

Insanity Point Lecture 4-Sensations
By Dennis Stephens

Transcribed by Pete McLaughlin
May 20, 2012

This is tape 4 of the upper level material on TROM and tape 4 on the subject of sensations. And this tape, just like its predecessor must not be detached from the set.

Motionlessness

All right now so much for the identification factor. Now let's take up this subject of motionlessness. Now because of its postulate structure where each postulate is bonded to a negative TIPM has no ra...no... no residual urge to move. However you can... you could always move the stuff around by pulling at it or pushing at it, but it must... bear in mind that ahh... left to its own devices it's quite...it's quite motionless, because of its postulate structure.

And another one of its motion qualities is that once it is in motion, because it has no... no motion of its own, once it is in motion it tends to stay in motion until it's stopped. So that's another quality of TIPM. Once you do get the stuff in... on the move it stays in that state on the move because simply... because there's got... there's nothing inside it to prevent itself from moving, just another one of its qualities.

01:26

Timelessness

All right so much for the motionlessness. Now timelessness

Now timelessness is actually is actually a time stop. Time actually stops in the TIPM at the point where the TIPM formed. Umm... remember I discussed this one when we were talking about insanity, where the person goes insane, that time stops for them at that point where they go insane.

Well similarly with the TIPM at the barrier, if you was to get right inside a particle of TIPM, the time actually stopped at the moment where the TIPM formed. So it's a... the...the... the point of genesis of the... where the TIPM formed is to be found, if you was to examine the, very, very carefully the... the... the little individual packages of TIPM at the... at the boundary. You get that? That's where the time stopped.

02:25

But never the less there's a... there's a timelessness, we could use the word timelessness there. There's a timelessness in TIPM, but... but bear in mind it's really a time stop, it's really a time stop. There's a stopped time there at the point where the TIPM formed.

02:45

Although the TIPM by itself contains no ... it's timeless, it's on a time stop, contains no urge to ahh...no time... no time postulates, it can be... you can infuse it with a time postulate and make it persist in the universe, a persistency postulate you can make it endure with a persistency postulate, and so forth. So it can be made to persist by endowing it with a time postulate, like any other creation in the universe can.

03:20

Mass

Ok, So much for that, now the subject of mass. Now TIPM is perceived as mass. It's always perceived as mass by the bei... by the viewer. He either refuses or is unable to perceive its exact postulate structure.

Now how about the solidity of... that is a quality of mass, how about the solidity of the TIPM? Well that really is a separate postulate, solidity in this universe is a... is a function of how much importance you ahh... ahh...how much importance you assign to a mass. In other words those things that ummm... are regarded as important tend to become ahh...tend to persist and become more solid. You remember that little postulate there in the universe.

4:09

So ahh... from that... from that point of view it's ahh... it's solidity would depend on how much importance you assign to the TIPM. Or, also, solidity of course can be a direct postulate in this universe. You can make a thing solid by direct postulate. So you can always make TIPM solid by... by... by postulating that it's solid.

04:33

So much for the ahh... so much for that... the subject of the... of the... of the mass there.

04:45

So ahm... I'd like to give you a reading from one of my research notes on this subject cause I don't think I could improve upon them, so I'll give you a direct reading from my... my old research notes.

04:56

Mass effect of TIPM

Ummm... TIPM, talking about the mass effect of TIPM etc. and the various qualities of TIPM. TIPM is therefore completely malleable, it's... it's completely passive like putty, it can be stretched, pushed, pulled and molded into any desired shape. It can also be moved around and will stay where you put it or remain in a state of motion, if motion be imparted to it. TIPM can also be endowed with any postulate or significance you care to put into it. if you call it a stone, it's a stone, because it's passive structure is IP's whose postulates cancel each other out it is

quite natural ... sorry that word is neutral... it is quite neutral in terms of postulates. So it can be endowed with any postulate you care to put into it.

Today you might order it into a stone. Tomorrow you powder it and mould it into house bricks and make a wall out of it.

TIPM is exactly analogous to child's modeling clay. Just as a child can play games with his clay so a spiritual being can play games with TIPM.

If you take a mass of TIPM and leave it in space close to another mass of TIPM and go away when you return the two masses will have moved together. Why? The bonding forces on the surface of the TIPM ensure that it will... that this will happen. The same forces that cause each... causes each element of TIPM to bond with other elements to form a mass of TIPM will cause separate masses of TIPM to come together if left undisturbed.

TIPM has a gravitational effect upon other te... TIPM and it all tends to come together in one lump.

As we discover these things we come... we more and more see the similarities between TIPM and the mass of this universe, indeed they are identical.

TIPM also shows the phenomena of condensation once a mass of TIPM is made to continue through time it henceforth... sorry that should be... it manifests a tendency to condense. The phenomena of condensation is due to a decay of the IP postulate structure causing the mass to literally collapse in on itself.

It collapses, it becomes more dense, we call this collapse condensation. Condensed TIPM is collapse... collapsing TIPM. The process is continuous and the degree of collapse is a measure of the age of the TIPM.

These are the known qualities of TIPM. They are no doubt many others."

That's the end of the direct quote from my old research notes.

10:12

So we do have in this... in our understanding of TIPM and the IP state and the anatomy of sensation, we do have an understanding of all this mass in the universe came from. One of the... when you start to do research into the human spirit and the human psyche one of the great puzzles is where all the mass in this universe comes from. It is obviously not created mass. If... if... if all the mass in this universe was a mock up... look supposing it was mocked up by God, supposing God mocked up all the mass in this universe. Now you would only have to then say, as a spiritual being that this is God's mock up, and that would be the truth of the matter, wouldn't it, and the mass in the universe would start to thin down, would start to fade out because that would be the truth. You would be calling the truth of the matter and so the lie would vanish, you see?

