

## 9ACC26-5501C18 AUDITING DEMO SPOTTING SPOTS

Transcript of Lecture by L. Ron Hubbard 9ACC26 - 5501C18 Renumbered 28 for "The Solution To Entrapment" cassettes

### **AUDITING DEMO: SPOTTING SPOTS**

A lecture given on 18 January 1955

An additional auditing session of January the 18th, 1955, I'm going to audit this preclear for half an hour - one half of one hour - in order to conclude some of the things that we were busy in doing. Now, we had the preclear examining - this is just demonstration, it's not therapeutic, understand, I don't want you getting therapeutic results from this, okay? Now, we had you examining one object in sequence here. Now, actually, we would simply have this preclear examine the other object similarly, and then we would put the preclear through Opening Procedure by Duplication. I am just going to say that she has examined the other object.

I've got a different ashtray here. Let's get the right ashtray. And she has examined this glass ashtray now until she has some acquaintance with it - probably still doesn't own it, who cares - let's go over now and pick up that book. Okay. By the way, if this was a continuing session - I'm just pretending like this was the same session, you see. Otherwise I would have asked her, "Have you had any divorces since last night?" Have you, by the way?

PC: Two.

LRH: You've had two? Oh, well, that's nothing. All right, let's look over this book. Is it a book?

PC: Yes.

LRH: What is it?

PC: It's a mass of paper held together by rings.

LRH: Well, she's getting sharper, isn't she!

PC: I own it, too.

LRH: You... Good.

PC: It's mine, as a matter of fact.

LRH: That is yours. All right, put it down there on top of the tape recorder. All right. Now walk over to that ashtray. Look at it.

PC: Mm-hmm.

LRH: Pick it up. Okay. What's its color?

PC: Clear, white.

LRH: Clear white, okay. And what's its temperature?

PC: Mmm. About 65.

LRH: Well, all right. And what's its weight?

PC: Four ounces.

LRH: No. I asked you what its weight was. You say four ounces...

PC: Mm-hmm.

LRH: ... is it heavy, is it light?

PC: Oh! Oh! Well, it's mediumly heavy.

LRH: Mediumly heavy.

PC: Right.

LRH: Okay. Put it down in exactly the same place. Fine. Let's walk over to the book. All right. Let's look at it.

PC: Mm-hmm.

LRH: Let's pick it up. Okay. What's its color?

PC: It's mainly green.

LRH: Good. What's its temperature?

PC: Medium.

LRH: Medium what?

PC: Medium warm.

LRH: Medium warm. Okay. And what's its weight?

PC: It's rather light.

LRH: It's what?

PC: Light.

LRH: Light?

PC: Mm-hmm.

LRH: Well, all right. Put it down in exactly the same place. Good. Let's walk over to the ashtray. Fine. Let's look at it.

PC: Mm-hmm.

LRH: All right. Let's pick it up. Okay. What's its color?

PC: It looks like translucent white.

LRH: It's translucent white. Good. And what's its temperature?

PC: It's cool.

LRH: Cool. And what is its weight? Hmm?

PC: Mediumly heavy.

LRH: Mediumly heavy. All right. Put it down in exactly the same place. Good. Let's walk over to the book. Fine. Let's look at it.

PC: Mm-hmm.

LRH: Good. Let's pick it up. All right. What's its color?

PC: Green.

LRH: Okay. What's its temperature?

PC: It's room temperature.

LRH: It's room temperature.

PC: Room temperature.

LRH: Room temperature.

PC: Mm-hmm.

LRH: Feels just like the room does.

PC: Mm-hmm.

LRH: Feel the room.

PC: No, it's a little warmer.

LRH: All right. Okay. And what's its weight?

PC: It weighs about half a pound.

LRH: Oh, it's half a pound. How much does a pound weigh?

PC: Sixteen ounces.

LRH: Oh, I see. A pound weighs sixteen ounces. Right. How much does it weigh?

PC: It's light for the size of it.

LRH: Okay. All right. Now, that's a good weight. Put it down. Is that exactly the same place it was in? All right. Now let's walk over to the ashtray. Good. Let's look at it.

PC: Mm-hmm.

LRH: All right. Let's pick it up. Okay. What color is it?

PC: It's clear white.

LRH: Clear white.

PC: It's a funny color.

LRH: A funny color. That's real good. Fine. What is its temperature?

PC: It's cool.

LRH: All right. And what is its weight?

PC: It's fairly heavy for the size of it.

LRH: Fairly heavy - oh, you got away with that once, huh?

PC: Mm-hmm.

LRH: All right. It's fairly heavy for the size of it.

PC: It's sort of nice, too.

LRH: All right. Put it down. Okay. Sit down. She's doing all right. I mean, she's not going to blow the session. Actually, I could probably make her blow this session.

PC: Yes, you probably could.

LRH: But just wanted merely to give you an example of this, the patter of Opening Procedure by Duplication. You can keep that up - anywheres up to fifteen-twenty hours. It's quite remarkable as a body balancer and so forth. Okay. Now that we have done this twenty hours, do you feel better?

PC: Yes.

LRH: You better had. All right. Now, let's take up the whole subject of remedy of havingness. Can you remedy your havingness well?

PC: Fairly well, I think.

LRH: You do it real well, huh? Well, of course you wouldn't ask a preclear this because this is a technical subject. I could ask her just to get her idea on havingness. Do you like your possessions?

PC: Yes.

LRH: Which possessions do you like?

PC: Oh, I like our automobile.

LRH: Yeah? You like that, huh?

PC: Mm-hmm.

LRH: What do you like best about it?

PC: Its nice style, and easily driven.

LRH: Mm-hmm.

PC: Easy to handle, I mean.

LRH: Good.

PC: Small.

LRH: Good. All right, now tell me something. Tell me something. Do you know of anything that's good enough for you?

PC: Well, that automobile is.

LRH: That automobile's good enough for you. What on it particularly is good enough for you?

PC: Well, the upholstery.

LRH: Hmm.

Here's a pretty good case. Right here I should tell you that in the introduction of the Remedy of Havingness there are a terrific battery of processes which go in here. You know, Accept and Reject belongs in here? And a whole bunch of processes. What could you own? Give me some things that you're not protecting. Not hiding. Any of the 8-C commands might go in this. This all has to do with possession or rejection. Well, give me something about this automobile that you could reject.

