

## HURDY-GURDY STRAIGHTWIRE AND HAYWIRE

A lecture given on  
18 January 1951

### New Techniques

In this lecture I will go into the Hurdy-Gurdy system of Straightwire and Haywire.

We should do something about these labels. Any label is better than no label, and a label which is slightly descriptive is better than just any label, and so on. You can go on, getting better and better labels until you get one which is explanatory, leads to the solution of the problem and is dignified. That would be the ultimate in labels.

Nomenclature is very interesting to me. I have been observing a school in the society of making something inexplicable, complex and non descriptive, as the optimum nomenclature. There are ways of really confusing people. If the society knows Latin, assignment of labels in Latin is pretty good. If it doesn't, the system should be junked, as engineers have thought for some time.

This Hurdy-Gurdy Straightwire is terribly simple. It has to do with our old friend the ARC triangle. Envision a stack of triangles, making up a three-dimensional tone scale going from tone 0 up through tone 3, with affinity, reality and communication on the interconnecting points of the triangles. To change someone's position on the tone scale requires attention to affinity, reality and communication, because that is the only way to get a person up the tone scale.

Let us consider here the concept of theta and MEST. Life is thought energy bringing order into, and going into a harmonious control of, but amalgamation with, MEST—matter, energy, space and time. As you come up toward theta there is a very harmonic intermingling, and you get reason. The most reasonable solution would be the one which attained the highest theta.

Now, just as in music there is pitch, volume and quality, so it is with ideas. An idea has pitch, which is its position on the tone scale. It also has volume, which is to a large degree determined by the magnitude of the goal that the idea is leveled at—the amount of accomplishment—and it has quality, which is the combination of ideas that make up the idea.

Using these three things, one can figure out an engram or a secondary engram. Breaks of ARC, such as grief and terror, are secondary engrams. There are also communication breaks and reality breaks, which lay in a charge on the case, and when these things come up to high volume they knock out the analyzer because they are sitting on top of an engram. And if they are sitting on top of an engram, you have then secondary engrams.

Grief is not the only secondary engram. There is the secondary engram of terror, and above all things, there is the secondary engram of apathy, which lies in the band between tones 0 and 1. Around tone 1 is fear.

Another dimension is volume—the amount of fear, for instance. A lot of fear makes up terror. Apathy could be just listlessness, or it could have greater volume and would be dramatized as a super apathy. Anger, rage and annoyance all occupy the same position on the tone scale—1.5. It is a matter of how much volume the situation involves.

In going through a case and picking up secondary engrams, don't expect to be able to get material in the upper part of the tone scale until you have gotten the lower part of the tone scale. Just as one does not expect someone who is very nearly psychotic to be able to be happy and sunny in present time, one does not expect him to be able to hit pleasure moments on the track, because the chances of his hitting them, if he cannot live them, are very slim. Keep in mind that

present time is a sample of his time track. It will give you an index immediately of what kind of engrams this man has. Look over his life and observe the consecutive moments of his present time; you are looking at his time track.

People sometimes think of the time track as being something inside the person. Sometimes if the auditor's own sense of reality is not too great, he thinks that it is some things that never happened, that they are not quite observable, and that only the preclear will be able to observe it. This is incorrect. The auditor seeing the preclear living his life from day to day is looking at the consecutive moments of now which are the person's time track and he is looking at them as they happen.

Now, there is a rule that you have to run out the lowest-toned available secondary engrams first, because in order to move the case up the line, you have to get something which compares to the preclear's present state. The most easily accessible secondaries are those which compare to his present state.

For instance, someone comes in whose girl has just jilted him. This is installed grief, and he is crying, so you could certainly expect to be able to run grief on him. However, if the person is normally rather apathetic, one could expect that the apathy secondary engrams might be the most accessible. On someone else who is uniformly angry, don't try too hard for grief, although it is more attainable than boredom; hit the anger level.

The current state of the preclear is indicative of those secondary engrams which are most accessible at the moment. And the chronic state of the preclear is indicative of those ARC secondary engrams which are most chronically available.

Now, if you want to raise a person on the tone scale, you work to lift the case up any way you can in order to recover attention units and to convert these lower charges, straighten them out and reverse the polarity of that material.

An engram lies in a person's life. This was a moment of impact between theta and MEST, causing entheta and enMEST—enturbulence. Theta, which is thought, and MEST, the material universe, crash together, forming an engram. Physical pain is contained in it. That is the primary break of affinity, communication and reality: theta, in its conquest of MEST, got hurt. The turbulence was such that there was pain. That is pain. Although pain has biochemistry, it results basically when life, unable to conquer MEST, is repelled by the very thing it should be in harmonic contact with. At that moment there is a turbulence; that is a failure, and when this failure is destructive to that very precious thing, the living tissue of a body, you have, as a result, pain. This is on a mechanical, tissue-life level. If this has not occurred, then the chances of getting ARC secondaries are zero.

