.

In processing, Reach and Withdraw is run to a realization and good indicators.

Caution

Overrunning this action will cause difficulty. This has been a problem particularly when the person is supposed to run Reach and Withdraw on a series of items (as in Reach and Withdraw on the course room). The person may hit the end point of the whole action on the second item, yet it is continued on other items past the end point. One runs Reach and Withdraw to its stated end point and that's the end of it. Don't go rote and plow the person in. When he's had his win and is brightly in present time and feels good about the environment, end off.

Contact the Present Time Environment

References

Tape 5406C17 6ACC 50 ":Assists"

Volunteer Ministers' Handbook, Chapter on Assists

Description

This process is used in assists to get someone to contact the present time environment.

People can lie in emergency bays sometimes for several minutes before they take them up to the operating room or tell them where they're going to go.

That's time enough for you to give him aid. You can just stand in an emergency room of the ambulance receiving entrance of a large hospital, and speak to the people as they come in and just ask each of them to feel the floor beneath his feet. Just ask him several times, "Feel the chair, Good. Put your hand on the chair. All right, now feel that. Good. What is that? It's a chair. Okay. Let's feel the floor beneath your feet. Okay, how far away is that wall from in front of you? Okay, let's feel this chair again." You probably in a very short course of time would have saved several lives.

Commands

"Feel the floor beneath your feet."

"Feel the chair."

"Put your hand on the chair."

"Feel that. Good. What is that?"

"Play, feel the floor beneath your feet."

"Okay, how far away is the ceiling?"

"All right, how far away is that wall from in front of you?"

"Okay, let's feel this chair again." etc.

End Point

Run the process until a realization occurs, or an ability is regained.

Caution

None

Communication Process for an Invalid**References**

PAB No. 1 "General Comments, Group Processing and a Summary of New Work: Certainties"

Description

The method of permissible communication is via MEST. One places his ability into hands, eyes, etc. and by sound waves, light particles and other, communicates. He has "put the blame on MEST."

Get an invalid by whatever means, pleasant or unpleasant, into communication with a withered limb. It requires hours, perhaps, of massage (and the massage or sensation must be sufficiently irregular to continue to command his attention) but it will work, not because of faith but because of continuously commanding the invalid to perceive his leg.

Commands

There are no set commands. The processor massages the invalid's limb (and the massage or sensation must be sufficiently irregular to continue to command his attention).

Note: There are other techniques which can be used to get the invalid into communication with a withered limb. These include Touch Assists, Reach and Withdraw, Hello and Okays, etc.

End Point

The person in communication with his withered limb.

Caution

None

Hello & Okay Assist**References**

HCOB 29 July 1981 "Full Assist Checklist for Injuries and Illness"

HCOB 8 April 1958 "Auditing the pc on Clear Procedure"

PAB No. 123 "The Reality Scale"

Description

In the absence or unreality of a terminal, the significance in a process will not function. In other words, the significance of help will not function on a tooth unless the person is given a reality on the terminal of a tool.

Hello and Okay is used to put the person in communication with and bring about a reality on terminals. It is also used in an assist on body parts.

Commands

Have the person say "Hello" to that (body part). Have the (body part) say "Okay" to that hello. Have the (body part) say "Hello" to you. You say "Okay" to that (body part).

The commands are run alternately (1234, 1234, and so on).

End Point

Run the process until a realization occurs, or an ability is regained.

Caution

None

Exactly As It Is**References**

Tape: 5703C26 "Processing on Rest Point and Confusions Question & Answer"

Description

On a person who is always trying to change his chronic somatic, you wouldn't run the change-change-change, you would turn it around the other way, "Look around and find something that would keep it (the chronic somatic) exactly as it is."

You are really asking this question out of old Book One, "Look around and find the associative restimulator which puts into action that engram which gives you the chronic somatic." Much too technical, even if more accurate.

Commands

"Look around and find something that would keep (chronic somatic) exactly as it is."

Run repetitively to end point.

End Point

Run the process until a realization occurs, or an ability is regained.

Caution

None

Keep It From Going Away**References**

Ability Issue 73, early May 1958 "Assists in Scientology"

Tape: 5806C27 AUS C-18 "Processing on Clearing"

Tape: 5703C21 ACC "The Assist"

Description

"Keep it from going away" is an assist process which is very powerful. For example, a person with a bruise covering the entire hip is run by keeping the right hip from going away and then the left hip from going away. If you run one side of the body, you run the other side; If you run the right eye, you run the left eye; if you run one thing you run another. You never do otherwise than match. If you run his head, run his knees, too.

Commands

"Keep the (right hip) from going away."

"Keep the (left hip) from going away."

If you run one thing, you run another.

End Point

Run the process until a realization occurs, or an ability is regained.

Caution

None

ASSISTS FOR SPECIAL PURPOSES**Assist to Make a Person Sober****References**

Volunteer Ministers' Handbook, Chapter on Assists

BTB 7 June 1969, Reissued 27 July 1974 "How to Make a Person Sober"

Description

This assist is not used to cure a person of alcoholism. The use of locational havingness will make a drunk person sober in a very few minutes and the cause of his need for alcohol can be audited out later. As society currently has no technology for handling the drunk who is an embarrassment to the police, his family, and often to himself, this process has social value and may serve as a line of cooperation and assistance to the police.

Commands

"Look at that ____ (room object)."

Use very good presence (TR 0). A drunk is usually considered somewhat unfrontable and he himself certainly cannot confront. Repeat the command, each time pointing out a room object, as often as required to bring the person to sobriety. Do not veer off the process (Q&A) with the frequent comment "What object!" Just get the command carried out, acknowledge, and give the next command.

