

METHOD 00

QUAL OK
to audit
Reciprocals

QUAL OK TO AUDIT RECIPROCAL

This small manual, will help you to apply this tech to everybody, no matter the case level.

As usual we will review some definitions.

Static _____

Mind _____

Magnitude _____

Comparable _____

Dissimilar _____

Electronic _____

Telepathy _____

GPMs (GOALS PROBLEM MASS) _____

Valence _____

Creative Processing _____

Fac-simile _____

Ridge _____

Mock-ups _____

Equilibrium: _____

Entities _____

Now I will let you study some bulletins of Ron from July 2019, where he wrote something which is used in this tech.

ESTB of 30 April 2021 - The Modern Definition Of Static

Essay: Write what has been modified from the old definition of static.

HCOB 7-10-2019 — The Law of Unification

Essay: what happens when a serious incident happens to a thetan? Explain clearly what is this static force which is created

HCOB 7-10-2019 — The Inversion Principle

Essay: what happens when you as a thetan you create or destroy a piece of MEST?

HCOB 28 JUNE 2025 — RECIPROCAL PROCESSING

Essay: Define what is a reciprocal. And give 10 examples of reciprocal for this incident: A guy got a car accident, and got injured in the chest, then went unaware.

Demo: why we ask several reciprocals from a PC, in order to blow the mass of the incident?

Demo: how to use reciprocals on a PC who has not yet gotten the state of Clear?

Demo: How to use reciprocals on a Clear or Pre-OT?

Demo: how could you apply the reciprocals on the processes of COHA?

Created by Roger Martin
NEST C/S

So here you will find the definitions of the words of the checksheet. Be sure to apply the study tech.

Static: 1. a static is something without mass, without wavelength, without time, and actually without position. That's a static and that is the definition of zero. (5410CM06) 2. a static by definition, is something that is in a complete equilibrium. It isn't moving and that's why we've used the word static. Not in an engineering sense but in its absolute dictionary sense. (5608C--)

3. An actuality of no mass, no wave-length, no position in space or relation in time, but with the quality of creating or destroying mass or energy, locating itself or creating space, and of re-relating time. (Dn 55!, p. 29) 4. something which has no motion. The word is from the Latin, *sto* meaning stand. No part of *mest* can be static, but *theta* is static. *Theta* has no motion. Even when the *mest* it controls is moving in space and time, *theta* is not moving, since *theta* is not in space or time. (Abil 114A) 5. has no motion, it has no width, length, breadth, depth; it is not held in suspension by an equilibrium of forces; it does not have mass; it does not contain wave-lengths; it has no situation in time or space. (Scn 8-8008, p. 13) 6. the simplest thing there is is a static, but a static is not nothingness. These are not synonyms. We speak of it carelessly as a nothingness. That's because we say nothingness in relationship to the space and objects of the material universe. Life has a quality. It has an ability. When we say nothingness, we simply mean it has no quantity. There is no quantitative factor. (5411CM05) 7. A static, in physics, is called something which is "an equilibrium of forces." (Dn 55! p. 27)

MIND, 1. pictures which have been made of experiences and plotted against time and preserved in energy and mass in the vicinity of the being and which when restimulated are re-created without his analytical awareness. (SH Spec 72, 6607C28) 2. a literal record of experience plotted against time from the earliest moment of aberration until now plus additional ideas the fellow got about it, plus other things he may have mocked up or created on top of it in mental mass, plus some machines, plus some valences. (SH Spec 70, 6607C21) 3. a network of communications and pictures, energies and masses, which are brought into being by the activities of the thetan versus the physical universe or other thetans. The mind is a communication and control system between the thetan and his environment. (FOT, p. 56) 4. the purpose of the mind is to pose and resolve problems relating to survival and to direct the effort of the organism according to these solutions. (Scn 0-8, p. 76) 5. a natively self-determined computer which poses, observes and resolves problems to accomplish survival. It does its thinking with facsimiles of experience or facsimiles of synthetic experience. It is natively cause. It seeks to be minimally an effect. (HFP, p. 33) 6. the human mind is an observer, postulator, creator and storage place of knowledge. (HFP, p. 163) 7. the mind is a self-protecting mechanism and will not permit itself to be seriously overloaded so long as it can retain partial awareness of itself. (DMSMH, p. 165) 8. the mind is composed of energy which exists in space and which condenses down into masses. (SH Spec 133, 6204C17)