11:17

If you said it was your mock up but it was really God's mock up, then of course that's a lie and that would tend to make it persist. I refer you to Ron Hubbard's axioms, Axiom 11. But ahh... we can go around and look at the mass of this universe and say it's God's mockup, it's Joe's mockup, it's my mockup, it's Charles mockup, it doesn't make the slightest bit of difference whose mockup you assign it to be. It doesn't alter the quality of the mass of the universe in the slightest, so therefore, it is not created mass. Now that's one thing you learn on the research route when you're researching life and mass in this universe. That it is not created mass.

Axiom 11

The considerations resulting in conditions of existence are fourfold:

- a. *AS-ISNESS is the condition of immediate creation without persistence, and is the condition of existence which exists at the moment of creation and the moment of destruction, and is different from other considerations in that it does not contain survival.*
- b. *ALTER-ISNESS is the consideration which introduces change, and therefore time and persistence, into an AS-ISNESS to obtain persistency.*
- c. *ISNESS is an apparency of existence brought about by the continuous alteration of an AS-ISNESS. This is called, when agreed upon, reality.*
- d. *NOT-ISNESS is the effort to handle ISNESS by reducing its condition through the use of force. It is an apparency and cannot entirely vanquish an ISNESS.*

And I knew this some years ago. I knew that the... knew that the mass in this universe is not created mass, I knew that years ago, 20 years, 30 years ago, I knew that, it couldn't be, but I didn't know what it was. But now I'm got into TROM and found out what it is.

It's TIPM, which is not created mass, its generated mass and now we understand these various qualities of TIPM. We can see how the mass in the universe comes about. And because it's malleable like putty it can be changed from one state to another. We can... it can... we get... we can get a gas... a cloud of particles there, which can condense into a gas cloud and a sun can form and then the particles can be changed into energy particles and go out and condense again and change into another state. And we see all the laws of physics, and the formation and that the life and creation of suns and the death of suns, and it's all TIPM going through it's various condensation states.

And games can be played in this universe by spiritual beings with this remarkable stuff called TIPM. and all the games that they play generates more sensation and the sensation then starts to con... that generates between their opposing postulates then starts to condense down and become tiny particles which goes in and becomes the mass of this universe and keeps the... keeps the universe going.

13:51

It's a self perpetuating machine, you see? The game played by the spiritual beings in the universe keep the universe provided with new TIPM. The old TIPM goes through a condensation cycle and starts of high on the tone scale, you might say, and ends up as dead matter in some black

hole in space somewhere and becomes unusable anymore in games play by the spiritual beings. But not to worry the universe is expanding and there's always plenty of games going on between the spiritual beings and generating and creating more and more TIPM by their very games which is now condensing into more and more so called mass in the universe. It's quite a game, isn't it?

14:41

It's quite a game. It's quite a system, and when you understand it you...you... you see the beauty of the system.

So I can assure you that this... this is the... this is the way... this is the way it is. That when you're looking at the mass of this universe, don't kid yourself, it's all sensation mass. There isn't anything else here.

Oh, I wouldn't be ... as dogmatic as that, but I would say that 999.9999 percent of the mass of this universe is sensation mass condensed and the other point 000...1 percent is somebody's mock up, may be yours maybe mine but that is a very tiny proportion, very tiny proportion.

When this universe first started the... almost the only mass in this universe was created mass, but at this late stage in the universe the vast amount of... the vast proportion of the mass of the universe is TIPM. It's mass that's being generated in games play.

You know, what can you... you can imagine the beings at the beginning of this universe, that they started to play games and...and... and this TIPM started to generate at the boundary between their games and they looked at it and they put it to one side and after a while it began to pile up in heaps and then they called in the disposal truck to take it away and the truck used to come around and take it away and then they ran out of places where to put it and the stuff became an absolute menace and every time they played games they generated more TIPM until one day somebody had a bright idea and said, "look instead of trying to dispose of this stuff why don't we use it in games play so they started to use it. The beings started to use the TIPM and then the cycle was complete.

Now they could play games with the TIPM and their games generated more TIPM and that way they ensured the perpetuation of the universe... the game of the universe forever. The ahh...the... The snake rounded a loop and was now biting its own tail. The loop was complete and the universe could now go on forever.

17:13

And know this about this universe when this universe was created no postulate was ever made to say when it will end. There's no... I've never come off... across any postulate, Ron Hubbard never came across any postulate which said that the universe is going to end at a certain time. It's an open ended universe, time wise, this one is, and it goes on forever, and if you're in it, if you're in this universe you got two choices.

Your either going to jog along with it forever or your going to find your way out and I jus... find your way out. And the only way you're ever going to get out is to fir... is to understand it. There ain't no other routes out.

17:50

And it's an open ended universe that isn't going to stop, so the choice is yours, really.

Just to round this off I would like to give you the postulate configuration, the basic postulate configuration of TIPM. umm... bear in mind it... it's formation in a goals... it's formulated in... formed in a goals package between the opposing postulates in a goals package. So in terms of that goals package, let's call it the XY goals package the anatomy and the logical structure of ahh... TIPM. Not the anatomy but the...the...the logical expression of TIPM is $X(1-X)+Y(1-Y)=1$. That is the... that is the logical... that is the logical structure there of TIPM in terms of the XY postulates of the XY goals package. That's the general case.

19:00

Are there any other umm... any other postulates upon the TIPM and so affecting this logical configuration? No, there aren't. The... the games player may...may of made various other postulates but bear in mind the formation of the TIPM is in these little tiny parcels at the barrier so the... the only forces acting upon the TIPM are the forces I've mentioned in its generation. So there aren't any other... there aren't any other postulates in the set. The one I've just given you, $X(1-X)+Y(1-Y)=1$ is... is the ... is the full and complete expression of the logical anatomy of TIPM. Ok?

19:58

Right, that takes to the end of the subject of TIPM and Sensations. So I want to take up a... ahh... an allied subject which really does belong in the same department, you might say, as the subject of TIPM and Sensations and that is the subject of the E-meter.

20:21

The E-Meter

The E-meter in general but more particularly and more specialized the... the... the moves of the E-meter and the significance of the various needle movements on the E-meter.