So, an engram has occurred on a person's time track. There lies an area of turbulence. For instance, this person had an automobile accident and got smashed up and was unconscious for two days. This is an area of turbulence with various kinds of perceptics and considerations in it, and it contains both enturbulated theta and enturbulated MEST. Actually, the MEST has done a conversion on the theta, and when you speak of an engram, you are really talking about enturbulated theta.

This engram hands out its content to anything which approximates it—anything which comes into its tone level or approximates its perceptics. And remember, ARC is part of this because theta is mixed up in it. There are affinity, communication and reality factors in every engram. If there is theta in it (ARC being some of what theta is), naturally an ARC is involved.

So, a turbulence occurs. Then some similar perceptic cuts in up the line. This is the key-in, only it is actually a reactivation of the ARC factors in the engram. If it is tapped again, it becomes a little more active, and so on with each break. What is actually happening is that this engram is moving up toward present time, and more and more of it is becoming available, and more and more theta is becoming enturbulated; the engram is being charged up by the available

theta of the individual, which enturbulates whenever it comes near the engram.

All that is potentially chargeable in an engram is the theta which was there at the moment, but this can enturbulate other thought by contagion.

Therefore a person could be thinking at some moment, twenty years after that accident, when all of a sudden some sounds and perceptics occur which approximate the accident. If the person is a little more MEST than theta (meaning he is a little anaten), when these things come in and hit the earlier area of dissonance, it starts to enturbulate and a key-in occurs.

Then someone comes along and throws in, with those same perceptics, an ARC break, such as grief.

The dirtiest trick that can be played on a person by an ally is to die. The person derives part of his force and strength from the ally, so the loss of one causes grief or apathy.

Don't expect a person to cry floods of tears every time that you run a secondary engram; the thing may be an apathy engram. You would have to raise him up the tone scale to get grief.

Grief is just above apathy on the tone scale, and above that and just below anger is fear. So it all depends on what kind of turbulence and emotion this engram approximates on the tone scale.

When the incident gets restimulated again and again, the case becomes mechanically occluded. It is not occluded by commands of "can't see," "can't smell" and "can't hear"; it is occluded mechanically. This is the mechanics of ARC.

All of a sudden we have got a case, then, which is dropping down the tone scale to the tone of that engram. An engram is most easily reached as far as tone is concerned by approximating its tone. Therefore if you could just change a person's tone somehow or other and produce an artificial condition of his position on the tone scale, these engrams could be approached very, very easily; because we would get the same tone in the overall individual—we would put all of his theta into about that tone—and then we would run him through the engram. That would clear it all out.

An individual who is very high-toned has so much available free theta, the theta he has is so high-toned, that when you push it down the track toward some little engram that doesn't amount to much, the engram will just blow out. Engrams do not mean much to such an individual. It's only when he gets on down toward them.

Of course, the psychotic has approximated one of these engrams so perfectly that he is it—he is in it. It usually contains commands forming holders and deniers and so on, but he is basically up against it on a mechanical level. For instance, his wife left him and his mother and father hate him, and so on. There is very little affinity in his life, there is nobody agreeing with him and nobody to talk to, and all of a sudden there are too many secondary engrams one after the other. Life is just knocking him around like a tenpin in a bowling alley, and there he goes.

Now this person meets the girl. She loves him, she thinks he amounts to something, and he immediately starts back up the tone scale. He is cheerful and contented, everything is going along fine, he has got ambition, he is going toward goals, and the first thing you know, he will flatten these engrams out. He will actually, just in living with her, perhaps, blow locks.

Don't ever discount present time in processing, because we are here to live this life, not to run engrams in it. As a matter of fact, one of the best pleasure moments to run a preclear through is a present time pleasure moment.

There was one preclear who was so low on the tone scale that I insisted he go out and have a good time. He didn't know what to have a good time about, so we checked his life very

carefully and found out that the only time he had ever really had a good time was when he had gone down to the midway of a carnival. I sent him down to “The Midway” at Long Beach. When he returned, I was able to run some engrams! It took a present time pleasure moment to raise his tone.

There is nothing in therapy approaching the proposition of being desperately in love with somebody who is desperately in love with you, of having tremendous goals, of having the prospects of having a million dollars (not having a million dollars, that is a drug on the market), of being able to contribute to a group and have the group appreciate it, and of having everything going along One, to put one way up on the tone scale.

It can even get to a point where, if you have a group actually going places with terrific goals and aims, the group can gradually build itself up on the tone scale higher and higher to a point where it won't enturbulate. The group can even get bad publicity, have its goals invalidated, and it won't enturbulate, and the individuals of that group practically do not have to be cleared. They will walk around blowing locks.

Now, you have these secondary engrams, and they build way up. Actually, the engram is coming more and more onto the track, with the available theta of that moment enturbulated in it.