PC: Well, I could reject it, of course.

LRH: The whole thing. You could get rid of the whole thing?

PC: Yes.

LRH: Well, that's real good. What isn't good enough for you on this automobile?

PC: On the automobile?

LRH: Same thing - different phrasing but the same command.

PC: I don't know of anything that isn't good enough. I can make something not good enough.

LRH: Oh, you - this automobile's okay. Well, name something in the environment that isn't good enough for you.

PC: Cold weather.

LRH: Now, okay. Now give me something else that isn't good enough for you.

PC: There's some mud out here on this street.

LRH: Good.

You know you wouldn't carry this auditing command along very long, because it is definitely an entheia-type command. But we're just using this one way or the other to get this person stirred up on havingness.

Okay, something else that isn't good enough for you.

PC: Well, there are some ashes back here on the floor behind that chair that - I don't like it.

LRH: That's not good enough, huh? All right. Something else that isn't good enough for you.

PC: Fingerprints on these walls.

LRH: Good. Something else that isn't good enough for you.

PC: Well, there's a cigarette butt over there, too.

LRH: Good.

You see now, every time I try to drop this command here why she strings a different comm lag at me. Slightly different comm lag. This is real cute, see. I mean, so I'm forced, now, to go along with this idiotic command. It'll just be because she's comm lagging on it. This is a case of the auditor having picked up something that he was going to dust off lightly and he starts getting this thing bogged.

PC: Mm-hmm.

LRH: Okay. Give me something else that isn't good enough for you.

PC: All right. That white sheet of paper.

LRH: Well, fine. That isn't good enough for you? What's the matter with it?

PC: It should have red dots and green lines.

LRH: Oh, you're inventing things. Okay. Something else that isn't good enough for you.

PC: I'm trying to help. There's dust on top of that heater.

LRH: Get that comm lag, huh? All right. Good. Give me something else that isn't good enough for you.

PC: This cushion over here is.

LRH: What isn't good about it?

PC: ... is - is ripped.

LRH: All right. Give me something else that isn't good enough for you.

PC: The stocking I have on.

LRH: Okay. Give me something else that isn't good enough for you.

PC: This auditing session.

LRH: Hm?

PC: This auditing session.

LRH: This auditing isn't good enough for you. Oh, do you know that?

PC: Uh-huh.

LRH: Do you know that it isn't good enough for you?

PC: Yeah.

LRH: Why? What's it doing?

PC: Well, it just isn't good enough because it's based upon the postulate that it's merely a demonstration.

LRH: Oh, I see. All right. Fine. Fine. You understand that it is merely a demonstration? It's not supposed to be therapeutic. You know that?

PC: Yes.

LRH: You understand that clearly.

PC: Uh-huh.

LRH: What isn't good enough for you?

PC: Well, that cigarette behind the chair.

LRH: Okay. Fine. Why don't you give me something else that isn't good enough for you?

PC: That small ashtray.

LRH: Good. Give me something else that isn't good enough for you.

PC: Well, these wires being all untidy here.

LRH: All right. Something else that isn't good enough for you.

PC: That light switch, there.

LRH: Good. Something else that isn't good enough.

PC: That tape recorder.

LRH: What's the matter with it?

PC: It isn't new and shiny.

LRH: It's what?

PC: It's not new and shiny.

LRH: Oh, okay. Oh, new and shiny things?

PC: Um.

LRH: All right. Something else that isn't good enough for you.

PC: Well, that book over there isn't very nice either.

LRH: All right. Something else that isn't good enough for you.

PC: Well, my watch.

LRH: All right. Something else that isn't good enough for you.

PC: Mm, that amplifier over there.

LRH: Good. Give me something else that isn't good enough for you.

PC: That wall.

LRH: Good. Something else that isn't good enough for you.

PC: Those drapes.

LRH: Good. Something else that isn't good enough for you.

PC: Um, pipe over there.

LRH: Good. Something else that isn't good enough for you.

PC: That speaker.

LRH: All right.

Three equal lengths. Three equal comm lags. Okay. Fine.

Now, do you have any trouble with mock-ups? Do you know what a mock-up is? A mock-up is an energy picture which a person makes up mentally.

PC: Mm-hmm.

LRH: You having trouble with these? You don't have any trouble with these at all? Well, why don't you put one out over there somewhere?

PC: Just anything?

LRH: Oh, I don't care.

PC: All right.

LRH: What is it?

PC: It's a red ball.



LRH: It is? All right. Can you copy it?

PC: Yes.

LRH: Well, all right. You got two of them?

PC: Yes.

LRH: Why don't you push them together.

PC: All right.

LRH: Why don't you pull them into the body.

PC: All right.

LRH: Did you do that?

PC: I think so.

LRH: You think so.

PC: Mm-hmm.

LRH: Now, let's mock up a red ball out there again.

PC: All right.

LRH: Now, is this red ball there?

PC: Yes.

LRH: Is it stable?

PC: Yes.

LRH: Is it real?

PC: Yes.

LRH: Is it a real red ball?

PC: Yes.

LRH: All right. Now we're going to push it into the body. Now, let's carefully watch its progress as it enters the body.

PC: It's just sort of sitting there.

LRH: You didn't push it into the body?

PC: Well, I'm attempting to.

LRH: Well, what are you doing, because I'm questioning how you did that?

PC: No. I don't know whether it's necessary to watch it. You want it actually to move from where it is into the body?

LRH: That's right.

PC: You don't want to sort of unmock it and mock it up again inside?

LRH: Oh, you little demon. So this is what you have been doing to auditors.

PC: Well, not always, no, not always.

LRH: You know, something that is left in its original position isn't very stable. You know that. I mean, something that's in its original position that can then be as-is-ed with the greatest of ease. So you'd hardly call it havingness, would you? You've got to move it somewhere in order to - alter its position, and then by golly you'll have some havingness. You got that?

PC: Well, I can move it down there.

LRH: Well, why don't you move it around a little bit.

PC: All right. It's over in front of the heater.

LRH: Hm?

