RUNNING STANDARD PROCEDURE

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A Wider Field of Action

The Accessibility Chart complements the Standard Procedure Chart. This chart gives you a measure by which you can tell what to do with the case from an estimate that you make of the accessibility of the case.

On the Standard Procedure Chart you will find that it starts out "For Accessible Cases." It sort of starts out fully mounted and at a gallop. We never bothered to go back and point out how to get on the horse. It's very important, if you are going to ride, to be on the horse! This chart shows you how to get on the horse.

Nothing has changed regarding Standard Procedure; however, in the light of the Accessibility Chart the entrance points are now seen to be much broader than they were before. An auditor must be able to break the toughest cases, even the psychotic case.

Accessibility is a relative matter. The only fully accessible person would be a clear. The word accessible includes the accessibility that "I" has to the rest of the organism, the accessibility that the world has to "I," and the accessibility that "I" has to the world, all of which is at its optimum in a clear. But when curtains start to drop between "I" and the standard banks, "I" and the universe, and "I" and his fellows and so forth, "I" eventually gets pretty inaccessible.

This is a study of the submergence of "I." "I" in an optimum state would be very much on top and running his own show in cooperation with other people. That is the natural way for this to be, but the organism has gone into collision with the material universe here and there. MEST has won here and there and driven thought back a bit, and every time that happened there was pain. A very simple example of this would be a small boy knocking his shins on a rock. He has at that moment broken affinity with MEST. His shin broke affinity with it, and he, to some degree, not only broke affinity with MEST but also broke affinity with his shin because the shin hurt him. So this gets submerged on a totally mechanical line.

The use of the words mechanical and mechanistic refers to the mechanical aspects of thought function, not the structural aspects. I haven't been talking about broken arms as a structural inability, or a cleft palate as a structural impediment to communication. Dianetics refers exclusively to function. So the functional aspects of the engram refer to the way the pain is encysted and cut off from "I," and the way various other breakdowns have occurred. That is functional mechanics.

Pain or any of the perceptics in an engram can create functional disorders all by themselves.

The function of thought gets interrupted by pain, whereby thought, by an impact or shock from the material universe, impinges itself upon the matter which thought has already captured. Thought is on a raid, you might say, on the material universe. It is taking it over more and more, and it is making the natural laws of the material universe turn around on the material universe and conquer and take over more and more material universe. It is using the material universe against itself in this fashion.

So, if thought has captured a sector of the material universe and the impingement of the two is very sudden and sharp, the reaction there is pain and it is registered as a turbulence between thought and MEST, the material universe. That turbulence resides there, and it is an area which goes out of communication because it is something that thought should not have done. The material universe to that degree has won.

What you are doing in Dianetics is pulling apart and straightening up all these areas of turbulence so that thought again can take over that area. Thought has been debarred by the turbulence caused by MEST in an area, and when you start to erase physical pain engrams and so on, you are straightening out thought in those areas and removing areas of turbulence so that there is a free flow and a free play of thought through its own organism and through all the organisms of the society. That is a basic definition of processing.

When there is too much turbulence in an individual, "I" is pretty well submerged and goes out of contact with the body, with memory and with the past. These are actually occlusions and they take place on the basis of functional mechanics. "I" is not going to penetrate into an area which has been very severely hurt. Because that was dangerous once, it is dangerous again; therefore "I" doesn't go back into that area and that area goes out of communication to some degree.

Psychosomatic illness occurs because an area has gone thoroughly out of communication. "I" is unable to tell what is going on in that area; therefore the functional mechanisms of the body cannot heal that area properly, trouble occurs and the person gets psychosomatic illnesses.

"I" can get submerged by these impacts. And after it gets just so many of them, "I," looking for the danger, cannot see into these areas which it must not approach, mechanically, and begins to scatter its attention looking for the trouble in the vicinity. In looking for the trouble, various things happen which restimulate this functional, mechanical thing called an engram, and these moments of sudden and severe restimulation become locks on it. So "I" on a conscious level, looking at what has happened to him in his analytical life, avoids what has happened to him in the functional pain areas, and so attributes all of his trouble to the analytical sphere. Having made that fundamental error, errors multiply very rapidly from there.

"I" can get so thoroughly submerged that a person becomes psychotic; in other words, "I" is not in contact at all. At this moment personality is inaccessible; that is a psychotic, either a computational psychotic or a dramatizing psychotic.