So, we send the preclear back down the track to a particular engram, if he can reach it. He is, in fact, able to see very little time track. A case gets mechanically occluded, and that is why a case is inaccessible. To make the case accessible you have to start working with the person, just plain being willing to take enough interest in him to help him out, and that alone will bring him up on the tone scale.

You cannot blow engrams out of a preclear unless you bring him up to a point on the tone scale where he has enough available theta, at that moment, to reach and blow the engram. You can't take a person who is in a complete apathy, with all of his theta in an apathy, and expect him to run an apathy engram right there. That's why catatonic schizophrenics and so forth are very tough cases—they are practically dead; they are sitting back on the track and are very hard to crack. Their present time state, their chronic state and the engram bank compare so exactly that it is very difficult to find any free theta to disenturbulate the existing theta in the engram.

Maybe Christ, with a tremendous amount of theta and the unwavering belief that people had in him, could walk up to someone and say “Walk,” and have the person get up and walk.

A chronic-somatic illness could have enough pure theta leveled at it so that the pure theta and the enturbulated theta in the individual would disenturbulate and the illness disappear. That is faith healing.

That would be the disenturbulation of a case, and that is what you are doing, over a period of time, when you discharge engrams. Your theta plus the preclear's available theta go up against the enturbulation which is back in the preclear's life someplace. And remember, it's not back in his life at all—it's right there—and you just go right up against it with pure theta.

If one approaches processing on the order of a punishment for the preclear, by saying “Get into this,” and “Do that,” or “It's just because you're aberrated, that's why you're saying that,” the preclears available theta will go down. If you start doing this instead of concentrating on how bad these engrams are, you reverse the vector and make him less able to run engrams rather than more able. To get someone to run engrams you had better start finding ways and means to validate him as an individual, to validate his importance and worth to the world. If you simply validated the person and showed him he was tremendously important, and if you could prove this to him most forcefully, he would discharge these secondaries and they would vanish. It is just a problem of the polarity of energies, and when treated that way, the problem resolves.

You cannot force someone and say to him “Well, you've got to take processing because you're aberrated!” But you could tell him “You know, you are already worth quite a bit to your family;

you're very valuable to your family and we can possibly make you a lot more valuable to it. Let's see if we can't work it out. Not that you need any processing, but you can go up from what you are, and you're already all right," and you would be able to get processing done.

"Love thy fellow man" is itself a therapy—unless it is predicated on the idea of "We have to tell you to love thy fellow man because he is actually such an unlovable beast, and we're going to send you to hell if you don't love him." Don't audit that way and expect results.

So, the blowing of ARC locks could be said to be knocking out the times in a person's life when he was unloved, unimportant, when his reality didn't agree with anything, when his computations were all off, when he was unable to conquer MEST the way he should have and got conquered by it, and when he was told that this is what had happened, and so on.

We have worked out a system of Straightwire which has this benefit: If you direct a little theta at one of these locks or secondary engrams today, it jogs it a trifle, and it might disentrubulate the outer fringe of it. When you do this on a repeated basis over several days, more and more theta is disentrubulated.

A secondary engram is just volume and magnitude. For instance, the ally says, "You were a bad boy today." That is a little bit of death, but it is just a lock. The ally dying is more or less the same thing, but it has volume. That is a secondary engram. "You were a bad boy today" is just an ARC lock.

So here we have a lock, and it contains a lot of turbulence and is completely occluded. Ask a question about it today, and the preclear's mind and scanner goes at the thing and bounces right off it. But in doing so he takes a little bit of the enturbulation off it and frees some theta. Ask him again in a couple of days, and you get a little bit more off. If the auditor's mind and the preclear's mind drive at this thing with a sudden force, it is liable to disappear as a lock. However, if it is a secondary engram you will have to bleed it all the way through.

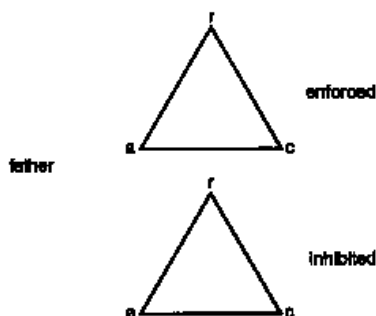
If something is suppressed that should not be suppressed and it is not very dangerous, you will get a reversal of polarity and you will get a line charge on it. The preclear will laugh just by remembering it. The therapeutic value of this is not to be discounted by the auditor, particularly in a very inaccessible case. This is your first step into the case.

The engram has to be run out, but the secondary lock merely has to be remembered.

If all we knew in Dianetics were these mechanics and how to reach secondary locks, we could be of vast and inestimable benefit to mankind without even knowing how to run engrams. So don't neglect it.