PC: It's over in front of the heater now.

LRH: All right. Move it around some more.

PC: All right. It's in front of this speaker over here.

LRH: Good. Now, let's take this ball and approach the body with it, slightly.

PC: All right. It's right down beneath this chair.

LRH: Good. Now let's move it away from the body slightly.

PC: Okay It's in front of that.

LRH: All right. Now, let's approach the body with it.

PC: Okay

LRH: All right, let's get closer to the body with it.

PC: Okay.

LRH: What happened?

PC: It's right underneath the chair.

LRH: Good.

PC: I mean, up off the floor.

LRH: Good. Now, let's pick it up and push it into the body.

PC: Okay.

LRH: Oh, you did that, huh? Well, good enough. Now let's mock up another red ball out there.

PC: Okay

LRH: All right. Now, can you just push it over into the body?

PC: Well, you see, maybe you should say "pull," I could do it, because I'm not over there, I'm here.

LRH: You have to what?

PC: Well, when you say "push," it makes me think I have to get over there and push it, and I'm not over there.

LRH: Oh, I see. We have a semantic difficulty.

PC: Yeah, say "pull."

LRH: Effect a mechanical action sufficient to cause this ball to remove itself from its present position into the body.

PC: All right.

LRH: You accomplished it.

PC: It went plop.

LRH: All right. Let's take another red ball.

PC: All right. I've got one.

LRH: All right. Cause it to remove itself into the body.

PC: Mm-hmm.

LRH: Was it that ball that did it?

PC: Yes.

LRH: Oh, you know that this time?

PC: Yes.

LRH: Well, that's a girl. Now let's mock up a red ball out there.

PC: All right.

LRH: And now, let's move it five feet further from the body.

PC: All right.

LRH: Let's move it ten feet further from the body. : PC: All right.

LRH: Let's move it fifty feet further from the body.

PC: All right.

LRH: Got it?

PC: Mm-hmm.

LRH: Throw it away.

PC: Okay

LRH: All right. Let's take another red ball alongside of the body.

PC: Mm-hmm.

LRH: Let's move it out from the body and throw it away.

PC: All right.

LRH: Got it? You having any trouble doing that?

PC: I just have a little bit of trouble in the action of throwing it away. That same deal of - rather throwing it away rather than just unmocking it.

LRH: Ooh, you semantic -

PC: Well!

LRH: Throwing it away!

PC: I thought you meant to throw -

LRH: I told you to throw it away, though!

PC: Yes.

LRH: Could you throw it away?

PC: Yes, I did. It took a little longer than just unmocking.

LRH: Well, it's surreptitious to having to - unmock things, you know. I mean, you might get some of the energy back or something...

PC: Oh.

LRH: ... if you did that. We want this thing thrown away just like that.

PC: Okay

LRH: Mock up another red ball out there.

PC: Yeah.

LRH: Make it heavier.

PC: Yeah.

LRH: Make it denser.

PC: Yeah.

LRH: Get it real solid.

PC: Mm-hmm.

LRH: Can you do that easily?

PC: Mm-hmm.

LRH: Good. Throw it away.

PC: All right.

LRH: All right. Mock up a red ball.

PC: Mm-hmm.

LRH: Push it into the body.

PC: All right.

LRH: Good. Got any debris around?

PC: No.

LRH: Was there any scenery for this ball?

PC: No.

LRH: All right. Well, you've just done fine now.

All right. We have now a slight problem and I'm sure that there is a location somewhere in this room that you could spot.

PC: I don't understand?

LRH: I bet there is a location somewhere in this room that you could spot.

PC: Yes.

LRH: Well, spot it.

PC: All right, right there.

LRH: Right there?

PC: Mm-hmm.

LRH: Got your finger on it?

PC: Yeah.

LRH: Take your finger off of it. Is it still there?

PC: Yeah.

LRH: How much color does it have?

PC: None.

LRH: How much mass does it have?

PC: None.

LRH: Good. These are the textbook answers.

PC: No, that spot doesn't.

LRH: That spot's okay?

PC: The spot's okay

LRH: Yeah.

PC: If you want to ask, am I finding this spot in relationship to any other mest, then I'd probably say yes.

LRH: If you're finding the spot in relationship to other mest?

PC: To a degree.

LRH: All right. Oh, you've picked this up as a fault in your spotting of spots?

PC: Yeah.

LRH: Okay. Now, this is just a demonstration auditing and it's not therapeutic so find another spot.

PC: Oh. Another one. All right. Here.

LRH: Okay. Got it there?

PC: Um-hm.

LRH: Hm? Take your finger off of it. Put your finger back on it again. Same spot?

PC: Yeah.

LRH: Take your finger off of it. Put your finger back on it again. Same spot?

PC: Mm-hmm.

LRH: By God, it was. Take your finger off of it. You're okay.

All right. And now we'll go to the piece de resistance. We have remedied havingness and spotted spots successfully. What if she hadn't spotted spots successfully? Well, we'd just wrassled around with remedying havingness and spotting of spots until she had. How would we have wrassled around? Well, we would have just done the gradient scales on it, we'd have fooled around, on it one way or the other until she finally could do these things, that's all. And that's how you audit. Okay. Now, we're going to the piece de resistance, the ne plus ultra. I want you to be three feet back of your head. Now, this is the big hump that nobody can cross in auditing. Go on, get three feet back of your head. What's happening?

PC: Nothing.

LRH: Nothing happens when you get three feet back of your head, huh?

PC: That's right.

LRH: Nothing happens at all? Well, you're very interesting. Mock up a spot three feet back of your head.

PC: All right

LRH: Mock up a heavier spot three feet back of your head.

PC: Okay.

LRH: Mock up another spot three feet back of your head.

PC: Yeah.

LRH: You got all of those now?

PC: I got two.

LRH: Two. Push them together.

PC: Mm-hmm.

LRH: Now, let's push this about ten feet back of your head.

PC: Okay

LRH: You got it there?

PC: Mm-hmm.

LRH: Now make it heavier and more massy.

PC: Mm-hmm.

LRH: Now make it heavier and more massy.

PC: Mm-hmm.

LRH: Be in it. What happened when you tried?

PC: Nothing.