There is the dramatizing psychotic who is dramatizing just one engram and going through, probably, just one valence of one engram, over and over and over again. Then there is the computational psychotic, whose mind has been taken over, you might say, by another entity, another "I" of super control on it, and he is computing in a strange way on one or more circuits; he is an animated circuit. But the actual "I" of the individual is submerged, and it is your task, in processing, to rehabilitate the real "I" of the individual to a point where it can again command the organism. That is a basic definition of the treatment of psychotics.

You can do this by establishing some affinity, some communication and some reality between you as an auditor and the actual "I" of the individual, not the demon circuit.

It is a strange thing that in a psychotic person, if you insist on talking to "I" and just keep on talking to "I" as though the person is quite rational, soon "I" begins to build up in strength. Another area of little theta—you, as an auditor—can move in on the individual and rehabilitate the actual entity. Then you can build that entity back up again and the individual's personality should become accessible. That is the lowest level of accessibility.

People are generally considered psychotic in this society only when they are violent or dangerous to themselves or to the society. There are many other people in the society who are actually equally psychotic but who are apparently tractable. They are no less inaccessible than the raving maniac.

For instance, someone like this will sit in a living room and tell you (meanwhile nursing a bad case of arthritis) "I'm fine, there's nothing wrong with me." And they'll go on about this and that, and tell you that nothing should be done for them. Such people are also inaccessible. One has to establish communication with them, build up some affinity, build up some reality, and contact the actual "I" in order to get some processing done on them.

A person's refusal of auditing when they obviously need it indicates an inaccessible personality. You build up the accessibility of that personality not by disagreeing with him, but by agreeing with him. By establishing affinity, communication and reality with this person, you are then able to establish the reality of what you are trying to do.

The Dianetics validation booklets we are working on will be highly therapeutic to the society because it demonstrates the reality of Dianetic processing. And a lot of people who are, on an educational basis, inaccessible to Dianetics will immediately become accessible on the presentation of such evidence. That builds up the reality, which builds up affinity and communication, and you can then get some processing done. That is another stage of inaccessibility.

Finally, you get this person up to a point where you can give him straight memory. This is Step Three of the Standard Procedure Chart. If you haven't been able to get an inventory done previously, sometimes you can work one against the other and get both an inventory and some Straightwire done at this stage.

The inventory, all by itself, puts you into communication with the person, puts "I" in communication with his own past and is therapeutic. So the accessibility step can be started with this.

However, a person has to be able to answer questions and he has to be able to remember something of his past life before you can get an inventory on him. So you can go into Step Three at this point together with the inventory and find out when he was sick, who his father and mother were and so on. That builds up his accessibility. So if this person can't be put into reverie and can't be put back down the track, he certainly can receive Straightwire—you can get him remembering. You can build up affinity, communication and reality with this person to a point where he will remember.

Now, "I" could be postulated as consisting of a number of attention units which can get very badly distributed down the person's time track so that "I" has less and less of them. If you could bring a person one hundred percent to present time he would be sane. These physical pain enturbulence areas capture thought and life force little by little, but if the attention units could be pulled up out of there, the person would be in good shape.

An engram has to be restimulated before it will capture any of these life units. In other words, an engram could be a sleeper (unrestimulated), and it would have no effect upon the individual at all. A person could live for seventy years with a serious chain of attempted abortions, and if not one phrase of them ever got restimulated nothing would get keyed in. It is practically unthinkable that this should happen, but theoretically it can be postulated.

As you are processing people you will find all kinds of engrams which were never in restimulation. You just knock them out as a matter of course; as you go into the bank it is necessary for you to knock them out because they get in the road. You are actually restimulating some of these engrams for the first time in the process of getting rid of them.

For instance, an artist has an engram that says "I can't paint, I can't draw, I can't do anything," but it has never been active. In the process, perhaps, of getting out a chain of criticism, this engram could be put into restimulation for a couple of days, and this poor artist would not be able to do any work! But it would be very temporary.

That is why every session should be ended by running some pleasure moments and straight memory on the session. That is part of Standard Procedure.

So, you get some straight memory done on this person, and then you run locks—minor incidents where he has suffered breaks of communication, invalidation's of his reality and breaks of affinity with life. Go into the case mildly and look it over, and you will find out that these locks exist. Every time an engram is restimulated it takes another couple of attention units

off "I," making "I" just that much weaker. You can pick up the restimulations of these engrams by straight memory and return a certain amount of "I" to itself, making "I" stronger.