Do not go for the theory of "Get on that track and run those engrams!" because all of a sudden the preclear will be skiing way off someplace else. He is so occluded on it that he doesn't know what is happening and he will get very upset; mechanically, he can't reach them. So you had better unburden the case enough so that you can reach them.

One way to do this is the Hurdy-Gurdy system of auditing.



Take two triangles. Call one triangle “E” and the other “I,” Enforced and Inhibited—enforced affection, enforced reality and agreement, enforced communication; inhibited affinity, inhibited reality and agreement, inhibited communication. Using Papa as an example, this translates into “You’ve got to love Papa,” “You should love Papa,” “You should show affection for your dear old father,” “You should show appreciation and affection, after all I have done for you,” and so forth. That is an enforced affinity—“You’ve got to!”

A person on his own self-determinism can evaluate these things, but if he is not permitted to compute and evaluate on them himself, he is thrown that much off of reason. Pure self-determinism is pure reason, and if his self-determinism is interfered with it will become an enturbulated area.

Because an aberree, if he says something once, will probably say it many times, there is the chance that what Papa says there has appeared in engrams, and it normally does appear in engrams; therefore you are actually discharging enturbulated areas by finding these phrases in the lock level.

Some examples of enforced agreement would be “You have to agree with me,” “You’ve got to do what I tell you,” “I know best,” and “You have to agree with a person once in a while”—in other words, computational material and so on. And enforced communication would be “Talk to me, you’ve got to talk to me,” “Don’t ignore me; you must talk to me,” “Look at this, you must look,” “You must hear this,” “You must see this,” “You’ve got to feel something for me.”

On an inhibition level the computation is a “you-I” combination where affinity is played down, not enforced, such as “You don’t love anybody,” or Papa saying “Don’t try to show your affection for me; you just want a quarter.” That is a little secondary engram, because this sort of computation has probably been going on with Mama.

On inhibited reality you get phrases like “You’re disagreeable, you’re just never in agreement,” “You don’t understand, you wouldn’t know about those things.” The person inhibiting the reality is interfering with the individual’s own adjudication of what reality is. Continuous interference along this line will bring considerable upset.

On inhibited communication you get “Don’t look,” “Don’t hear this,” “You never pay any attention to me; you never listen to me,” “You mustn’t feel so badly,” and so on.

There are two triangles for Papa, and you just keep asking the preclear round and round on the subject of Papa. This is Straightwire as a pattern, but don’t tell the preclear what you’re doing. Don’t give him the idea that you are using much of a pattern on him, because you won’t get the same kind of response.

You get him thinking about Papa and describing Papa, using the enforced level on affinity: “Did your papa ever insist that you were obligated to him, and that you should show him some affection?”

“Oh, yes.”

“What did he say about that?”

“I don’t really remember, but he used to say something about that.”

“Well, now, tell me this about Papa: Did he ever insist that you agree with him about things?”

“Oh, I wouldn’t know about that.”

“Well, did he ever say that you should listen to what he had to say, or something like that?”

“Oh, I wouldn’t remember anything like that. No, I don’t think he said anything like that.”

“Well, was there ever a time when Papa said that you didn’t have appreciation for him, that you didn’t love him, and so on?”

“No, no.”

“Well, did he ever tell you you didn’t understand things about life?”

“Not that.”

“Did he ever tell you that you didn’t talk to him, and that you never paid attention to him?”

“No.”

“Well, let’s find out, now, did your father ever tell you that you should feel something for him as a parent?”

“Yes, as a matter of fact, he did.”

“Well, what happened?”

“He used to say—in fact, he used to get down on his knees and say, ‘You’ve got to love your father.’”

“Do you remember a specific moment when he said this?”

“No, but I think—I think I remember—no, I don’t remember that.”

Keep at it, just going around the triangle, and the specific incident will come to view. As you start to work this, your imagination gets quite flexible on these things. Because the overall concentration of your computation is taken up by this system, you can get very imaginative as you are talking to this preclear He is a specialized individual.

In using this system of going around and around on enforced and inhibited ARC, you are starting to jog up his whole life and bring it into plainer view, because these are the things that are sitting on his engrams. Soon he will start knocking out these secondary locks, getting more and more of them, freeing up more attention units, and you are actually discharging an engram. But there is something more important. If Papa used to get down on his knees and say “You’ve got to love me,” that means there is probably a whole series of these incidents. There is a technique of running that which I will take up later.

You run this Hurdy-Gurdy technique for Papa, Mama, primary allies, run it for the grandparents and so forth, and never take the personnel that you get at any given moment as all the personnel that will show up in the case.

I have run a case laboriously who was remembering back to eight years of age, and he was telling me all about his father and mother, and on and on, and while doing Straightwire we suddenly discovered that he only lived with his father summers. His parents had been divorced when he was six—it was completely occluded—and the better part of his life had been spent with his grandparents. This was the kind of a situation he was in up to the time he was eight years of age.