Now let me say at once that ahh... Ron Hubbard wrote a book on this subject and he's made many, many, many talks on the subject. Ron's ideas on ahh... what the E-meter read and so forth were correct as far as they went there is no doubt about that. There is no doubt about that. What Ron Hubbard said on this subject is correct as... as far as it went. His ideas on what caused the E-meter to move are... are true, as... as I say, as far as they went. And the ideas that you read of, and so forth, in the psychiatric and the psychological magazines when they talk about umm...

about... about peoples... their hands sweating and to do with the synapses and the right hand side and the left hand side of the brain, this is just garbage. It really is garbage.

21:31

Ron was on the right track. He didn't get all of it. Ron didn't get all of it unfortunately, but what Ron did get on the subject of the E-meter was right, was right. He... if you follow what Ron said, he won't put you wrong on the subject of an E-meter, of what it actually is... is reading and what it actually is recording. What he said is right as far as it went, but he didn't get all of it.

Now with TROM we can add the rest. We can add... put the rest that Ron didn't... didn't get.

The... the... the E-meter needle in essence simply reads on postulates. That's all it reads. It reads postulates and postulate configurations, there. Now Ron said it read on mass, well we... what is mass in this universe but a postulate configuration. So Ron was right when he said it read on mass, you get it?

But Ron didn't know that a... that mass consists of a postulate consis...configuration, well we do know that. We know mass is TIPM, we know that. So we know what it's reading on.

So where Ron said it read on mass he was quite right. It does, it reads on a mass, but basically it's reading on a postulate configuration, so the E-meter really reads on postulates, that's all it reads. It's only postulates that cause that needle to move. It's the postulates and changes of postulates that cause the needle to move.

23:03

Now if you understand that you understand what makes an E-meter needle move. It's got nothing to do with sweat, it's got nothing to do with neurons, it's got nothing to do with synapses, it's got nothing to do with hemispheres of the brain, it's got nothing to do with psychones. It's got nothing to do with anything you'll find in a modern university course on the subject of psychology or any other rubbish of this nature.

23:27

The E-meter moves on postulates. Get that and... you got that, you got the fundamentals right away. It moves... it reads on postulates and postulate configurations.

Ok now let's examine these various moves of an E-meter in terms of the postulate configurations.

The easiest way we can do this is to pull up our old friends A and B with A operating on the postulate X and B operating on the postulate 1-Y. And between them they would have this barrier where their two postulates... their two postulates are in opposition and there would be the

barrier. You remember this, this example we used in the previous lecture. We'll resurrect this and use it again.

24:18

Now supposing this... this situation had existed sometime in the persons past, and the person... and the A had been overwhelmed in the game. Right? And it happened sometime in the past, and you are running this as an incident in the now. You follow... follow what we've got?

You've got the preclear on the can and he was A say, and he was in this game and he was running the X postulate and his opponent was running a 1-Y postulate and A lost the game and got overwhelmed. And he's connected up the cans. And you're gonna run him through this incident of the overwhelm.

Now what sort of needle manifestations can we expect to see. All right now we'll assume that this guys in pretty good nick. He's in pretty good case shape.

So the first thing you would see would be a floating needle. That means that there's no... no postulate in his field at all there. He's just sitting idling at rest. And that's all that a floating needle means. That... that the person isn't... hasn't got any postulate there and there isn't any... so therefore there's no opposition postulates. He's just sitting at rest.

25:50

When the spiritual being is at rest you will see a floating needle. When he's really at rest, and you don't see this until you get to the top of level three of TROM. When a person gets to the top of level three you'll see a floating needle on a skin galvanometer that you've never seen before in your life. That things really going to float. You know. It would take an express train going through the auditing room to do anything about that float. It's a real floating needle, you know?

But you won't see that till you get a person to the top of level three and that's one of the indicators, by the way, that a person has achieved the top of level three is that they have an absolutely superb floating needle. But umm... it takes one hell of a... hell of a lot to shift it. So that's ahh... just...just... just... just a note in passing.

Floating Needle

So we'll say this guys in pretty good nick... he may not be at the top of level three but he's got a pretty good floating needle. There it is its floating.

26:53

So you ask him to recall this incident. Now as he... he say's "Ok. He starts to think about it." now the first thing you see is a slight tightening of the float. That's the very first indication that he's approaching an area of charge, is that the floating needle begins to narrow, begins to tighten.

You get a tightening of the float. And it's the very... very first sign, its, tightening of the float... of the floating needle, there.

Falling Needle

27:26

It's immediately followed by the fall, you'll see the fall. Now the fall is the... is a... quite a characteristic ahh... it's the second... the first of our characteristics reads is the float, I've just given the floating needle. I don't have to define it. It's defined in all of the... all of the text books there. The needle is literally, it's just floating, just floating.

The fall, the needle falls away to the left. And it's characteristic of the person becoming aware of the postulate of...of the postulates... first he's becoming aware of the postulate barrier, the barrier out there, the conflict between the postulate and the opposition postulate. He's first becoming aware of it. He comprehends it, he sees it, and he looks at it, and you see the needle fall.

It's almost as if he's running a flag up saying, "Awe, game!" needle falls. It's a ... the fall is a realization more than anything else. It can be a discharge. It can be a discharge of umm... tension, or it's a realization of discharge. The fall is a very healthy needle movement, the fall is, very healthy.

26:47

It means that charge is coming off the case. Realization, understanding is occurring, complementary postulates are occurring, realization is occurring, the person's spotted what is happening, all these things will cause a fall. Get it?

29:02

And so the first... first thing is the tightening of the float, then the fall. So you direct his attention now more to the incident. You say, "Alright now pick up the incident." And the fall now stops. Stops, this little series of falls that you saw stop. And he starts to put his attention on the incident and you go into the next point needle movement, which is the rise. This is the rise, the next most important needle movement, or it's the next needle movement in the set.