You may, yourself, have distributed some attention units down the track in the process of processing, so you run a pleasure moment, coaxing into it as many attention units as you can, and this has a tendency to centralize those attention units. Then you bring the preclear up to present time and he has more "I" there.

Then you run straight memory on the session of processing to rescue any additional attention units that were laid back down on the track and get it all up into present time, thus stabilizing "I." Your preclear will feel a lot better if you do this.

In running Straightwire you are looking for minor locks. You are trying to rehabilitate communication with this person, to restore his perception, with straight memory.

You can say, "Do you remember anybody who used to say 'You can't see it'?"

The person will think for a moment and say, "Well, yes, my father used to say that."

"Let's remember a moment when he said it."

"Ha-ha! Yes, I remember when he said it." Right at that point you have broken a little lock on the communication line.

Perhaps you have observed the preclear wearing glasses, and so you know that somebody in the preclear's past used to talk about eyesight, or "couldn't see it," or something of the sort. Somebody broke off communication in that channel someplace. So you ask, "Who in your family used to talk about eyesight?" By straight memory you start recovering it and this will restore quite a few attention units back to "I."

You can also take him down the track and run these locks as engrams.

The difference between a lock and an engram is that there is no physical pain in the lock. It is a restimulation of a time when there was physical pain. So by knocking out the locks the engram has a tendency to go back and be a sleeper. If you could recover all the attention units off all the locks in a case, you would have a clear. He would be a very temporary clear because the engrams could restimulate again, but he would appear to be a clear, briefly.

After the locks have been run with straight memory, you try to get some grief off the case.

Now, I'm going to change the name of these grief engrams. I'm going to call them secondary engrams. A primary engram, or an actual engram, is one which contains physical pain and unconsciousness. A secondary engram is a great big lock, a sudden impact, a terrific restimulation of that basic engram. The death of a person causes a grief charge. Therefore a grief engram, or an apathy engram, or a very tough anger engram would be a secondary engram, because all that these things have in them is charge. "I" has received an impact from his environment and it has restimulated physical pain in his background, and the two of them crash together, thus charging up the primary engram by this experience. There is also analytical attenuation accompanying it. So a great loss of something or a moment of enormous terror that restimulates an earlier engram has a tendency to charge up that engram. At that point it stops being mildly restimulated or a sleeper and becomes a supercharged piece of pain, and it has created a big lock which is called a secondary engram.

The reason it is called an engram at all is because auditors don't run them like engrams unless you call them engrams. They will put the preclear through them once, and the person is exteriorized and can't get into it, so they say, "Well, that's not important. There was no physical pain there anyway." These secondary engrams have to be run through and through with all perceptics, in reverie, just like primary engrams, to desensitize them.

The person has to be gotten into his own valence, just as if you were running an engram. The person won't get a grief charge off unless he is in his own valence. In the same way, a person cannot get his own pain in an engram unless he is in his own valence.

Secondary engrams, then, are the points when an impact from the environ which did not contain physical pain, yet contained threat and menace to the individual, impinged upon a physical pain engram and restimulated it so thoroughly that it charged it up.

If you could get all of the grief and all of the charge off a case, you would have on your hands a release—actually, if you could just get all the grief, you would have a release—because you would have bled the charge out of the engrams and the engrams would go back to being sleepers.

It takes a terrific impact such as the death of an ally, a big loss of some sort, to make one of these secondary engrams. A sudden charge on the affinity line, or an enormous slam into a person's communication line damming it up, will create a secondary engram. And you run these things out just like engrams. They really become secondary engrams when they break down affinity, communication and reality simultaneously; that's when they are the worst.

This is one of the reasons why the parting of two lovers can cause such a terrific psychic reaction in one or both of them. It is breaking down more than one type of affinity: a very strong sexual affinity, a group affinity and personal affinity. They are going out of communication with each other. For instance, they say, "I'm not going to see you again"; they are talking about perceptics. They disagree, and thereafter you will find them saying about each other that the other person was not true or trustworthy, and so forth. Their reality has been broken down.

So you want to find these partings, deaths and sudden shut-offs on various lines.

You estimate a case in terms of where you can enter the case. Find out where your case plots on the Accessibility Chart, and that will tell you what part of Standard Procedure to start on.