But until we started a systematized recall system on him, and worked and worked and worked on this recall system, this material couldn’t appear to view.

There is a pair of these triangles for every person in the family, for his school teachers, for his

teachers at the university, for each boss he has had, for every wife, for each child, for every friend and so on.

You work this very gently if you have got a highly inaccessible case; you work this for the obvious personnel. For instance, today you work Papa, Mama and Brother Andrew, going round and round on Papa, Mama, Brother Andrew; Papa, Mama, Brother Andrew. You don't tell him you are running a specific pattern, even though you have it there on your lap. The questions all seem very logical. But if you introduce the artificiality of a system like this on someone your affinity is going to break down with him, because the idea that his life can be routinized in this fashion acts as a type of invalidation.

Two days later you start Straightwire on this again: Papa, Mama, Brother Andrew; Papa, Mama, Brother Andrew, and all of a sudden the preclear has got more recall on the subject. Don't then labor Papa, Mama, Brother Andrew on the next session; just start out the session with it and phase over into Sister Nellie and Aunt Agatha: Sister Nellie and Aunt Agatha; Papa, Mama, Brother Andrew; Sister Nellie and Aunt Agatha, Sister Nellie and Aunt Agatha, Sister Nellie and Aunt Agatha; Papa, Mama, Brother Andrew. Suddenly more material is coming up.

This system has the effect of preventing you as an auditor from avoiding certain computations, which you can't help doing if you are not a clear. This is the tacit-consent cure!

It also inhibits the auditor from asking the preclear questions that are bothering himself only—questions he is concerned with on his own case. In other words, the auditor asks some type of question, not because he thinks that's what is wrong with the preclear, but because it is what is going to be run out in the auditor's next session as a preclear. An auditor doing that, by the way, is essentially straightwiring himself. This system prevents that.

There is another technique for unburdening a case, called Chain Scanning, which is still under research. Some of the results have proven very favorable, and there is one ramification which seems perfectly safe and that is scanning ARC locks. You have the person contact the first time a particular type of incident occurred and then bring him up through the locks. Tell him you are bringing him up through just the locks, just the moments containing no physical pain when this sort of thing occurred. And you can run him over stacks of locks.

For example, find the time when Papa got down on his knees and said "You've got to love me," and get the primary charge off it (more charge is available to be gotten off it) by returning the preclear. This technique works even for the preclear who is stuck on the time track, by the way, which is one of the nice things about it. He is not really moving on the time track. What he is doing is a very high-speed Straightwire.

Have the preclear close his eyes, and contact the first time Papa ever did this. Although there are earlier moments on it, he will contact a later one, because he is going against a terrific top burden from which maybe he has been able to get line charge off only a small piece.

So you say, "Go to the first time your papa ever did this to you, and we don't want any moments of physical pain. Now run forward to present time through all the times Papa did this, just as rapidly as you can."

The first time he goes over it he has still got this one incident. So you say, "Well, let's go back to the first time again. Now, is there an earlier time?"

"Yes."

"Well, let's go back to that one earlier time."

The preclear goes back to it and you tell him, "Let's run through all the times Papa did this that you recall there, just as rapidly as you can."



The preclear goes through it a second time, and you ask, "Well, now, is there an earlier time, again?"

"Yes!"

ARC locks discharge from the top down, whereas engrams discharge from the bottom up and you have to get the basic engram. The later incidents are very important in running ARC locks. Getting the first one is not what is going to upset these locks; you just want all of them, which is why you are fishing for the first one and why that is important.

So, you contact it again and have the preclear go over it rapidly. You don't have to coax him any, because he will tell you. He will run into variations of Papa doing that, and you will get off some more tone 4 and he will be very amused.

A preclear can be thoroughly stuck on the time track and practically without visio, but with enough Straightwire, getting just one recall of one type of incident, and then going over the sets of these incidents, he will get some perception of the incident and a little visio will turn on.

Keep up the Hurdy-Gurdy system as well as Lock Scanning, just going over and over all the moments this type of thing happened as rapidly as possible. You could have him tell you about the incidents as he goes over them, but of course, you could spend forever listening to them. What you want is the number of times over the chain. You are trying to discharge the engram down to a point where the turbulence on it is greatly reduced.

When the engram is thoroughly discharged, you can turn around and run that engram, if there's an engram chain on it and if the case is at all accessible. But if the case is way down the tone scale, there is no reason to try to run engrams with a sense of unreality and leaving them unreduced. You should pick up the person's perceptics and get him into a pianola shape. The fastest way I know to get a case into a pianola shape is this combination of Hurdy-Gurdy Straightwire and Lock Scanning. It saves hours and hours.

This high-speed Straightwire can also be used to run auditing off the case. It is very simple; you just insist that the preclear stay on the auditing and not attempt to run through the engrams that he ran during the auditing. There is no danger involved in it. You run the preclear over it enough times and the engrams kicked up by his auditing will resettle.