Magnitude. 1 a : great size or extent

b : spatial quality : [size](#)

2 : the importance, quality, or caliber of something

3 : a number representing the intrinsic or apparent brightness of a celestial body on a logarithmic scale in which an increase of one unit corresponds to a reduction in the brightness of light by a factor of 2.512

4 : a numerical quantitative measure expressed usually as a multiple of a standard unit

5 : the intensity of an earthquake represented by a number on an arbitrary scale

Comparable: [similar](#) in [size](#), [amount](#), or [quality](#) to something [else](#):

Dissimilar: 1. unlikeness; difference. 2. a point of difference.

Electronic: 1 of or relating to electronics or devices and systems developed through electronics: [usually: before a noun] electronic banking; electronic music. 2. Electronics of or relating to electrons. 3. Computing of, relating to, or controlled by computers.

Telepathy: 1. communication between minds by some means other than the senses (usual English) 2. Telepathy is defined as “the ability to experience and communicate with something from a distance.”

GOAL PROBLEM MASS, 1. the **goal** has been balked for eons by opposing forces. The **goal** pointed one way; the opposing forces point exactly opposite and against it. If you took two fire hoses and pointed them at each other, their streams would not reach each other’s nozzles, but would splatter against one another in midair. If this splatter were to hang there, it would be a ball of messed up water. Call hose A the force the pc has used to execute his **goal**. Call hose B the force other dynamics have used to oppose that **goal**. Where these two forces have perpetually met, a mental mass is created. This is the picture of any **problem**-force opposing force with resultant **mass**. Where the pc’s **goal** meets constant opposition, you have in the reactive mind the resultant **mass** caused by the two forces- Goal=force of getting it done, Opposition=force opposing it getting done. This is the **goal problem mass**. (HCOB 20 Nov 61) 2. is fundamentally founded on a **goal**. They’re a conglomeration of identities which are counter-opposed, and these identities are hung up on the postulate-counter- postulate of a **problem**. (SH Spec 243, 6302C26) 3. constituted of items, beingnesses, that the person has been and has fought. (SH Spec 137, 6204C24) 4. the **problem** created by two or more opposing ideas which being opposed, balanced, and unresolved, make a **mass**. It’s a mental energy **mass**. (SH Spec 83, 6612C06) 5. items (valences) in opposition to one another. Any pair of these items, in opposition to each other, constitute a specific **problem**. (HCOB 23 Nov 62)

FACSIMILE, 1. any mental picture, that is unknowingly created and part of the time track is a **facsimile**, whether an engram, secondary, lock or pleasure moment. (HCOB 15 May 63) **2.** a theta recording. All physical perceptions, all effort, emotion and thought which a person experiences are recorded continuously, and these recordings are called “**facsimiles.**” They are not dependent upon an organism for their continued existence. Any **facsimile** which has been recorded is there to be recalled-when the individual has risen high enough on the tone scale, when he has regained enough of his self-determinism. (Abil 114A) **3.** an energy picture made by a thetan or the body’s machinery of the physical universe environment. It is like a photograph. It is made of mental energy. It means copy of the physical universe. (PAB 99) **4.** the pictures contained in the reactive mind. (Dn 55!, p. 12) **5.** a full **facsimile** is a sort of three-dimensional color picture with sound and smell and all other perceptions plus the conclusions or speculations of the individual. (HFP, p. 27) **6.** a simple word meaning a picture of a thing, a copy of a thing, not the thing itself. (HFP, p. 25) **7.** a **facsimile** is an energy picture which can be reviewed again. A **facsimile** contains more than fifty easily identified perceptions. It also contains emotion and thought. (Scn 8- 8008, p. 37) **8.** means the physical universe impression on thought and it means that section of thought which has a physical universe impression on it and it has a time tag on it. (5203CM03B)