For instance, a person is exteriorized all the way down the track. He is watching himself. He has, evidently, a low sense of reality. Maybe he has a little trouble talking to you and so on. An estimate of the case shows that he is in a fairly serious state. You would probably enter that case at step 2 on the chart by finding out whether or not his memory is accessible. You may find out his memory is accessible, but maybe he stumbles around about it. So you will have to break quite a few locks by Straightwire in this case before you can even get into it, and you aren't really going to be able to run anything but a few locks and minor things that he can reach.

Now let's take a person who can move on the track and is only exteriorized at moments of great stress but otherwise is interior to himself. This person is not nearly as tough a case. Normally with a case like that all you would have to do is find the secondary engram which is supercharging some of his engrams and run that out, which will knock some of the grief off the case. So he is started at step 5 of the Accessibility Chart, "Affinity, reality and communication engrams accessible (secondary engrams)." Run some, get some grief off the case, and you will get him into his own valence in the basic area and the case will fly.

What you are actually hoping for in cases is that you can start them all at step 5. Book auditors have no trouble resolving a case from that point on down on the chart, because a case which is entered there doesn't pose any great difficulty. Someone who was not too good an auditor could be considered able to resolve cases from step 5 on down. A really good auditor might be able to consider resolving cases from step 2 on down, and a real crackerjack could resolve them from step 1 on down. In other words, this is also a measure of your auditing skill.

Now, suppose the preclear is exteriorized all up and down the track and when you try to run secondary engrams he gets no tears. He lies there and his chest heaves and you can see there is

terrific emotional suppression. His twitching toes demonstrate the presence of physical pain which he is not feeling; the heaving chest demonstrates the presence of emotion which he is not getting rid of. That is a circuitry case.

The Standard Procedure Chart shows how you handle circuits. You search for them with straight memory, and sort them out so that you can run them. Then run the engrams which contain these circuits so as to knock the circuits out of the case.

Handling circuits becomes the most skilled operation in Dianetics, and this is where you ought to have a lot of concentration—on circuits. There isn't a poorly running case around the Foundations which isn't running poorly for one of two reasons: the first is just plain bad auditing. That can be patched up easily by just running out the auditing, and dropping into the engrams the auditor let him bounce out of and reducing them. The second reason is circuitry. You handle this by breaking up the circuitry, and when the circuits are broken out of the case sufficiently, that will permit the person to get off secondary engrams.

Get the secondary engrams off the case and the preclear will be able to get into the basic area and get into his own valence consistently. That's step 6, "Own valence consistently accessible." Then you run out primary engrams (pain engrams in the basic area) and you have started the erasure. Later, another circuit may pop up someplace and you will have to go back into circuitry again and knock that circuit out. Then you get some more secondary engrams off the case and return to the basic area again.

Cases cycle in this fashion. One has to get off secondary engrams in order to get basic area engrams. A case has just so many basic engrams available. When the preclear begins to run out of those, starts having a hard time getting into them, and his sonic is not too good and he is not doing too well in his own valence, then the auditor has to go back to step 5 and get the secondary engrams which are all ready to go.

This chart, then, is a measure of where you enter a case. For instance, if a person is terrifically exteriorized all the way down the track, you know there is an enormous amount of charge on this engram bank, and you have to get some of that charge off by breaking locks with straight memory and by running the locks themselves. Then if you cannot get to secondary engrams to run off grief charges, you are up against circuitry, so you have to handle that.

When you really start an erasure of the case from the bottom to the top and you are getting a complete erasure, you are erasing twenty-six perceptics. You don't have to ask for them one by one. The person will be in his own valence and he will actually to some degree be re-experiencing the moment. Its reality will be absolutely unquestioned to him, and he will run these things off and erase them. But a case should be worked with until it is in that shape before you settle down to running an erasure.

This does not mean that you must not run out engrams which contain circuits. Basic area engrams have to be run out of a circuitry case. You've got to run out engrams which contain circuits. They sometimes have to be run on the basis of a person being out of his own valence, getting no unconsciousness off and just getting reductions. You go down a chain of engrams which have to do with circuits until you find the bottom one, and then you run it out completely even though the preclear is out of valence. There will be tension on that circuitry if it is the circuitry which is causing the case difficulty, and you have to take the tension off it.

The clue as to what kind of a circuit to look for is usually found by Straightwire and by running locks. Find out the wording of the circuit and get the person to jump down the track to the first engram in which this appears. Coax him down. Sometimes you have to go down on a ladder basis into the basic area to reach one of these basic engrams. After it is run out, the tension will go out of that circuit, and it will be possible to knock out some secondary engrams later on the track. Once this is done, then test to find out if you can get into the basic area and start running an erasure. If not, you take out more circuits and secondary engrams. You take more charge off and keep getting charge off the case until eventually the person will go into his own valence,

stay in his own valence, and run engrams.