The reason the engrams kicked up was because you or some other auditor charged up the engrams artificially. You ran the preclear into a moment of pain and unconsciousness and it was not reduced, and you left some of his free theta enturbulated in that spot. Simply by running out the auditing itself, the engram will lie back, and the free theta that has been invested in the case to audit it will have been recovered. There is just so much free theta in the individual, and by going rapidly through the sessions of being audited, you can recover the amount of theta which was invested in running engrams on the case. So right there you get theta back. A bogged down case is not very alert. Scanning out the auditing gets that case back to where it is alert.

Sometimes preclears are harder to audit after they have read Dianetics. If you want to do something about that, you can scan the reading of the book out of them. The book can be highly restimulative and can lock up some of their free theta on the track. By rescuing that theta you are actually bringing the person back to his standard address to life.

Tell the preclear "Let's go back to the first time you heard about Dianetics. All right. Let's go to the moment that you opened the book up. All right. Now let's just scan through the reading of the book."

And the person will say, "I can't do that," or something like that.

"That's all right, just go over all the times you were sitting there reading the book."

And the person will gradually pick these things up, and all of a sudden those moments when the secondary locks he has were reactivated by exact book content will come to view, and restimulation on the case will go down.

Another thing you can do to really fix a case up is scan out (1) the auditing that has been done, particularly the book auditor auditing, (2) the invalidation of Dianetics, and (3) all the preclears he has worked on. You will rescue a lot of free theta.

The aim is to rescue attention units for the case or, to put it another way, to rescue theta; it's the same thing. (We are talking about thought, or theta, as an energy.) I'm just telling you how to rescue and free enough theta in a person so that he can run engrams. Therefore, any target of turbulence in this case is a legitimate target for your address.

Data does not erase in this Lock Scanning. Scanning something out removes only the restimulation, the enturbulence which has entered into it. Have you ever met someone who wanted to be clear so he could remember his college education? He doesn't have to be clear; you can free up his college education by scanning him a few times through the various subjects he studied. He will feel wonderful about it, but more important, you will have taken off the enturbation laid into the preclear by university professors!

Theta can be freed in the individual by validating him as an individual and by validating the importance of his own existence. This society is very great on convincing people that they are completely unimportant. It is nothing to walk into an old broken-down garage and see on the wall, "You think you're important. Go down to the cemetery and take a look; those guys thought they were too." This is a standard Anglo-Saxon depressor. Because people do not feel that they are important, they go insane. Because pleasure is depicted as a sinful and horrible thing, people go insane. Because everybody knows that nobody can do anything like that, people go insane. Here is denial of the individual straight across the boards.

One should not scan a grief chain or heavy secondary engrams. They should be run with Standard Procedure. It is very safe to scan locks, and you can alternate between scanning locks and using Standard Procedure on the secondary type engrams. A person is not being moved up and down the time track when he is scanning locks. Just his memory is traveling along the line, along the whole channel of similar incidents that you have run into. You pick them up on Straightwire and run them out as sets. Don't get in a hurry and try to scan out a whole flock of secondary engrams. It won't do much good.

You are not doing the same thing when you are scanning as you are doing in running engrams. You are just going over all the incidents more or less at a glance. If you want to make sure the preclear is in the earliest one, have him repeat the first words a couple of times. Then as you go over the incidents, you pick them up in more and more detail, and you just go over them till he is bored with them.

Here is an example of Lock Scanning.

LRH: You remember the last time you got in an automobile?

PC: Yes.

LRH: All right, shut your eyes. Now let's remember the first time you ever got into an automobile.

PC: I think I do.

LRH: All right. Now, let's remember rapidly through every time you ever got in an automobile, right up forward to present time.

PC: (pause) Very shaky stuff here and there.

LRH: All right. Shut your eyes again. Let's remember the first time you ever got in an automobile.

PC: (pause) Yeah.

LRH: All right. Now lets remember on forward through all the times you ever got in an automobile, right on forward to present time.

PC: (pause) Okay.

LRH: Pick up any new automobiles?

PC: No.

LRH: All right. Shut your eyes again. Now, is there an earlier time that you got into an automobile?

PC: I can't think of one.

LRH: All right. Pick up the time you had there. Now let's scan on forward through all the times you got into an automobile, right on forward to present time.

PC: (pause) Yes.

LRH: Did you pick up any new automobiles?

PC: I picked up one.

LRH: New automobile, just one more. All right, shut your eyes. Now let's go to the first time you ever got in an automobile.

PC: Yes.

LRH: All right. Now let's remember all the times you ever got in automobiles, forward to present time.

PC: (pause) Yeah.

LRH: Find any new ones?

PC: Not this time.

LRH: Not any new ones this time?

PC: I think maybe there is, but I'm not sure.