VALENCE, 1. a **valence** is an identity complete with bank mass or mental image picture mass of somebody other than the identity selected by oneself. In other words, what we usually mean by **valence** is somebody else’s identity assumed by a person unknowingly. (17ACC-10, 5703C10) **2.** the **valence** mechanism produces whole people for the preclear to be and will include habits and mannerisms which are not mentioned in engrams but are a result of the preclear’s compulsion to copy certain people. (SOS, Bk. 2, p. 202) **3.** a **valence** is a false or true identity. The preclear has his own **valence**. Then there are available to him the **valences** of all persons who appear in his engrams. (SOS, p. 106) **4.** just an identity that is so dominant that it balls-up a whole section of the whole track. It takes a large section of the whole track and bundles it all up in a black ball and it’s full of pictures. (SH Spec 105, 6201C25) **5.** a **valence** is a substitute for self taken on after the fact of lost confidence in self. (SH Spec 68, 6110C18) **6.** the combined package of a personality which one assumes as does an actor on a stage except in life one doesn’t usually assume them knowingly. (5707C17) **7.** a **valence** is a commanded mimicry of another person or thing or imagined entity. These commands would be in engrams. The **valence** is not contained in a circuit. The **valence** and the circuit are two different things. The **valence** is a whole person, a whole thing, or a large number of persons or things. The circuit robs “I” of attention units. The **valence** transplants “I.” It takes “I” and puts him somewhere else. (NOTL, p.

82) **8.** the personality of one of the dramatic personnel in an engram. (DMSMH, p. 81) **9.** the form and identity of the preclear or another, the beingness. (HCOB 23 Apr 69) **10. a valence** is a synthetic beingness, at best, or it is a beingness which the pc is not, but is pretending to be or thinks he is. That beingness could have been created for him by a duplication of an existing beingness, or a synthetic beingness built up by the descriptions of somebody else. (SH Spec 41, 6108C17) **11.** a facsimile personality made capable of force by the counter-effort of the moment or receipt into the plus or minus randomness of unconsciousness. **Valences** are assistive, compulsive or inhibitive to the organism. A control center is not a **valence**. (Scn 0-8, p. 86) **12.** there are many **valences** in everyone. By a **valence** is meant an actual or a shadow personality, one's own **valence** is his actual personality. (SA, p. 159) **13.** valens means "powerful" in Latin. It is a good term because it is the second half of ambivalent (power in two directions). It is a good term because it describes the intent of the organism when dramatizing an engram. **Multivalence** would mean "many powerfuls." It would embrace the phenomena of split personality, the strange differences of personality in people in one and then another situation. **Valence** in Dn means the personality of one of the dramatic personnel in an engram. (DMSMH, p. 80)

CREATIVE PROCESSING, the exercise by which the pc is actually putting up the physical universe. (SH Spec 52, 6502C23). 2. creative processing consists of having the preclear make, with his own creative energies, a mock-up. (COHA Gloss).

RIDGE, 1. it's a standing apparent motionlessness of some kind or other, an apparent solidity, an apparent no-outflow-no-inflow, that's a **ridge**. Flows have direction. **Ridges** have location. (5904C08) **2. a ridge** is caused by two energy flows coinciding and causing an enturbulence of energy, which, on examination, is found to take on a characteristic which in energy flows is very like matter, having its particles in chaotic mixture. (Scn 8-80, p. 43) **3. a ridge** is formed from two flows and these two flows hitting will pile things up. (PDC 18) **4. a ridge** is essentially suspended energy in space. it comes about by flows, dispersals or **ridges** impinging against one another with a sufficient solidity to cause an enduring state of energy. (Scn 8-8008, p. 18) **5.** a solid body of energy caused by various flows and dispersals which has a duration longer than the duration of flow. Any piece of matter could be considered to be a **ridge** in its last stage. **Ridges**, however, exist in suspension around a person and are the foundation upon which facsimiles are built. (Scn 8-8008, p. 49) **6.** facsimiles, or pictures, of motion. (Scn 8-80, p. 45) **7.** areas of dense waves. (Scn 8-8008, p. 78) **8.** electronic densities. (Scn Jour 6-G)