Running a full erasure, then, is what you are striving to do. You should not start to try to run a full consecutive chronological erasure on a case until you can run it in valence and get a real erasure out of each engram. Otherwise the engrams will have a tendency to come back, and the preclear's sense of reality will deteriorate. He will get better in some fashion, very slowly, but you will be working against the enormous mass of charge contained in later secondary engrams, and you may be just ignoring that fact. If you try to run an engram in the basic area, and the preclear can't run it in his own valence and is out of contact on it, there is charge on this case.

Sometimes, if you're running out a basic area engram and the fellow is badly out of valence but the thing is reducing, one phrase gets stuck, and if you can't find that phrase earlier, you can say, "Go to the charge, or the engram which contains the charge, that represses this phrase," and the preclear is liable to go clear up into late life and get a live secondary engram there. You run that one and return to the earlier one and you'll find out it will erase. It should not be major standard practice to go north every time, because usually it is an earlier phrase that is suppressing it.

Running out the secondary engrams takes the charge off the case, and if the person cannot get into his own valence or has difficulty staying there, the case may well have a lot of charge on it, but it doesn't have to have very many valence shifters. It has to have some.

If a person is running an engram and all of a sudden he is out of valence and having difficulty, you know that you have hit a valence shifter. Knock it out and he will get back into his own valence and run it through. But if you can only occasionally get a person into his own valence, and he starts running the engram as though it has lots of charge on it, you know that this basic engram has been charged up by a secondary engram which was an analytical environment shock of some sort.

If you are working a case and you know there are deaths on it—his mother, father, grandfather and so on are all dead—but these secondary engrams won't bleed off the case, and you keep trying to run these deaths and nothing happens, there is circuitry suppressing the case which has to be handled first.

It is true that one has to run engrams to get out the circuitry, but those engrams will normally just reduce. Sometimes they even appear to erase. Let's say you're working with basic area engrams, and the preclear is out of valence and having a hard time with them, but you push him through somehow and get the charge off them. When you start your erasure again you will find pieces of these engrams. There wasn't a complete erasure on them. You can't run an engram out of valence and so on and expect it to be gone, because there are pieces of that engram left.

Patty-cake auditing is that kind of auditing which ignores secondary engrams and circuitry, and merely permits the preclear to run anything he likes, out of valence or any way, without auditor control. That would really be dumb auditing.

This doesn't mean, for instance, that you don't ask the file clerk for the engram necessary to resolve the case. You can find out immediately whether or not there is a lot of circuitry on a case and whether or not there are secondary engrams charging it up by trying to work with the file clerk. If you find the file clerk won't work with you, that means there are secondary engrams and circuitry which have to be handled first.

Or suddenly the preclear says, "Yes, my file clerk's working."

"Well, what did you just get?"

"This model train just turned around the curve and the engineer leaned out and handed me the sign, so my file clerk's working." No, it is not. This person has a terrific amount of control

circuitry on the case, and you can shoot it out in terms of locks or in terms of engrams, but that is what you should head for—the circuitry.

One case had a remarkable piece of circuitry. Practically all the circuitry on the case was just along one line: "I've got to protect you from yourself." The case was just sodden with it, and the person could not run any engrams or get in contact with anything. An auditor hit this word protect in the case, started to run it and ran down the chain of engrams into the prenatal area.

He found it appearing there, started reducing engrams, found a couple of big secondary engrams where the circuit appeared too, ran those, and the case started running.

This case had previously resisted therapy mainly because the people working it didn't work circuitry. Several other auditors had tried to run engrams and couldn't get the person moving on the track, so they just said "It must be the words 'not moving' or 'stay here' or 'I'm not going back there'" and tried to run these phrases with repeater technique. But they were paying attention only to statements.

It was not statements. It was functional mechanics. The case was terrifically overcharged, and yet no emotion could come off due to the circuits. The auditor found who in the family had laid in the circuit, got the key words of it, ran that phrase, got it right on down the bank, hit it in the bottom of the bank and brought it up to the top, and the case started to run.

If the earlier auditors had understood functional mechanics they would have saved the preclear about a hundred hours of lying on a couch getting back sores, and saved themselves a lot of time.

Circuits will give all of these appearances. There hasn't been enough emphasis on circuits.