The Rise

29:38

Now what's happening here is that he's beginning to get into the... Into the engram he's becoming aware of this barrier and he's beginning to realize it's moving towards him, and he can't do much about it. He's trying his hardest, he's picking it up, he's starting to get into the engram and he's realizing that this barrier's moving towards him. And there's things happening now that he doesn't, you know, he's not completely happy with. The falls have stopped you see.

He's going into a... you could say he's going into an area where he can't quite face it. He can't quite confront it. He is going into a bit of no confront here. See that?

30:18

And the... the effect is the rising needle. That's the rise.

Now it's a general principal in therapy that any auditor worth his salt never lets a needle rise very far before he does something about it. Because I can tell you ...you...you can... you let a rise go on for too long and you can just lose... you can just lose your preclear. He's gone mate. He just goes completely unconscious. He's gone. He can just rise his way straight into... straight into anaten.

So the good auditor let a rise go on a little way then he'll say, "what's happening" and he'll drag... get him back in, and then he'll see the needle fall again. Hang onto him, keep a close reign on the PC.

So... so that's just a little tip if you're using a meter. Never let the rise go on for too long, but let it go on a little while, but just keep your eye on it. If it keeps on rising say, "what's going on?" and he'll say, "Oh, Oh, I was just ahh... yes, it's a ... I don't care... I didn't like that very" he starts to talk about the incident and then you'll see the falls again as he starts to... starts to confront the thing and look at the thing, and starts to come to grips with it again.

31:40

Anyway that the rise. That's the rise. That's the third of our needle movements is the rise. Get the rising needle and it's essentially that there's ahh... it's a sign of an approaching overwhelm. There's something he can't handle here. It's not a ... the rise is not a happy needle movement. Not a happy needle movement. That's why you see and auditor should keep his eye on a rising needle. He should watch the rising needle. When he's ... the PC's about to be overwhelmed by something if you don't do something about it he's gonna... he's going to be overwhelmed and maybe he's going to go in a direction you don't want him to go. In other words your losing your PC, he's going, when that needle is rising.

So anyway you let him go and he rises, he goes to be at the rising needle and as he approaches the barrier, shall we say, he gets closer and closer into the incident and he gets right in there and he starts to get into there and starts to approach the overwhelm. The point in the incident where he got into the barrier, you know. Remember we talked about this barrier.

32:49

Now what happens to the needle as he starts to come up against the IP barrier? Now this is where we get into the very interesting point of needle motion here, and this is the something that they never quote, Ron never did get quite right in Scientology, he got close to it but he didn't quite get it right and he made some awful errors in this area but he was completely excused because he didn't understand the IP state and he didn't understand the postulate configuration so again he's

to be excused, in general he got needle movements right but he did make some errors in the area of the... of... of the ... of the IP barrier. He made some mistakes in that area, but we're not going to make them.

33:37

Rock Slam or ZigZag Needle

Now as a person comes up against the IP barrier, remember I said that he goes into confusion. Now he starts to snap from a postulate to its negative at random. You remember me saying that?

That's the first sign that he's coming up against the boundary condition. Well there's a characteristic needle motion that goes as the person hits this boundary condition and starts to snap there... from postulate to negative at random, and that is the Rock Slam. The needle goes into this characteristic zig zag motion.

It's quite characteristic when you've ever seen one you... you never miss it, you never will forget it, it's the most dramatic of all needle motions. The needle goes to a position stays there for a second and then flies off and takes another position on the dial stays there for a moment or couple of moments then off it goes again and shoots across the dial and sticks in another position, and shoots across the dial and sticks in another position. Well that's the person snapping at random between a postulate and its negative.

Now that is the Rock Slam. That is the total significance of the Rock Slam. It's a confusion read, it's a dispersal read. Call it like that if you like to call it, but it actually belongs... that point where the person, in terms of postulate the person is snapping from one postulate... from a postulate to its negative at random, not in an orderly manner but highly at random.

Their being blown about like a... like a... like a twig in a storm as they come up against this IP barrier. It... it... It's a tremendous area of confusion here, of all these particles bonding and so forth. All this bonding of particles and IP's being generated at the barrier and the person's getting mixed up in this... in this...eh eh...eh...you know in this confusion and he feels the confusion and it shows on the meter as the Rock Slam.

Now that is the total significance of a Rock Slam. Rock ... Rock Slam got nothing to do with overt acts, got nothing to do with ill repute or doing disreputable things or disreputable things or all sorts of lies have been told about the Rock Slam. But they ... got anything to do with a Rock Slam. The Rock Slam is simply this read, this characteristic read that the person gets when their right up against the... right up against the... the ahh... the IP barrier in games play and they begin to be influenced by the ahh... by the barrier there... by the barrier of TIPM and their attention is snapping in between a postulate and it's negative. And it's the first sign, it's the first indicator that their right up against the barrier. That overwhelm is ... is... is almost upon them and their beginning to be badly influenced by the ... by the opponents postulate cause their own postulate is snapping from positive to negative at random.

36:51

Now that is the Rock Slam. It's the most violent of all the E-meter reads and that is it's... it's precise, that is I've now given you precisely it's nature and what causes it. And it has no other reason, nothing else that will cause a Rock Slam but what I've just told you. That's the only reason for a Rock Slam on an E-meter.

37:12

When you see the Rock Slam that is what's happening. Now often you see a Rock Slam on a meter and the pre... the pre-clear, the person can't explain the Rock Slam. Well that's simply because their not-ising the confusion. They're in confusion but they don't know they're in confusion. The confusion can be so intense that the person simply blots it out of their... their psyche. They... they just simply put a not...the whole postulate against the confusion to defend themselves against it.

37:40

So you say, you see this violent Rock Slam on the meter and you say, "What's happening?" and they say, "Nothing." But you're looking at your meter; it's going absolutely berserk with a Rock Slam. Well know that... don't ... PC says, "Nothing. Nothing's happening." There's the meter saying Rock Slam. Ok, well what's happening is you've got a not-ised Rock Slam that's all.