LRH: Nothing happened when you tried? Not a thing? Is the spot still back here? Is the mass still there?

PC: Yeah.

LRH: Still there stably.

PC: Yes, it's still back there. . LRH: You're sure of it?

PC: Yeah.

LRH: You're sure it is? All right, make it heavier. Make it more massy.

PC: Okay.

LRH: Mock up a thetan in it.

PC: All right.

LRH: You got a thetan in it?

PC: Yeah.

LRH: Make it squeak.

PC: Eeh! Okay

LRH: Is it alive?

PC: Yeah.

LRH: Say okay to it.

PC: Mm-hmm.

LRH: Say okay to it.

PC: Mm-hmm.

LRH: All right. Now, demand an answer of it and then wait for the answer. Are you waiting for it to answer?

PC: Yes.

LRH: All right. Now demand another answer of it and wait for the answer.

PC: Mm-hmm.

LRH: Did you do that? All right. Demand another answer of it and wait for the answer. Spot still there?



PC: Mm-hmm.

LRH: Ball still there?

PC: It's not a ball, it's just a spot.

LRH: All right. Thetan still in it?

PC: Mm-hmm.

LRH: Has he answered you yet? You waiting for his answer? Why don't you go over and find out why he isn't answering?

Nothing happened, huh? Well, that's real cute. You're sure nothing happened?

PC: Well, if I went over, I went over faster than I knew it, so...

LRH: Oh, you went over and came back?

PC: If I did, I didn't know it.

LRH: Where are you?

PC: Right here.

LRH: Okay. You know where you are?

PC: Yeah.

LRH: All right. Throw that mass away.

PC: Mm-hmm.

LRH: Give me some places where you're not.

PC: Well, I'm not in - behind that curtain.

LRH: Good. Give me some more places where you're not.

PC: I'm not in the back seat in this room.

LRH: Good. You understand we were just fooling around here. Trying to get this person aware of some existence of something or other; it wouldn't have mattered what I'd done.

You're not in any of the places in this room?

PC: I said I'm not in the last seat in this room.

LRH: Oh, you're not in the last seat in this room. Good. Good. Give me three places in your body where you're not.

PC: I'm not in my toe, and I'm not in my other toe in my other foot, and I'm not in my finger.

LRH: Good. Give me three places in the room where you aren't.

PC: Fm not in the heater and I'm not in either one of those loudspeakers.

LRH: Good. Give me three places in your body where you're not.

PC: Well, I'm not in my knee and I'm not in my elbow and I'm not in my ear.

LRH: Good. Give me three places in the room where you're not.

PC: I'm not in the amplifier and I'm not in this microphone and I'm not in that tape recorder.

LRH: Good. Give me three places in the body where you're not.

PC: I'm not in my other knee and I'm not in my ankle and I'm not in my right hand.

LRH: Good. Give me three places in the room where you're not.

PC: I'm not in that stepladder back there and I'm not in the wastebasket in front of the room...

LRH: Mm-hmm.

PC: ... and I'm not in that mess of wire down there on the floor.

LRH: Good. Good. Give me three places in your body where you're not.

PC: Well, I'm not in my heel and I'm not in my right leg and I'm not in my left hand.

LRH: Okay. Give me three places in the room where you're not.

PC: I'm not in the cooler vent, I'm not in the light directly above and I'm not in the light switch over on the wall.

LRH: Good. Give me three places in your body where you're not.

PC: Fm not in my left arm and I'm not in my right shoulder and I'm not in my left foot.

LU!: Good. Give me three places in the room where you're not.

PC: I'm not in the pipe over there in the corner, I'm not in the lavatory room -

LRH: Where's that?

PC: What?

LRH: You say you're not in the lavatory room.

PC: Yeah.

LU!: Where's that? Point to it.

PC: That way

LRH: All right. Give me another place.

PC: I'm not in the back window.

LU!: Good. Give me three places in your body where you're not.

PC: I'm not in my right ankle.

LRH: Good.

PC: I'm not in my throat.

LRH: Good.

PC: And I'm not in my left hand.

LRH: Good. Give me three places in the room where you're not.

PC: I'm not in the door handle, I'm not in the drapes up front and I'm not in my purse.

LRH: Good. Give me three places in the room where you're not.

PC: I'm - in the room?

LRH: Mm-hmm.

PC: I'm not in the easel.

LRH: Mm-hmm.

PC: And I'm not in the boom microphone.

LRH: Good.

PC: And I'm not in that book over there.

LRH: Good. Give me three places in your body where you're not.

PC: I'm not in my big toe, I'm not in my stomach and I'm not in my back.

LRH: Good. How you doing?

PC: Okay

LRH: All right. You notice any change while we were doing this?

PC: Yeah.

LRH: What's happened?

PC: Well, I sort of had to - I don't know.

LRH: Come on, what's happened?

PC: Well, I was seeing the room pretty clearly I don't know whether I'm -

LRH: Nobody asked you that.

PC: What happened?

LRH: Yeah, what happened?

PC: Well, I don't know definitely what happened.

LRH: Something's happening? Nothing's happening?

PC: Well, I get a very, very much clearer view of these things I'm mentioning where I'm not.

LRH: No kidding.

PC: Yeah, no kidding.

LRH: Well, I'm sorry.

PC: Real unusual.

LRH: I'm sorry. Give me three places in your body where you're not.

PC: I'm not in the left knee.

LRH: Hmm.

PC: And I'm not in my left elbow.

LRH: Good.

PC: And I'm not in my left shoulder.

LRH: Good. Give me three more places in your body where you're not.

PC: I'm not in my little toe on my right foot.

LRH: Mm-hmm.

PC: And I'm not in my ankle on the left foot.

LRH: Point to it.

PC: My ankle on the left foot is that one. My little toe is that one.

LRH: You're not spotting these places in the body, are you?

PC: Sure!

LRH: You are?

PC: Yeah!

LRH: You're going through the same cycle every time.

PC: Well, not the same one.

LRH: Yeah.

PC: Anything wrong with duplicating?

LRH: Same distances. Now, I want you to spot these places more acutely.

PC: All right. I'm not one inch from the right knee.

LRH: All right. Did you spot it?