ENTITIES, ridges on which facsimiles are planted. Each one of those things can be a thinking **entity**. It thinks it's alive. It can think it's a being, as long as energy is fed to it. (PDC 36).

ESPERIANISM TECHNICAL BULLETIN

VOLUME ONE - ISSUE # 33

RELEASED 30 APRIL 2020

THE MODERN DEFINITION OF STATIC

W&W to Use: Due to recent discoveries all Esperians *and* Scientologists should read and study this particular issue.

W&W Not to Use: N/A

The Purpose: As a result of discoveries about the nature of what a Static (spirit) is and what it is trying to accomplish it was necessary to write up a new definition or rather a *revised* definition of Static.

Summary: All other information about the Static still applies except for this:

1. A Static is an energy production unit *but* it is also an energy *processing* unit.

So we could say that the full definition of a Static is: *An Energy Production and Conversion Unit.*

2. The Static is capable of *manifesting electromagnetic phenomena without physical characteristics.*

If someone could move something with their mind like you often see in popular movies and the force and other factors cannot be measured - you have this situation.

The person moved an object resulting from *electromagnetic phenomena* but it is neither felt, measured, or has any other *physical* characteristics.

We once believed that a Static could only postulate and perceive things but its true power lies in this newfound ability to *manifest electromagnetic phenomenon without physical universe characteristics.*

It is essential to understand these additional definitions because there is no other way to

account for the recent phenomena that all have been experiencing - inside and outside of Phasing sessions.

The data here will become even more critical when I begin to release an upcoming new series of tech - as it takes advantage of the second definition very heavily.

This new data about the Static has allowed us to discover the remaining barriers to all that we could ever wish for and it is not too far away!

So stay the course and learn this one well.

How to Use: To be read, studied, and understood thoroughly as it is a core concept of Esperianism.

Cross References: N/A

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THE LAW OF UNIFICATION

It can be described as follows:

At any point in time where a person or an object (or multiple people and objects) have a mutual impact in common — that has enough force to produce any pain, unconsciousness, or discomfort — there is a point — if only for a fraction of a second — where all opposing forces will equal zero — and a total equilibrium or balance will occur.

Simultaneously — creating a static force that has a complete *absence* of matter, energy, space, and time — but is infinite — and has all the *potential* qualities of matter, energy, space, and time.

(Also known as MEST.)

Therefore — following the *Law of Conservation of Energy* (the theory where nothing in our universe is destroyed but just alters its form and becomes something else) the destruction of any MEST will forever exist — in potential— as a static that parallels — and contains — all of the initial forces of the moment of the original impact.

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THE INVERSION PRINCIPLE

There is another principle that corresponds to the Law of Unification that I have been cooking up — but was unable to release until now.

It is the Inversion Principle and can be stated as such:

Any unit of matter, energy, space, time or awareness — once created or destroyed — simultaneously and instantly creates a negative potential of one unit of matter, energy, space, time, or awareness — that is directly proportional to the original unit at its moment of creation or destruction.

This seems to be the very mechanical means of aberration itself — that in having created or destroyed something we have to compensate for that somehow — and in some way.

And there is going to come a time when we cannot — as spiritual beings — keep pace with this and bam!

We become the cause of our own effect.

Pretty simple — really. You burn a log — so now you have to worry about replacing that log or you will freeze to death.

You go about this for 50 years and one day forget to chop wood to replace what has been used — and you freeze to death that night!

I don't know what the applicable means for countering this are yet — but once we do — it will be a wonderful tool.