He's right up against this barrier and he's saying, "There's nothing there." So he is not-ising it. But never the less the meter is telling the truth. That's where he is, he's right up against... hard up against the barrier and he's snapping a postulate... snapping one postulate to its negative and he doesn't know he's doing it even. He's just simply not-ised the whole works. The whole thing is... is ... is ahh... he's simply... it's above the level of his experience. He can't confront it. He can't handle it.

38:33

But another time the... you'll see the Rock Slam and you'll say to the person, "What's happening?" And he'll say, "Awe, gee I feel sort of confused. Yea, oh." And he'll explain what's happening, he...he... he...this pre-clear's he isn't not-ising the... the ahh...the confusion. He's experiencing the confusion. He's handling the confusion but you'll still get the Rock Slam.

38:56

Pulse Needle

Now, as you move on, as the person moves closer and closer to the IP barrier, to the... to the ahh...to the TIPM there, remember I said he goes out of the confusion and goes into a pulse. Now as he moves out of the confusion what you see is the Rock Slam dies down and becomes a more orderly movement. Instead of it being a random movement from one side of the meter to the other, jerking. The needle goes from one side of the meter to the other side of the meter and then back again and your recog... begin to see it's now beginning to pulse. The needle goes from a Rock Slam to what is called a pulse needle.

39:48

Now in Scientology they have various names for this umm...the ahh... I've heard it... the most common name was a theta bop, a theta bop, that's a fast pulsing needle and also it's known as a stage four.

Ron used to call it sometimes he has been known to call it a stage four when the needle goes up, down, up, and down quite slowly. So it was never properly distinguished or identified in Scientology, this pulse needle, but it was recorded, Ron had it under those two names but never the less it's a pulse read and it's the read that comes... that the person gets into when they've gone through the confusion... sorry, when they've gone through the confusion and their... just before they go into the IP proper they go into the pulse read.

And you'll see this quite characteristic movement on the needle where they pulse. Needle goes up, sticks, down sticks, up sticks, down sticks, up sticks, down sticks, and it can be as fast as that or faster or slower. The pulse can vary in its velocity but it's always... it's quite a regular met...quite a regular movement. Nothing jerky about it it's quite regular. Can either be fast or slow or moderate, but there's the pulse read.

It's a very transient read, very transient. Sometimes it's a... you... you... if it's a fast moving engram that you were running there, you'd have to have it... if you took your eye off the meter you've missed the pulse. The person would go into the confusion through the pulse and out through the other side and you'd miss it. Other times you see the preclear sitting there pulsing quite happily, you know, well not happily but he's pulsing.

Now the preclear at the point where the needle is pulsing is rarely if ever aware of what's happening. You ask, "What's happening?" he doesn't know anything about it, he'll say, "Oh, I feel a bit woosy, you know." And he goes very silent, very thoughtful and there's the needle going pulse, pulse, pulse, pulse and he...it's...the whole things usually well above his awareness level at that point. He's... he's ... he's quite anaten, he's quite woosy when he's in the pulse needle.

42:18

Right, that is the pulse needle... pulse needle movement. That is the fifth one of our...our... our characteristic needle movements. Remember we had the floating needle, the falling needle, the rising needle, the Rock Slamming needle and now the pulsing needle. Now as the person goes into the...come...from the...stops pulsing between the postulate and it's negative as the pulse speeds up there you will see pulse on the E-meter needle speed up and it tends to get faster until it becomes quite a buzz. It can become quite a buzz on the meter.

Sometimes if you've got one of these meters that doesn't move, doesn't respond very quickly you won't see the buzz. The needle will just get very sticky. But on a good meter that responds very quickly you can actually see the needle buzzing. It will buzz as if it... you know just like a little bee buzzing, you know?

43:26

Buzzing fast backwards and forwards in an enormously rapid pulse there, now that's the indicator that the person's just about to go into the IP state. The pulse gets tinier and tinier and tinier and faster and faster and faster. Starts off with a... with a wide slow pulse and as the pulse on the meter gets... gets smaller and smaller, it gets smaller and smaller and faster and faster and it gets smaller and smaller faster, faster, smaller, smaller, faster, faster, smaller, smaller, faster, faster, small buzz, STOP. The needle sticks, bang.

Stuck Needle

Now the persons then moved into the IP. There now in the IP state their now holding the postulate and it's negative simultaneously. They're now in the motionlessness of the IP and you have a stuck needle.

Now that is the sixth... that is the sixth and the final needle... characteristic needle movement that you see on a skin galvanometer, is the stuck needle. It just sits there stuck. There it is stuck. Not moving.

Now as the person moves through the incident, of course, ahh... the... the ... the stick needle now, as they say, they come out through the other side of the engram. They come out through the other side of the barrier. You will see all these movements in reverse.

The person will come from the stuck to the buzz, to the pulse, then there would be the Rock Slam, and then there would be ... start... the Rock Slam would go into falls, there, cause there's already... should be fairly high, the needle and start to go into falls and then it would regain its float as the person got to the end of the... come out the incident.

The... the... the... the point from the ahh... stuck needle coming out the other side of the engram into the overwhelm is much faster. The person in good case shape could go from the ahh... point of ahh... of umm... of stuck needle to the point of ahh... through the pulse to the Rock Slam, falls, into the float, they could do it, oh, in a matter of a minute or two, maybe less than that if they're in good case shape. Straight... straight... straight out of it, Bang, into present time. Their... their... float, they'd be back on the float again. Just depends on the state of case of the ahh... of the pre...of the pre... of the PC, of the person.

46:08

So there's your six characteristic needle motions. I'll go through them again for you. First there is the floating needle, second is the fall, third is the rise, fourth is the Rock Slam, fifth is the pulse and sixth is the stick, and so help me that is all the needle motions there are. There aren't any more.

46:44

Now you might say, “Dennis, how can you be sure that what you say is factual and true, and how do you know that you aren’t imagining all this, this, this correlation between these needle motions and these postulate configurations?” Very, very simple because once a person understands these postulate configurations he can, he regains his ability to manufacture these needle motions.