When you go into a case, if you find there are circuits on this case, the person doesn't move on the track worth a nickel, and so on, that case is inaccessible. They may be stuck on the track, and you can of course try to shake them loose and get them moving on the track on a purely mechanical basis. You will often find somebody is latched up in some incident when he is twelve years old, and you'll run it a couple of times and get an earlier incident out of it, and the preclear will start moving on the track. That is normal procedure. But if the preclear won't move on the track, and the auditor has found incident after incident in the person's twelfth year (which is the number flash he's getting), what is wrong with that case is circuitry.

This case is probably so drained out by all this charge and circuitry that he has only half a dozen attention units left to move on the track. The engram in which he is stuck is probably one in which somebody said "Well, I think you ought to wait for a moment" while he was sitting in the sun, and it was enough to have held the person at that point on the track. Actually, if it gets to the point where you can't easily get him moving on the track, you can just overlook the fact that he's stuck on the track and start giving him Straightwire, start looking for circuits, and try to get some charge off the case.

You will find out that wherever a person is stuck on the track that solidly, there's a lot of charge on the case.

So you start removing the circuits that are suppressing the charge, and picking up the charge which is charging up the circuits, and soon the preclear is moving on the track in his own valence with sonic.

Sonic is turned on, when it's thoroughly off, by picking up the affinity, communication and reality of a person, not by running "I can't hear."

You find out where to enter a case by looking over what the case can do. There are not very many things wrong with a case, ordinarily, when you view it from this lowest common denominator of every case. Can he move on the track? If not, take it a step earlier than that. Can

we talk to him? Does he know where he is? See if you can establish some affinity by communicating with him and so forth. If you can actually communicate with him, and get him communicating with you, you will start to build him up.

One of the reasons one has such a hard time with psychotics is that the society picks them up, manhandles them and pushes them off as dangerous. They are saying to "I," "Look, you don't belong to us any more," and cutting communication with "I." Down goes the affinity and there goes the person into a rather permanent type of psychosis. Restraints, particularly, are very bad because they break the essentials. "I" might have had one half of one attention unit left, and somebody puts a straitjacket on the person and says, "You go in there now." They have immediately put him out of communication with the material universe. He can't move. He has been denied space, and there goes that half of one attention unit.

Now, you as an auditor are expected to go in there and work against all of these things and produce some sanity in this person, and the interesting thing is that you can.

Once personality is accessible and you are able to talk to the person and get him to remember something, "I" will start to build up. It doesn't matter how long it takes. You are trying to get the preclear to remember moments when affinity was broken, when communications were cut and when his reality was impinged on. And the more of these things you find, the stronger "I" will get, up to a point where you can finally put the person into processing in reverie. If you then find you can't approach any major charges, go after minor ones. Get "I" built up to a point where "I" is bigger than the charged-up engram bank. The reason "I" can't do anything about these engrams at first is that "I" has been drained down to a point where it is smaller than the charges on the engrams and so cannot get into them. You want to rescue, from any quarter that you can, power for "I." That is done by running secondary engrams, and even by handling locks by Straightwire— anything you can do to increase the power and voltage of "I." You build it up so that "I" is bigger than the engram bank, and you as the auditor make the differential difference, and then the preclear is able to go into the engrams. In this way you produce processing.

The Accessibility Chart tells you what part of Standard Procedure to use on any case.

A case may be running well in his own valence. Then if something happens in the environment, such as a big invalidation of data or a death, suddenly the case that has been running at step 6, "Own valence consistently accessible," is found to be running at a higher point on the chart.

Every time a case bogs down it has actually just changed positions from a lower point on the chart to a higher point, and you have to address the case in this new wise, because something in it has gone into restimulation which has worsened it momentarily. So you can use this chart to measure a case from time to time. Check this one against the Standard Procedure Chart and see how they compare, one to the other.

The first thing one checks on Step Two is secondary engrams ("painful emotion" on the Standard Procedure Chart). Try to get secondary engrams off the case. If this is not possible, then the case has got circuits suppressing it. In spite of the circuits one can normally get some minor locks off the case.

The reason why people sometimes have a hard time spotting an engram or getting one out of somebody is that they have violated some portion of the Accessibility Chart, which is the complementary Standard Procedure Chart. They are trying to run engrams out of somebody who has a very low sense of reality. One has to pick up the preclear's sense of reality first; otherwise the person won't know if he's running an engram or not—he won't even know if the engram is real. If someone is in that state, you will find very little is real in his life.