PC: Yes.

LRH: You spotted it more definitely than you have been, huh?

PC: Yes.

LRH: Oh, well all right. Now let's spot three places in the room where you're not.

PC: Okay I'm not in the light switch by the front door.

LRH: Good.

PC: And there's a nail over here on the right wall and I'm not in it.

LRH: Good.

PC: And there's a strip going across the middle of the ceiling and I'm not in it.

LRH: Fine. Give me three places in your body where you're not.

PC: All right. I'm not in the little finger on my right hand.

LRH: Did you spot it?

PC: Tip!

LRH: Good. All right. Another place.

PC: And I'm not in the center of my right shoulder.

LRH: Good.

PC: And I'm not in the center of my right elbow.

LRH: Good. Give me three places in the room where you're not.

PC: Okay I'm not on the corner of the stand here.

LRH: Good.

PC: I'm not in the amplifier.

LU!: Good.

PC: I'm not in the gas heater.

LRH: Fine. All right. Give me three places in your body where you're not.

PC: Okay I'm not in the middle of my left knee.

LRH: Did you spot it?

PC: Yes.

LRH: All right.

PC: And I'm not one inch below that and I'm not one inch above it.

LRH: Did you spot those two places?

PC: I did.

LRH: You did? All right. Give me three places in the room where you're not.

PC: I am not in the cushion on the chair over here.

LRH: Which cushion?

PC: That one right there.

LRH: All right.

PC: And I'm not in one of those light tile out in the middle of the floor.

LRH: Well, good.

PC: Or the other one.

LRH: Good. All right. Now, how you doing?

PC: Okay

LRH: Doing better? Did you get sore at me?

PC: No.

LRH: For insisting [unclear]. Huh?

PC: No.

LRH: What the matter?

PC: Well..

LRH: You think you've been invalidated?

PC: No, I don't think I've been invalidated. I just think if you wanted specific spots you should have said so and I would have named them.

LRH: If I wanted specific spots I should have said so - mock up a body. Mock up a body as a theta trap. Get a body that would make a real good theta trap.

PC: All right.

LRH: Where is it?

PC: It's out this direction.

LRH: All right. Push it over into your body.

PC: Oh! Does it make any difference what size this mock-up is?

LRH: Not a bit.

PC: All right.

LRH: If it's oversize, pat it down.

PC: No, well, it was small.

LRH: All right. Push it into your body.

PC: Okay

LRH: Mock up another body as a theta trap, a little bigger.

PC: Okay

LRH: Did you do that?

PC: Mm-hmm.

LRH: Good. Push it into the body.

PC: Okay

LRH: All right. Let's mock up another body as a theta trap.

PC: Okay

LRH: Got that real good?

PC: Mm-hmm.

LRH: Make it solider.

PC: All right.

LRH: Make it solider.

PC: All right.

LRH: All right. Now push it over into your body.

PC: Okay

LRH: All right. Mock up another body as a theta trap.

PC: Mm-hmm.

LRH: Make it solider.

PC: Yeah.

LRH: Make it solider.

PC: Yup.

LRH: Make it solider.

PC: It went away.

LRH: It went away? What did it do, explode?

PC: No, it just faded out when you said make it solider.

LRH: No kidding? All right. Let's mock up another body as a theta trap.

PC: Okay.

LRH: Make it solider.

PC: Yeah.

LRH: Make it less solid.

PC: Okay.

LRH: Make it more solid.

PC: Okay.

LRH: Make it less solid.

PC: Okay.

LRH: Make it solider.

PC: Mm-hmm.

LRH: Okay. Make it real solid.

PC: All right.

LRH: Push it into your body.

PC: Mm-hmm.



LRH: All right. You got that real good?

PC: Mm-hmm.

LRH: You understand we're remedying a little havingness here. It wouldn't matter much what we had her mock up. She is, remember, spotting spots, and spotting spots always requires a little remedy of havingness along with it if you're a smart auditor.

All right. Now let's spot some spots in the body.

PC: Okay You want me to name them?

LRH: Sure.

PC: All right. The base of my little toe on my right foot.

LRH: Good.

PC: The middle of my toenail...

LRH: Good.

PC: ... on my big toe.

LRH: Good.

PC: And the tip of my heel.

LRH: Good. You got that?

PC: Mm-hmm.

LRH: All right. Now, let's spot some spots in the room.

PC: Okay The top of the easel.

LRH: Good.

PC: And above the tape recorder.

LRH: Good.

PC: And about three feet behind this chair.

LRH: Good. Now let's spot three spots in the body.

PC: In the center of my right knee.

LRH: Mm-hmm.

PC: And about three inches down that leg.

LRH: Mm-hmm.

PC: And the center of that ankle.

LRH: Did you spot that last spot?

PC: Mm-hmm.

LRH: Did you?

PC: I didn't when you asked; I was getting there. I got it now.

LRH: You were getting there, huh. The command is spot some spots...

PC: All right.

LRH: ...which means to spot them. All right. Spot three spots in the room.

PC: Okay About a foot above the amplifier.

LRH: Good.

PC: And just above that, whatever it is over on the wall over there.

LRH: Good.

PC: Jack box or something. And out there by the window.

LRH: Good. All right. Spot some spots in the body.

PC: Okay The tip of my little finger on my right hand.

LRH: Good.

PC: And the tip of my thumb on my right hand.

LRH: Good.

PC: The center of the back of my hand.

LRH: Good. All right. Now let's spot three spots in the room.

PC: Oh, well. Just below the light.

LRH: Good.

PC: Over here in this corner.

LRH: Good.

PC: And above the heater.

LRH: Good. Fine. Did you spot those real good?

PC: Mm-hmm.

LRH: Well, that's swell. Now let's spot three spots in the body.

PC: Okay The center of my left shoulder.

LRH: Fine.

PC: And about six inches down that arm.

LRH: Good.

PC: And the center of my elbow.

LRH: Did you spot that? All right. That's fine. Let's spot three spots in the room.

PC: The back corner of that rostrum.

LRH: Mm-hmm.

PC: And this other back corner.

LRH: Mm-hmm.

PC: And the base of one of the legs on the easel.

LRH: Good. All right. Let's spot three spots on the body.