47:29

In other words once a person’s worked through level five and works through these IP barriers, and so forth, he can actually create a stuck needle. He simply crates a postulate and it’s negative.

He mocks up both a postulate and its negative simultaneously and just holds both of them simultaneously, both at the same intensity and the needle on an E-meter will stick, rigid. In other words he can manufacture a stuck needle, then when he takes his attention from one postulate to its negative, flip, flip, flip the E-meter will pulse, pulse, pulse, pulse in agreement with his postulate as he’s flipping his postulate from one side to the other. Then when he takes the postulate and snaps from a postulate to its negative at random you will see a Rock Slam. You won’t see a violent Rock Slam because he’s doing it self determinedly, but every time he changes his postulate you’ll see the flip. You’ll see the needle take off there. You see a little tiny rock slam, manufacture the Rock Slam.

48:43

And the fall of course he can manufacture fall at anytime. Simply put his attention on something and take it off then put it back on again, you’ll see the fall. And... and... and there they are. And the rise of course he just ummm... Oh, he can just go into complimentary postulates. Go into complimentary postulates with everything around him and you’ll see a rising needle. That’s a very easy one to manufacture.

49:07

So the person in good case shape on TROM who’s familiar at level five and familiar with these postulates configurations can manufacture at will all the needle manifestations on a ... that an E-meter’s capable of producing. And they... and he does them... because he does them, he manufactures them in ex... in exactly the way I’ve said it proves my point. You see that?

49:29

It proves that what I say is true because the person can manufacture them at will when he knows how to do it and the method he uses to manufacture them is exactly the same as the way they are in the bank. You follow me?

49:49

So that proves that... what I say about the cause and what is the source of these E-meter movements is exactly the way... exactly the way they are. If they were any different you

wouldn't be able to manufacture them consciously you wouldn't be able to do it. But that is not the case you can do it. You can manufacture them consciously, by simply doing consciously what you do unconsciously in your reactive bank. Get it?

50:24

So I'm on very, very firm ground here. I can prove it. I can prove what I'm saying. Cause a person can manufacture these reads themselves when they know how to do it. So it's a... it's a ... the E-meter is now explored territory, it's completely explored territory.

50:44

As I said in the write up that there's no... it's ahh... it's an optional piece of equipment, the E-meter or the Skin Galvanometer, as there more properly called. It's not a necessary piece of equipment and umm... unless a person is gonna do... these da.... I mean... with TROM we've... we've really said goodbye to the E-meters, we really have. That there isn't any need for them anymore. We know all there is to know about E-meters.

When you get up to level five, as I say, you.. you... you can... you can personally create all the reads and put them on the meter. So what the hell, you know all the magic all the mystery gone out of the E-meter now with TROM. We know exactly what that piece of equipment measures. And so forth.

And we can really laugh when characters come along and say, "Oh, it's all to do with the way the hands sweat." Oh yes really! We really have a giggle at those boys now, we can, cause we can manufacture the reads.

When you can manufacture the reads you can really call them a liar, can't you. That's what I said that those... when I said earlier on when these characters come along and talk about synapses and so forth and ... and... and..umm... hemispheres of the brain and get all this mixed up with E-meter reads and I called it garbage. I can prove its garbage. I mean it sincerely its garbage. When I say that what their saying is garbage, it is garbage and I can prove it.

52:22

Check out at the top of Level 3 Verifying Level 3 Completion

Well probably the only use of an E-meter in TROM would be to check out at the top of level three. That's the only conceivable use I can think of E-meter in TROM, is for a person to say to themselves, "Well now have I really finished timebreaking or am I deluding myself? Have I really timebroken everything in sight? Is there anything, have I missed anything?" And they should simply put themselves on the meter and do a bit of timebreaking. And it they start to... put themselves on an E-meter and do a bit of timebreaking and that needle starts taking off again and that tone arm starts to move around again. Well they haven't finished. They haven't finished because I'll tell you when you finish level three you have a float. You have a float, that you know, that ahh... it would take the Russian Army to nock that... nock you off that float. It's that

sort of float, you know. When you're at the top of level three. It's quite a floating needle you've got. It's quite a float.

It's not necessarily a wide float. It might be a very narrow float but it's a very definite float and there's nothing you can think of all over the whole of your whole of your track, all over all the whole of your known track, this lifetime, past lives, anybody else's lives, this universe any universe, heaven, hell, earth the lot, doesn't matter what you think of, what you mock up that needle just sits there and floats man, it just floats.

53:57

Now when that happens that... you can say, "well I've got to the top of level three." But if you think... start thinking of incidents and start to get little sticks on that needle a little fall from that needle when you start to think of incidents, you haven't finished level three. You haven't finished it. You haven't finished it because you can knock yourself off that float. There's things in them there incidents that you haven't timebroken.

You should in there, get some of the emotions in them and timebreak the emotions out. Get some of the sensations in those incidents and timebreak the sensations. Timebreak the postulates. Get in there, get everything in that incident, you know, get the lot.

Remember I said in the write up, do it on a gradient scale, take it a bit at a time. Get the important bits out then get all... then get the rest of it out.

But you don't have to use a meter while you're running level three. But as a check point at the end, it's a useful checkpoint. Check point at the end, but look even this isn't necessary. When the person's finished level three, they know it. They know it.

55:10

I tell you that when you're finished level three it's just about impossible to timebreak anything because there's nothing really there. You know, soon as you get something out of your past to bring it into present time to timebreak it, it disappears. It just falls apart as soon as you touch it. you say, "Oh now ahh I'll just get my granfather, get him into there, and I'll just timebreak grandfather and uh...uh...uh...where's grandfather gone? Oh dear he was here ... he was here a moment ago...now where...where...where" I'll tell you where, he's gone. Try grandmother. "yes grandmother, I've got a bit of grandmother hat here. Oh that's gone now... oh it's grandmothers hat. That's grandmother hat ...gran... oh it's all gone" you know it just goes on like this and... you know.