End Point

The person returned to sobriety.

Caution

Do not ever get angry with or strike a drunk, whatever the provocation.

CCH Zero Locational Processing Step

References

HCOB 8 May 1980 "CCH 0 Locational Processing Step"

HCOB 21 January 1958 "Mest Clear Procedure"

HCOB 28 July 1958 "Clear Procedure"

HCOB 15 October 1958 "ACC Procedure"

HCOB 11 June 1957 "Training and CCH Processes"

Scientology Clear Procedures Issue One, December 1957

PAB No. 133 "Procedure CCH"

Description

This is a locational processing step of CCH 0 and is done to find the session room and find the processor. This process can be done at the beginning of each session if needed.

Commands

Step 1: Call the person's attention to the room.

- A. Have the person look around the room.
- B. Ask the person if it is all right with him to have a session in the room.

- C. If it's OK, go on to the next step; if it is not OK, find out why and handle it.

Step 2: Call the person's attention to the session environment

- A. Have the person locate his processor.
- B. Let the person know that you are going to be running on objective process on him and you will now be the process.

End Point

The person in session and ready to begin a process.

Caution

None

Locational Process

References

5807C05 CC-5 "Clearing Procedure Part 1 – CCH 0 and Help"

PAB No. 153 "C.C.H."

HCO Operational Bulletin No. 1, 20 October 1955

Description

This is very simple locational processing and, by the way, an interestingly therapeutic process. The training stress is simply this: The direction of attention must not be disturbed by other mechanism of attention direction. The processor must do this smoothly. We are trying to get the processor to get the person's attention to go smoothly. We don't care how well the commands are getting across, beyond, of course, that they should get across as well as the person learned to get across a command in dummy processing.

Commands

The processor picks out objects and says, "Notice that ____." He normally points, and the person merely turns his head.

End Point

Run the process until a realization occurs, or an ability is regained.

Caution

There are no cautions to be used with this except that, if the person gets very restimulated, flatten it.

Locational Process with "Notice the _____"**References**

Ability Major No. 6, Early September 1955

Description

Establish the existence of a session with locational processing.

Commands

"Notice a chair in this room"

"Notice the ceiling"

"Notice the floor."

"Notice _____, etc."

End Point

Run the process until a realization occurs, or an ability is regained.

Caution

None

Location – Control Process**References**

HCOB Training Bulletin 6 February 1957

Description

The object of locational processing is to establish a stability in the environment of the person on the subject of objects and people.

Commands

"Locate the _____." The auditor has the person locate the floor, the ceiling, the walls, the furniture in the room, and other objects and bodies.

End Point

Run the process until a realization occurs, or an ability is regained.

Caution

None

Locational Undercut of Two-Way Communication

References

This is a step called locational processing. You just do this with the guy, I don't care if he's sane, I don't care if he's exteriorized or anything else. Let's have him locate some things. By this, we don't mean walk over to them. He doesn't walk over to them and touch them. He doesn't go into action. There is no action going on in this process.

This sounds like something you'd use on a psychotic but it's not a process for psychotics. It is the process that lies immediately below two-way communication and is a faster process than two-way communication because if you keep it up long enough, the person will start to talk to you.

Commands

"How many walls we got here in this room?"

"Thank you."

"How many ceilings?"

"Thank you."

"How many chairs in this room?"

"Thank you."

"Are there any pictures in this room?"

"Thank you."

etc. to end point.

End Point

Run the process until a realization occurs, or an ability is regained.

Caution

None

Spotting Objects

References

Tape: 5511TC08B "Six Levels of Processing – Issue 5"

Technical Operational Bulletin No. 4, 11 November 1955

"Six Levels of Processing – Issue 5"

Description

The object of locational processing is to establish a stability in the environment of the person on the subject of objects and people.

Commands

Run in populated places, ambulant.

Have person spot objects in a place with ample space and objects.

"Spot an object."

End Point

Run the process until a realization occurs, or an ability is regained.

Caution

None

Spotting People**References**

Tape: 5511TC08B "Six Levels of Processing – Issue 5"

Technical Operational Bulletin No. 4, 11 November 1955

"Six Levels of Processing – Issue 5"

Description

The object of locational processing is to establish a stability in the environment of the person on the subject of objects and people.

Commands

Have person spot people in populated places. "Spot a person."

Run in populated places, ambulant.

End Point

Run the process until a realization occurs, or an ability is regained.

Caution

None

Establishing Reality by Locational Processing**References**

Certainty, November 1955 "Six Levels of Processing"

Description

The object of locational processing is to establish a stability in the environment of the person on the subject of objects and people.

It can be run in busy thoroughfares, graveyards, confused traffic or anywhere that there is or is not motion of objects and people. It is run in the session room itself to orient the person.

Commands

"Notice the _____(object)."

"Pick out some people who seem especially real to you."

"Spot a car."

End Point

Run the process until a realization occurs, or an ability is regained.

Caution

None

Locational Process and Physical Contact**References**

HCO Training Bulletin 30 November 1956

Description

Touching the person (on location or any other process where you walk the person around, you are in communication with him to the degree that you touch him). Gradient scale, touching him on the elbow, taking hold of his elbow, and eventually making his body turn this way or that.

Commands

"Look at me. Who am I?" "Who does this hand belong to?" (Auditor indicating own hand, or various parts of his body, being sure to maintain some physical contact with the persons below Antagonism on the tone scale, where communication is solid).

End Point

Run the process until a realization occurs, or an ability is regained.

Caution

None