PC: Okay The center of the sole of my left foot, on the bottom.

LRH: Okay.

PC: And the small of my back.

LRH: Okay.

PC: And about halfway up my back.

LRH: Okay. How's that?

PC: Okay

LRH: Did you spot those real good?

PC: Yes.

LRH: Are you getting so you spot these spots any differently than you did? Are they clearer, or - .

PC: I spot them more minutely shall we say.

LRH: They're more minute. Well, that's fine. Now let's spot three spots in the room.

PC: Oh, let's see. The corner of the ashtray sitting on the floor.

LRH: Good.

PC: And the light receptacle over here on the wall.

LRR: Good.

PC: Top hinge on the door.

LRH: Good. All right. Let's mock up a body as a theta trap.

PC: Okay

LRH: Push it into your body.

PC: Mm-hmm.

LRH: Let's mock up another body as a theta trap.

PC: Mm-hmm.

LRH: Good. Push it into your body.

PC: Mm-hmm.

LRH: Fine. All right. Let's mock - that wasn't so good, was it? What happened?

PC: It was all right.

LRH: All right. Mock up another body as a theta trap with a thetan trapped in it.

PC: All right.

LRH: Got that?

PC: Mm-hmm.

LRH: Got a thetan at all?

PC: Yup.

LRH: All right. Push it into your body.

PC: Okay

LRH: Good. Mock up another body as a theta trap.

PC: Mm-hmm.

LRH: Mock up a thetan trapped in it to such a degree that he is buttered all over this trap.

PC: Mm-hmm.

LRH: Have him be perished as a result thereof He's gone.

PC: Yeah.

LRH: Is that real sad?

PC: Yes.

LRH: All right. Give it a shove into your body now.

PC: Okay

LRH: All right. Mock up a body as a theta trap.

PC: Mm-hmm.

LRH: Mock up a thetan inside of it.

PC: Yeah.

LRH: All right. Rearrange him so he's buttered all over inside of it so that he never will live again.

PC: Yup.

LRH: All right. Push it into your body.

PC: Okay

LRH: Good. Is this working out real well?

PC: Mm-hmm.

LRH: Mock up another body as a theta trap.

PC: Mm-hmm.

LRH: Got that?

PC: Yup.

LRH: Mock up a thetan inside of it.

PC: Okay

LRH: Now mock him up so he's buttered all over the body so that he'll just never get out of it and he doesn't even know who he is.

PC: Yeah.

LRH: All right. Now shove that into your body.

PC: Okay

LRH: What happened?

PC: I just had a little difficulty getting it to come, to move.

LRH: Oh, really? All right. Now you mock up another body as a theta trap.

PC: All right.

LRH: Now, fill it full of labyrinths.

PC: Of what?

LRH: You know...

PC: Caves?

LRH: ... circuitous passages and so forth so he'll get real lost in it real easy.

PC: Okay

LRH: You got that real good? Now, fill it up full of enttheta communications.

PC: Yes, yeah.

LRH: Get it real horrible.

PC: Mm-hmm.

LRH: ... you know. Now, put a thetan inside of it in such a way that he'll just get buttered all over.

PC: Okay

LRH: Now put him in so securely now, that he'll never be able to recover his own identity or get out.

PC: Yup.

LRH: You got that real good?

PC: He's scattered all over in little pieces.

LRH: Good. All right. Now. Let's shove that body into your body.

PC: Okay

LRH: Did you do that easily?

PC: Yeah, it came in pretty easy

LRH: All right. Let's do another body mocked up as a theta trap.

PC: Mm-hmm.

LRH: Thetan buttered all over inside of it.

PC: Mm-hmm.

LRH: All right. Have the body die now so that the thetan then never can get out.

PC: Okay

LRH: Now shove that dead body into your body.

PC: Okay.

LRH: Was it clammy?

PC: Well, it wasn't very nice.

LRH: Oh well, next time let's make it clammier, huh? Put some old mold on it, too.

PC: All right.

LRH: All right. Now, mock up a body as a theta trap.

PC: Okay

LRH: Put a thetan in it and butter him all over.

LRH: Got that real good? Now have the body die and the thetan be trapped.

PC: Yeah.

LRH: Now get some mold on it; get some clammy -

PC: All right.

LRH: Get it decayed a little bit.

PC: Yeah.

LRH: Put some odor with it.

PC: Yes.

LRH: All right. You got that real good?

PC: Yes.

LRH: Now, have it a body that nobody cried over when it died.

PC: Yeah, it's out there all by itself

LRH: Huh?

PC: There's nobody around.

LRH: Nobody ever cried over this.

PC: No.

LRH: ...when it died. Nobody ever cried over it, and nobody knows the thetan's inside of it.

PC: That's right.

LRH: You got that? Shove it into your body.

PC: All right.

LRH: Did you do it?

PC: Yes.

LRH: All right. Let's mock up another body as a theta trap.

PC: Yup.

LRH: Got it real good? All right. Let's put a thetan in it and have him buttered all over it.

PC: Mm-hmm.

LRH: All right. Now, fill the body so full of enttheta that he can't get out.

PC: Yup.

LRH: Now have it filled full of poison.

PC: Mm-hmm.

LRH: Now have it filled full of formaldehyde. Now fill it full of embalming fluid.

PC: Okay.

LRH: Now put some grave mold on it.

PC: All right.

LRH: Put some odor to it.

PC: All right.

LRH: Now have it be a body that was detested in lifetime.

PC: Mm-hmm.

LRH: Got it?

PC: Mm-hmm.

LRH: Got the thetan still trapped in it?

PC: Yeah.

LRH: Shove it into your body.

PC: Okay

LRH: Is it easier or harder?



PC: It came easier.

LRH: It what?

PC: I got it into my body easier.

LRH: You did, huh?

PC: Yeah.

LRH: Good.

PC: I didn't like it any better.

LRH: You didn't like it, though?

PC: No.

LRH: All right. Now mock up a delicious corpse. Go on, mock up a delicious corpse. Just by definition.

PC: My conception of a delicious corpse.

LRH: Yes.

PC: All right.

LRH: What's it look like?

PC: It's a nice body dead.