You're just looking at present time, you know. And your tone is high, you're feeling good about it and your thinking all over your past and you keep thinking to yourself is there anything else I can find to timebreak? You start getting down to the bottom spots and looking under the carpets and up the chimney and you know, eventually you say to yourself well I must have finished level three simply because you can't find anything else to time break. And you can't ... and when you start dragging stuff out of the past and putting it into present to timebreak there's nothing there.

Before you can timebreak it it's gone, just, you know, just handling it, it's gone. Now that's a sure sign that level three is starting to go flat. And that's... if you was to put yourself on a meter about that time you see that float and that's the time to leave level three.

56:55

But as I say there could be a use of an E-meter to check at that point but again it's not necessary cause if you keep going with level three eventually you'd know it. You'd know it was flat. You'd know you had finished it simply because it's virtually impossible to go on with the procedure. You say well, "I've got nothing to timebreak. Everything I touch just becomes nothing in my fingers, everything I touch."

57:27

And if you happen to be a trained auditor you... you'd look around your books on... on Scientology and every technique you can think of in Scientology you think about it and try and run it on yourself and it's all flat. Nothing moves. Nothing does anything for you, no techniques you know of... you look up all your books and all the techniques. You dig out creation... Ron's "Creation of Human Ability" and go through all the techniques in there and run them all and it's all flatter than a flounder. There's nothing there, you know, nothing there at all. You say to yourself, "Well I must be at the top of level three." Now that's the time to leave level three. You know.

58:04

That's the time to say, "well it's time I got onto level four now really that's ahh...it's really time I got onto level four." And that is the right time to leave level three. You shouldn't leave level three before you get to that point. It's an error going onto level four before you've reached that point in level three.

58:26

Now, Now why is this. Well why is it an error. Why is that an error? Well there is a very, very old rule here that I mentioned in the write up. This is the rule that says that you must always address the general before you address the particular. And if a person leaves level three very early their violating this rule because level three is general timebreaking, general timebreaking of their past with the present but once they go into level four they're going into timebreaking of the eight classes of overwhelm of the general "to know" goals package. Now this is a particular class of things to timebreak. You see that.

59:29

So they first should do the general... level three general timebreaking and only when they've exhausted that as far as they can possibly go should they then go into the particular which will be level four. Particular class of things to timebreak. Classes of... the eight classes of overwhelm of the "to know" goals package.

59:52

Now that is the technical reason, that is the technical reason why it's a mistake to leave level three before you've completely exhausted it. That's the technical reason why.

Ok well that wraps up the subject of the ahh... The general subject of the E-meter well I've just been replaying it and I realized there's two points that I've missed which I'd like now to add for completeness sake. The first of these is I forgot to tell you how can ahh... how a person can manufacture a floating needle. I told you how you can ahh... how a person in therapy can manufacture all the other reads. All of the five reads, but I forgot to tell you how you can do a float.

Manufacture a Floating Needle

Well ahh... ummm... a person can manufacture a floating needle; they would have to complete their therapy, obviously, up to the top of level three. Once they've got up to the level... top of level three all they would have to do any time would be to umm... would be simply put themselves on the meter timebreak out that day's activities till there was nothing else available, nothing else around to timebreak, and then run a little RI, and ahh... and while they were running the RI or even before they started running the RI they would see the float. The float would come back; the floating needle would come back. So there would be this... the thing that they would... the person at level three plus would only have to just timebreakout the day's activities and run a little RI and sometime during that sequence their float would reappear. Their floating needle would come back.

1:01:47

Now when Ron said about the male clear read and the female clear read, 12,500 ohms for the male and 5000 ohms for the female umm... I've had validation of this. This is, as far as I'm concerned, that ...that he was... his observation is correct. There is nothing in my experience which ahh... invalidates his ahh... his observation. That I've only seen good floating needles in males at 12,500 ohms. In fact when you... at the top of level three, if you're a male at the top of level three when you've got a good floating needle you can... you can pretty well calibrate your meter against a 12,500 ohm resistor, you know, your so close to 12,500 ohms that ahh... you know can just about calibrate against... against the re.. calibrate your meter against the sht... use yourself as a standard resistor. And as far as I'm concerned it's exactly the same for the female at 5000...at 5000 ohms.

So Ron's observations are correct there. I've no..no...I've got no personal experience to... to... to... To ahh...to... to say that he was anything else but perfectly accurate when he gave those clear reads at 5000...5000 ohms resistance for the female and 12,500 ohms resistance for the male.

1:03:05

So anyway there is that with the ahh...the way a person can generate their ahh... can generate a floating needle.

Rock Slam or Zigzag Needle

Now the other tiny point I'd like to make is that during... when I was talking about the E-meter and discussing the reads and so forth. I used the term Rock Slam for the fifth read. You know, the confusion read, I called it the Rock Slam. Now strictly speaking in TROM the term we use, really a better term a descriptive term for that read is a zig zag. It's a zigzag needle. It's a zigzag read.

That is a far, far more descriptive term than the word Rock Slam. The word Rock Slam only means something to people who know something about the history of Scientology circa 1960. When Ron Hubbard was researching a very obscure part of ahh...of the... of the time track called the rock cycle. And the rock slam is... is ahh...is ahh... is ...is ... is a read that he thought was associated with that rock cycle so he called that read the rock slam. And the word stuck, the name stuck, but its ahh... these days it's a completely appropriate Completely inappropriate name for that read.

A far better name is a zigzag read because that is descriptive. It is a zigzag. When you've ever seen one, that's the thing that comes to mind and is a zigzag. So ahh...where I've used it... if this material is ever published, goes into published form the fifth read is not, repeat not to be called a Rock Slam read, it is to be called a ZigZag read. Zigzag.

1:04:55

So here on the ahh.. here are the sixth reads and I'll give them in the order of severity which is of course it the... happens to be the sequence of one to six. So here we go umm.. ummm.. the E-meter reads one to six in order of severity.