Although it is an inherent part of all cycles of aberration.

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RECIPROCAL PROCESSING

HCOB 28 JUNE 2025

The definition for Reciprocal in Scientology is “something that is dissimilar but of comparable magnitude!”

When applied to the mind and in session; the more dissimilar and of comparable magnitude something is, the better.

But usually, one will have the situation where it is one or the other (and not both).

At least initially, because once you have an item that is equally dissimilar and of comparable magnitude to what you are running, you have your item and it will as-is.

The reason this works so well on cases is that these Reciprocal are electronic in nature, so one is essentially running individual “concepts” on all aspects of case phenomena including facsimiles, ridges and entities.

The discovery underlying this breakthrough is that we dropped the running of electronics out of Scientology, and the consequence was cases that would not run or only got worse!

This is also the reason Creative Processing failed as in the late 1960s.

As facsimiles, ridges, mock-ups and entities are all electronics phenomena.

Ones that can only be run and addressed through the running of electronics, in particular, with the use of reciprocals.

Take your random run-of-the-mill facsimile. It has X amount of charge that needs to be discharged in order for it to be as-ised and erased.

By postulating or mocking-up reciprocals of charge — which are of smaller energy potential than our facsimile—multiple smaller discharges occur, that ultimately as-is this picture.

Now, this is not new to us in Scientology (as this data has been with us a long time), but the idea and use of reciprocals is.

If reciprocals are not used, then residual charge will simply discharge against a being or key-in other charge on a case.

The most similar process to this in the past was the use of “telling a lie”, which is a negative form of creation.

There is no need to go into electronics theory further, as it has already been covered in the basics already, but this should provide a clear picture of what is at work here.

Reciprocal processing works equally well on PCs and pre-OTs.

For PCs, reciprocal processing is addressed towards facsimiles.

When it comes to pre-OTs - it is applied to entities.

I will provide the processes for both, but before I do, there is one concept that should be clearly understood.

That is Telepathy!

Telepathy is defined as “the ability to experience and communicate with something from a distance.”

With pictures, we do this “up close” and through the viewpoint of a body.

Entities are experienced “from a distance”, and the viewpoint of a thetan.

This is an important distinction because many have confused entities with other phenomena originally encountered and addressed with NOTS.

So, for the record, only standard entities (ridges that think they are beings) are addressed on the upper-levels - and this is done via telepathy as defined above.

This new theory and tech is hereafter referred to as New Era Scientology For Thetans (NEST).

RECIPROCAL PROCESSING FOR PCS

Reciprocal processing for PCs is run by asking:

1. “Locate a facsimile you are connected to telepathically.”
2. “What is reciprocal of this?”

Two above is asked repetitively until the facsimile as-ises, then one is asked again and the process is repeated.

This is continued until the standard EP of VGIs, F/N, and Cogs are achieved.

Things can then be left off until the next session.

Now, this can be applied to all other types of grade and objective processes.

One does not have to reinvent the wheel with this, those processes are run exactly as they are written, except with the addition of “what is reciprocal of this?!”

An auditor simply asks “what object, ARCx, O/W, etc., a being is connected to telepathically”, and then “what is reciprocal of this?”

This is continued until a pc achieves the state of clear and the upper-levels can be run.

RECIPROCAL PROCESSING FOR PRE-OT'S

Reciprocal processing for pre-OT's is run by asking:

1. "Locate an entity you are connected to telepathically."
2. "What are you?"
3. "What is reciprocal of this?"

One is done by scanning the space around a being until an entity reads.

It should be noted that entities can occupy the same space.

and just because a space doesn't have an entity that reads, one can read in the space later.

Step two is asked repetitively until a read occurs - this will be what an entity (ridge) is being.

"who are you" has been dropped out of this sequence of commands (which was a part of NOTS), since it is not workable with step three.

Three is asked repetitively until the entity is discharged and as-ises.

The whole process is then repeated until Standard EP, at which time the session can be left off.