LRH: It's a nice body, dead. Now decay it.

PC: All right.

LRH: Now hang mold on it.

PC: Okay

LRH: Now put a thetan in it now.

PC: All right.

LRH: Now have it having be imp - powerless to move it.

PC: Yeah.

LRH: Got it? Have him go into apathy.

PC: Mm-hmm.

LRH: Shove it into your body.

PC: All right.

LRH: Got it real good?

PC: Yeah.

LRH: Huh? All right. Mock up a delicious corpse.

PC: Yes.

LRH: Got it real good? All right. Fill it full of formaldehyde.

PC: Yeah.

LRH: Fill it full of thetans that are trapped.

PC: Okay

LRH: Got it?

PC: Mm-hmm.

LRH: All right. Now, put it in a lead-shielded case which is nonthetan passer.

PC: Okay

LRH: Got it?

PC: Mm-hmm.

LRH: All right. Push it into your body.

PC: Okay

LRH: All right. Is - this is getting fairly easy, now? What are you gulping about?

PC: I'm feeling awfully heavy

LRH: You feel heavy?

PC: I feel sort of heavy

LRH: No kidding! All right. Now mock up a horrible, old decayed corpse where you're sitting.

PC: Where I'm sitting?

LRH: Mm-hmm.

PC: Oh, all right.

LRH: Throw it away.

PC: Yeah.

LRH: Which way did you throw it?

PC: That way

LRH: All right. Mock up another horrible, decayed corpse where you're sitting.

PC: Yeah.

LRH: Throw it away.

PC: Yeah. LRH: Mock up another one where you're sitting.

PC: Yeah.

LRH: Throw it away.

PC: Yeah.

LRH: Mock up another one where you're sitting.

PC: Yup.

LRH: Throw it away.

PC: Okay

LRH: Mock up another one where you're sitting.

PC: Mm-hmm.

LRH: Throw it away.

PC: Okay

LRH: All right. Now mock up a body absolutely stiff with horror, sitting where you're sitting.

PC: Mm-hmm.

LRH: Throw it away.

PC: Okay

LRH: Mock up another body stiff with horror where you're sitting.

PC: Mm-hmm.

LRH: Throw it away.

PC: Okay

LRH: How do you feel? Lighter?

PC: Mm-hmm.

LRH: Huh? Feel better now?

PC: Mm-hmm.

LRH: All right. Spot three spots in this body.

PC: Okay Center of my left knee and the center of my left wrist. LRH: Okay.

PC: And tip of my index finger on the left hand.

LRH: Did you spot these real good? : PC: Yes.

LRH: All right. Let's go over them again. Now, let's spot each one particularly and sharply.

PC: Center of my left knee.

LRH: Right.

PC: Center of my left wrist.

LRH: Right.

PC: And tip of the index finger on my left hand.

LRH: Good. Fine. All right. Now let's spot three spots in the room.

PC: Oh, let us see, the upper corner of the easel...

LRH: All right.

PC: ... on the left-hand side.

LRH: Good.

PC: And the lower corner on the right-hand side.

LRH: Good.

PC: And this thing over here on the wall.

LRH: Good. How are you doing now?

PC: Okay

LRH: How is your visio of the room?

PC: It's pretty good.

LRH: That real good? Is it getting better?

PC: Yeah.

LRH: What's the matter?

PC: When I don't think about it, it's all right.

LRH: Oh, if you think about it it's wrong?

PC: Oh, it isn't wrong, it just isn't.

LRH: Just isn't what?

PC: Just isn't if I think about it.

LRH: If you think about it, it isn't.

PC: Yeah, yeah.

LRH: Mock up a head thinking about it, out there.

PC: Okay

LRH: Have it think about it some more.

PC: Yeah.

LRH: Throw it away.

PC: Mm-hmm.

LRH: Mock up another head thinking about it.

PC: Yeah.

LRH: Throw it away.

PC: Okay

LRH: Mock up another head thinking about it.

PC: All right.

LRH: Throw it away. Mock up another head thinking about it.

PC: Mm-hmm.

LRH: Throw it away.

PC: Mm.hmm.

LRH: Mock up another head thinking about it.

PC: Yup.

LRH: Pull it into your body.

PC: Okay

LRH: Mock up another head thinking about it.

PC: Mm-hmm.

LRH: Pull it into your body.

PC: Okay

LRH: Okay. Do what you please with any mock-ups that are scattered around. PC: All right.

LRH: All right. Now. Spot three spots in your body.

PC: Yeah, on the tip of my nose.

LRH: Tip of your nose.

PC: Center of my chin.

LRH: Good.

PC: And the center of my right cheek.

LRH: Okay. Fine. Spot three spots in the room.

PC: Bottom hinge on the door.

LRH: Good.

PC: The door knob.

LRH: Fine.

PC: And the top, left corner of the door.

LRH: Good. All right. Now let's spot three spots in the body.

PC: All right. Sort of the center of my...

LRH: Good.

PC: ...right shoulder blade.

LRH: Good.

PC: And there's a spot, base of my neck, in front.

LRH: Good.

PC: And center of my right elbow.

LRH: Good. Fine. Fine. How you feel?

PC: Okay

LRH: Feel better?

PC: Yeah, I feel good.

LRH: Think what?

PC: Oh, I get confused on left and right here and describing where these spots are.

LRH: Oh?

PC: I forget or something.

LRH: Mmm. All right. Now let's spot three spots in the room.

PC: Oh, top of the stepladder back behind the curtain.

LRH: Good.

PC: And the doorknob on the backdoor.

LRH: Good.

PC: The handle on the heater.

LRH: Fine. How's that?

PC: Okay

LRH: All right. Spot three spots in the body.

PC: Yeah, I've got a spot about halfway about the middle of my right thigh.

LRH: Mm-hmm.

PC: And a spot on the middle of my right calf.

LRH: Good.

PC: And at the back of my right heel.

LRH: Good. Fine. Now let's spot three spots in the room.

PC: Okay This microphone here, and the end of this microphone boom.

LRH: Good.

PC: And one of the feet on the base.

LRH: Fine. All right. Spot three spots in the body.

PC: Oh, the tip of my right ear.

LRH: Good.