One is the floating needle
Number two is the fall
Number three is the rise
Number four is the zigzag
Number five is the pulse
Number six is the stuck

Now they are the complete set of E-meter reads. They are the only reads that we... that we recognize in field of... in the field of TROM.

Now that is all I want to ahh...talk about on the... on the subject of the... on the subject of the E-meter. ... not the subject of the E-meter.

1:06:43

And ahh... the next thing I want to take up is to... the practical aspect the practical implications of this subject of the umm... of the... of TIPM and the subject of IP's in therapy. The practical aspects.

The problem arises that, do we have to incorporate any part of this technology in running the goals packages at level five?

Well the broad general answer is no. we don't. A person could conceivably get there with...without, get there by running the goals packages exactly as I gave in the write up, but they would probably get there, and I say probably, they would probably get there faster if they adopted the following procedure at the point where the subject of the IP's started to become real to them.

Now this is important proviso, there's no point in people mucking about with this IP procedure in therapy until it's real to them. There will come a time in their therapy when it will become real to them and that is the time when they should start, if they want to, sorry, if they want to, that is the time that they should start incorporating it in their general procedure of... of ahh... of goals package running at level five.

So ahh... a person may listen to this theory, and so forth, but if... if they... if the subject isn't real to them subjectively when they're running goals packages, if the idea of ahh...of an IP and so forth is unreal to them then they shouldn't attempt by... shouldn't attempt to ahh.. to incorporate it in there therapy at level five. They should simply go on with the write up and the instructions exactly as I gave them in the write up and sooner or later the subject of IP's will become real to them. Then they should dig out this material and find out how to incorporate the IP material into their therapy. Now...now..now you understand that.

1:09:19

It's important that you should grasp it. In other words you shouldn't force the issue. You can't make this stuff real by reading about it. You've got to experience it. You've got to build a case level. Your case has got to be ready for it, before it means anything to you subjectively.

It can mean a lot to you intellectually but the fact it means nothing to you intellectually won't make it mean anything to you subjectively. It's got to mean... until it means something to you subjectively there's absolutely no point in incorporating it into your therapy at level five in the running of goals packages. Now have I made my point clear?

1:09:55

Ok well assuming the person gets to a point in level five and the subject of the IP's starts to get very real to them, they start to see that these things do exist. Well how would they incorporate the IP tech into level five?

Well first of all once the IP tech is incorporated into level five it becomes level five (IP). It's a definite way of running the goals packages, you see that. So we must classify it

separate... putting it under a separate name it becomes level five(IP). It will become level 5a(IP), level 5B(IP), level five c(IP) get that. All of level five will become run using the IP tech. once it becomes real to the person. And they... they... they desire to use it. Ok?

1:10:59

So first of all, the name, it's definitely... we name it differently now level five (IP).

Now here is the general principle, it's very, very simple, the addition to the therapy it's so... it's so minute that umm... that it's very, very easy to grasp that we're running a goals package. Now here... here... here's the principle.

You running a goals package whenever you change your postulate, just before you change your postulate you move through the IP barrier. That's one that's number 1.

Then number 2. Just before you force the opponent to change his postulate you drive him through the IP barrier. And that's it. There's the two rules. That's it. There's no other rules involved. They are the two rules.

1:12:06

Level 5 IP Practical

Now let's take the general "to know" goals package and... and see how this would apply. I'll just give you briefly how it would work on the running of the first little bits of the... the general "to know" goals package at level five A.

You start in over there a... a... over the other side you have a person run a must be known postulate while you're sitting there holding a must know postulate. Right.

The first step is that you change your postulate to "mustn't know" . right.

Just before you change it you have to go through the IP. So level five A IP would start with you at your end of the comm. Line going from "must know" into "must know", "mustn't know", "must know", "mustn't know", generally into the IP and out the other side of the IP into "mustn't know". Get that.

Then the... get the barrier in front of you, you'll see the barrier there then, and the barrier there and you push the barrier across to the opponent. You'll see the barrier, it will start to show up, then the IP barrier is there and you'll push it across to the opponent and... and as it gets toward him you'll force him to go through the IP and his postulate will then go from "must be known" into... he goes into "must be known", "mustn't be known", "must be known", "mustn't be known" then he goes into the IP and comes out the other side and goes into "mustn't be known". Get that?

1:13:43

And that's it. Then the...the... the procedure repeats itself ahh... using the different postulates, you see. And the next step would be exactly the same repetition of the procedure using different postulates.

So there's only those two things involved in the use of the level 5 IP. So it's a...it's a minute change of technology at level 5 but it can speed up considerably the erasure of the goals packages once the... once the IP material starts to get real to the person. Once it's real to them they should add this little tiny refinement to the... to the package.

And once they start to do this, within a very, very short time they will become very, very familiar with the IP's, and they will get a tremendous familiarity them and they will understand and subjectively come... see that it really is, the whole subject is a toothless tiger.

So there is nothing there. That It's just nothing there. They can sit there quite happily holding a postulate and it's negative simultaneously. Doesn't mean anything to them, where it would drive the compulsive games player insane. To them they can hold it at will. Doesn't mean anything, it's a toothless tiger, you see that, at that level of awareness and understanding at level 5, where the person is working with the goals packages.

So you... you... when you start working with the IP's you tend to starting them with considerable respect and a certain amount of fear but you rapidly lose all your respect for them and finally you just note them in passing. You know? Only occasionally do they produce any phenomena, and do they...do they produce anything but a yawn, and then...then after that of course the whole... the whole lot of level 5 starts to go flat, and the whole thing starts to erase, the whole... the whole of level 5 starts to erase.

As the ahh... the IP phenomena doesn't completely erase, won't completely erase until level 5 erases but to a synonymous ... the IP phenomena goes completely flat completely meaningless, a completely toothless tiger but that is the precise point when all the goals packages erase and you finish with level 5. You get that?

1:16:26

So that's how you would incorporate it... incorporate the IP technology into level 5 it's a very, very tiny modification of our procedure and a very, very easy modification for the person to achieve at that level.

By the way

Tape ends abruptly

1:16:45