LRH: Okay. Well, shut your eyes again. Let's remember the first time. (pause) Have you got it?

PC: Yeah.

LRH: All right. Now lets remember all the times you got into automobiles, forward to present time.

PC: (pause) Yeah.

LRH: Find any new ones?

PC: Not this time.

LRH: All right. Yes or no, is there a missing car? (snap!)

PC: Yeah.

LRH: How many missing cars are there? (snap!)

PC: Three of them.

LRH: Can you remember the first one now? (snap.!)

PC: Taxi.

LRH: All right. The second one now. (snap.!)

PC: Taxi.

LRH: All right. The third one now. (snap.!)

PC: Taxi again.

LRH: Okay. Did you ever have an accident in a taxicab?

PC: No.

LRH: Ever drive one? Ever have an argument with a taxicab driver?

PC: No.

LRH: Never did. Remember if anything unpleasant happened?

PC: I was in a taxicab that somebody had an argument with.

LRH: Oh. Who was this?

PC: I don't know who it was.

LRH: Do you remember this argument?

PC: Yes.

LRH: Do you like arguments?

PC: No.

There was an ARC break in the group—it suppressed taxicabs.

That is all there is to this.

Scanning consists of remembering a series of all the things that can be remembered. If you just do this without getting involved with reverie, you will get along better. It's just Haywire.

You can run, for instance, a "Don't cry" chain or a chain of "You've got to cry. Why aren't you crying? Can't you see Mama is in pain?" You don't have to go through the whole concatenation of naming chains though. Just pick up types of incidents and run them. This is

highly direct and has the advantage, when compared and locked in with Straightwire, of recovering the most repressed material which has to be recovered to deaberrate the case. This is in the interest of saving time. In Straightwire you are directing the attention toward specific types of incidents in order to recover the broken affinity, communication and reality, and enforced affinity, communication and reality material, on each individual in this person's life. So you certainly had better get the sets of each type.

You do not have to be very expert to do this. If a person gets into an engram on it, just scan out the moment when he was sitting there getting into the engram, and the engram will destimulate. You can run Lock Scanning on a case at the level of accessibility where you can talk to him.

Of course, the first level of accessibility is getting the person to talk to you, and then you get him to agree with you a little bit. When you have done that, you can get a little affinity out of him. You have to establish an accessibility on that level. You won't get anywhere if you don't.

The next level up is to get a little bit of memory. Even if the person can only remember five minutes earlier, it is still a little bit of accessibility. In other words, this is a gradient scale. At that point you can get him back to remembering control circuits.

This technique has a singular advantage that you mustn't overlook. You can use it on control circuits.

When you are running the case for control circuits, you are looking for circuits like "You've got to control yourself," "I've got to protect you from yourself," and that sort of computation, which negates a person's ability and reality. Circuits can be multitudinous in their expression. They are the "you" phrases and there is very heavy charge on them. A "Control yourself" circuit, or a "You've got to do it yourself" circuit, when contacted on Straightwire is only then ready to be touched. If you can get a specific incident on Straightwire, that is the first moment you should touch any kind of circuit. If you cannot get any circuits by Straightwire, leave them alone, because they are so heavily charged that they are going to latch you up in the middle of the bank someplace and start the preclear running auto.

Once a circuit is contacted on Straightwire and there is a specific incident on it, then you can get the set of all those incidents, but not until that moment can you do so. The wrong way to handle these is to tell the preclear "Go back to the first time your father ever said 'Control yourself.' Now scan all the way through these things." When the preclear hits a control phrase, the file clerk goes off and the person flies out of your hands into the control of a circuit.

The way to proof a heavy circuitry case against this happening is to find the circuit with Straightwire and then let the preclear scan that type of circuit out as a memory, then get the remaining circuits out by Straightwire and speed-scan these things out. You deintensify the circuitry on the case and the case will settle out and fly right fairly fast. That is the way you hit a circuit. Don't hit a circuit on the basis of "Go back down the track to . . .," having decided beforehand what is there.

All you are trying to do is increase the accessibility of the case with more and more particularized auditing that reaches to the root of the trouble and then releases it, taking the case from its highest level of inaccessibility straight on down to complete accessibility, which is the clear.

A clear is accessible to reason and affection and is agreeable along these lines, within reason. That is the level of reason. The more a person departs from being completely reasonable, as modified by his own educational data and his environment, the less accessible he is, until you get a person in the society that you cannot talk to at all. He may be passing for sane, but he is not reasonable.

Reasonability and accessibility are synonyms. It does not mean that a person is wide open and a sucker when he is completely accessible. It means that he can think and he will evaluate. Do

not try to be dishonest with him because he will see straight through it. A person who can be fooled is a very aberrated person.

What we are trying to do here is establish an optimum system of regaining the most theta in the shortest possible period of time, and carry it on forward.