PC: And sort of the top of my neck in back.

LRH: Good.

PC: About six inches down on the vertebrae.

LRH: Good. Fine. Now spot three spots in the room.

PC: A wastebasket in the back room.

LRH: Mm-hmm.

PC: And the corner, that corner over there, at the floor.

LRH: Good.

PC: And that corner at the top.

LRH: Good. All right. Spot three spots in the body.

PC: The center of my left knee.

LRH: Good.

PC: The tip of my big toe on my left foot.

LRH: Good.

PC: And tip of my little toe on my left foot.

LRH: Good. How's that now?

PC: It's okay

LRH: All right. Spot three spots in the room. What's the matter?

PC: I have a feeling that I was looking at facsimiles of this room and they're just now gone, see nothin' no more.

LRH: Oh?

PC: Mm-hmm.

LRH: That rough?

PC: Yeah.

LRH: Spot three spots in the room.

PC: All right. Receptacle over here on the wall.

LRH: Good.

PC: And then the plug in it.

LRH: Good.



PC: And the bottom corner over here on this loudspeaker.

LRH: Well, fine. Now let's spot three spots in the body.

PC: All right. The spot directly underneath my watch on my right arm.

LRH: Good.

PC: And the spot there in the middle of that wrist.

LRH: Good.

PC: And a spot in the center of the palm.

LRH: Where is the last one?

PC: Spot in the center of this palm.

LRH: Good. All right. Now, let's spot three spots in the room.

PC: Okay The center of the air-cooler vent.

LRH: Good.

PC: And the center of the space, the distance between the two front corners of the room.

LRH: Good.

PC: And the upper left-hand corner of that window.

LRH: Well, fine. Fine. Now let's spot three spots in the body.

PC: Okay A spot at the last knuckle on this here finger.

LRH: Good.

PC: And a spot on the tip of this one.

LRH: Good.

PC: And on the tip of this one.

LRH: Good. Lazy. All right. Now mock up a dead body and throw it into your body.

PC: Okay

LRH: All right. Throw it away.

PC: Okay

LRH: All right. Mock up a very gorgeous, gorgeous body.

PC: Okay

LRH: All right. Put it out five feet behind your head.

PC: Oh. Okay

LRH: Did you do that easily?

PC: Yeah.

LRH: What happened?

PC: I had to move it. I had it out there.

LRH: Well, that's what I knew you would have to do. All right, have you got that body out there?

PC: Yes.

LRH: You got it there real good?

PC: Yes.

LRH: Huh? Why don't you be in it.

PC: Well, it's very small.

LRH: Well, why don't you be in it.

PC: Mm-hmm.

LRH: What's occurring? All right. You make it bigger and more massy. Gorgeous body.

PC: Okay I've got one that's life size, now.

LRH: All right.

PC: I think.

LRH: All right.

PC: If it'll stay there.

LRH: Now spot the room from the center of that head.

PC: Okay

LRH: All right. Spot some more spots in the room from the center of that head.

PC: Yeah. I can spot the corner of the room from the center of that head.

LRH: All right. Is that easy to do?

PC: Well, sort of.

LRH: Sort of. Spot some more spots in the room from the center of that head.

PC: All right.

LRH: Did you do that?

PC: Yeah.

LRH: All right. Now spot some spots in the room from the center of your own body's head.

PC: Okay

LRH: All right. Still got that mock-up?

PC: Yeah.

LRH: Good. Let's spot some spots in the room from the center of its head.

PC: Okay

LRH: All right. Spot some spots in the room from the center of your head.

PC: Okay

LRH: All right. Spot some spots in the room from the center of that body's head.

PC: Okay

LRH: Spot some spots in the room from the center of your head.

PC: Mm-hmm.

LRH: Is this different?

PC: Well, I was just sitting here and telling myself it wasn't though it was.

LRH: You were sitting there telling yourself it wasn't though it was.

PC: Well, I was doing something or other, then I started spotting them from the center of my head only it was different.

LRH: No kidding? You still got that mock-up?

PC: Yeah, it's back there.

LRH: All right. How about you making the center of that head more massy, of that mock-up? Put more mass into it, huh?

PC: All right.

LRH: All right. Now let's spot the room from the center of that head.

PC: Okay

LRH: All right. Let's spot the room from the center of your own head.

PC: Yeah.

LRH: Let's spot the room from the center of the other body's head.

PC: Yeah.

LRH: All right. Let's spot the room from the center of your own head.

PC: Mm-hmm.

LRH: Okay. Is there any difference?

PC: Yes.

LRH: You doing it more easily?

PC: Yes. I guess I misunderstood you in the first place. I was just spotting particular spots from either place rather than the room as a whole.

LRH: Yeah? Well, all right. Now let's be in the other body's head and spot spots in the room from that location.

PC: Yeah.

LRH: Be in your own body's head and spot spots from that location.

PC: Mm.

LRH: All right. Be in the mock-up body's head and spot spots from that location.

PC: Yeah.

LRH: What's the matter?

PC: Oh, I feel like I'm shifting the room instead of me or something. I don't know.

LRH: Oh. All right. Spot spots in the room from the center of your body's head.

PC: Yup.

LRH: All right. Spots-the room from the center of the mock-up's head.

PC: Yeah.

LRH: Good. Spot spots in the room from the center of your own head.

PC: Yeah.

LRH: Spot spots in the room from the center of the mock-up's head.

PC: Yup.

LRH: Is this your mock-up?

PC: Is it mine?

LRH: Mm-hmm.

PC: Yeah.

LRH: All right. Spot spots in the room from the center of its head.

PC: Yeah.

LRH: All right. Is that easier to do, now?

PC: Well, it's getting a little more real.

LRH: All right. Spot spots in the room from the center of your own head.

PC: Yeah.

LRH: Okay. Now do what you please with that mock-up.

PC: Mm-hmm.

LRH: Do what you please with it?

PC: I did.

LRH: How do you feel?

PC: Okay

LRH: Feel a lot better? Why don't you find the floor. All right. Find the chair.

PC: Yeah.

LRH: All right. Find the ceiling.

PC: Yeah.

LRH: What's your name?

PC: Duh.

LRH: All right. End of session.

(end of lecture)