If you could get to a point where you could lock-scan out engrams and groups of engrams as a technique, that would be wonderful; but it would depend on a person being so remarkably accessible that the action phrases and so forth would not have a lot of bearing on him. Theoretically, one could hurdy-gurdy and lock-scan a case until it got down to a point where all the engrams would blow. In practice it requires a little more than that.

But if you just go down this accessibility scale, and adjust your auditing right all the way down, you can have some clears a little bit sooner. People are monkeying around too long.

In Lock Scanning, there is little danger of getting somebody down too far. However, if you have the preclear in complete reverie and return him all the way back down the track to an incident and start running him through it, he is liable to bump into an engram. For instance, if you said "Go back to the first time that somebody said 'To hell with you,'" the preclear would go back into the prenatal bank, to an engram. If you then said "All right, scan through this," completely overlooking the fact of where the preclear is, not keeping track of him, the preclear would start through these engrams, somatics would turn on, he might hit an action phrase or a grouper, and the case would be in trouble. So don't do that.

In Lock Scanning, the preclear is just remembering. You are asking "Can you remember the first time?" That is why you are guided in by Straightwire, because you are obviously going to get it then. It is the first time the person can remember getting into a taxicab, for instance.

Circuitry is handled by using Straightwire. If you get a circuit on Straightwire, you have discharged the aberrative command of that circuit and you can run the full set of these circuits as a series. However, caution the preclear not to go into any engrams. "Don't go into any moments of physical pain. Just remember through all the locks" is all you tell him. Do not say "It's terribly dangerous for you to get into any moments of physical pain; you must be very careful not to do it. Now, go back and scan the chain." You won't get far that way.

If an auditor could build up a preclear's faith and ability in running through engrams high enough, and if the preclear's own ability and validity of himself was high enough, the auditor could probably say, "Go to basic basic. All right, through all engrams and locks, scan forward to present time," and the preclear would comply!

However, there is a tremendous differential of accessibility between a preclear who can barely remember his wife's name or get a visio on the house he is living in, and the preclear on whom one could theoretically go down and run basic-basic. And it is a long way from there to this terrifically imaginative, almost impossible point of saying "Go to basic-basic; now, through all engrams, erase the whole thing to present time." This gives you the super limits both ways, and some perception of where Chain Scanning belongs in regard to case accessibility. If you have a terrifically high level of accessibility in a case, it seems to work like sixties.

When a person gets close to clear, he actually starts chain-scanning himself, almost automatically. He suddenly remembers five similar incidents down in the prenatal bank, while he is waiting for a trolley car or something, and goes back and runs them out!

Accessibility depends on the amount of theta which can be thrown against the enturbulated theta. If a person has 2 percent free theta and 98 percent enturbulated theta, he will not be able to do much toward particular incidents or anything else; the whole bank is a charged-up blur. When a person is up to a point where he has 80 percent free theta and 20 percent enturbulated theta, you could probably direct him to basic-basic and say, "Forward to present time, through all engrams—begin scanning (snaps)," and he would be clear.

That is the ratio, then, of the tremendous amount of free theta necessary. You have to have a certain amount to attack a certain amount. If a person has only got 3 percent free theta, you had better not try to tackle more than 2 percent of the bank. If you attempted to tackle any more than that, he would get swamped.

These two techniques give you a system so that when you are sitting there all bedraggled and worn out and beaten down, your imagination isn't required to work. You just go round and round your triangles, then switch over to the Lock Scanning and say, "Remember the first time you saw this taxicab. All right, let's remember all the taxicabs."

Lock Scanning, used extensively, will get cases more and more accessible. Eventually, your preclear may get up to the point where you say, "Go back to the first time your mother said 'I hate you,'" and the preclear says, "I got a little somatic on this. Is that all right?"

"Well, I don't know. Where are you?"

"Birth."

"All right. From there, forward to present time through all such incidents, begin scanning. (snap!)" No aftereffects. When you can do that, he is really accessible!

Of course, if you have gotten him into birth before getting his case discharged quite a bit, without running a lot of Straightwire, really establishing accessibility and freeing up a lot of theta, he will stick right there.

A person's mobility on the track is dependent upon the amount of free, unenturbulated theta available to him in the operation of his mind. A person's ability to see, feel and hear is determined by the availability of free theta. The inability to move on the track or the inability to perceive is due to the presence of enturbulated theta (entheta). Therefore the auditor had better take the little BB pellet of a broken-down BB gun that the enturbulated preclear has got left for a mind, with which he is shooting at the tremendous sixteen-inch armor plating of engrams, and make it do its most good. Don't just shoot it down into the dark mass and recesses of his mind and have it disappear forever. Rather, shoot it toward last night when an egg disagreed with him by getting one of its shells in his plate. This, to that person, would be an engram!

I have tried, with this lecture, to orient your point of view a little bit better with regard to processing in general, and I've given you a couple of tricks that may help you along the line.