While this can also be integrated into the OT levels (with the exception of NOTS, which it replaces) it is not recommended.

Instead, once all entities are handled on a case, Creative - Reciprocal processing and Route one and two (with reciprocal processing integrated) should be used instead.

CREATIVE - RECIPROCAL PROCESSING

The discovery of reciprocal processing has once again made creative processing viable and effective.

It appears this was the missing link in processing mock-ups, as it is not enough to just mock things up, but they have to be reciprocal mock-ups to as-is charged areas of case.

This works based upon the principles mentioned earlier and is no more complicated.

Creative - Reciprocal Processing is run with:

1. "Mock something up you are connected to telepathically."
2. "Now, mock-up something reciprocal of this."

Two is run repetitively, and the process to EP.

INTEGRATION WITH COHA

This is self-explanatory and done in the same manner as it is for the lower-levels.

One simply integrates reciprocal processing with the processes located in COHA.

As of this writing, I have not done this formally but will at some point in the near future.

Until then, one can use any of the COHA processes if they choose to, all that is needed is to make-up reciprocals to handle any charge encountered.

IN CLOSING

Understand that this is all deceptively simple for you to run, do not make it more complicated than it needs to be.

Granted, things will never be completely smooth at all times, but you can turn things into a relative nightmare by not following these simple guidelines.

The lower-levels are not so much of an issue, although you can run into a LOT of trouble on the upper ones.

DO NOT make the mistake of believing entities are real or live beings, because they are not. They are ridges that happen to think and cannot be addressed through normal processing (only NEST).

Also, do not make the mistake of believing progress is not being made because the gradient is different with NEST processing than the rest of the tech.

Take a week off from processing and you will see for yourself!

While there is no liability of repair actions with NEST, some beings can become upset by too much processing.

Initially, most beings cannot handle so much effective processing on a daily basis - while some others can.

This is the only liability and it can be easily remedied through scheduling and a gradient a being can handle.

That being said, we now have a fully debugged and effective bridge with NEST. All theory and application are fully corrected!

Now comes the fun part. Making OTs and expansion!

I look forward to you joining us. You are desperately needed.

L. Ron Hubbard

RECIPROCAL SESSION ON A PC.

Aud.: Hi Peter, how are you?

PC.: I am fine today

Aud.: Great. So, we are going to audit some disturbing incidents that you have encountered in your life.

PC.: OK

Aud.: We need to clear up to words. Fac-simile and telepathy. The first one, Fac-simile is defined as **FACSIMILE**: any mental picture, that is unknowingly created and part of the time track is a **facsimile**, whether an engram, secondary, lock or pleasure moment.

And Telepathy is Telepathy is defined as “the ability to experience and communicate with something from a distance.”

So if I ask you to recall something, you can remember and see what happened right?

PC.: Yes I can remember when I was at the beach, and swimming!

Aud.: Great. Now for the telepathy. We know science fictions movies, series and much more books where telepathy is existing. But We never experience it as in the movies. Well, I can't read your thoughts. So, I have to ask you questions, and YOU are the one to look in your mind. But telepathy is the ability to experience and communicate with something from a distance. Right? So, when you remember something, you are experiencing this image, you communicate with it and it is from a near distance, because your image is not in your head, but in your mind.

Aud.: So, tell me one of these disturbing incidents of your life to what you are connected telepathically, and get the fac-simile of that.

PC.: Ok, I will... (pc looks for) then: yes, I got one! When I was in school, one guy stole my bag where I had all my books but also my wallet with some money. And I knew who he was. So, I went to him to get it back, but when he saw me, he just jumped at me, and hit me in face. My nose was bleeding afterwards.

Aud.: Ok I got it. So, you got the incident under the form of mental images or fac-similes. So now to blow this incident, we are going to use the reciprocal tech.

PC.: I read the bulletins that you sent me, but even if I can understand the basics I don't see how I can apply it myself.

Aud.: I understand you, yes when you have never used this tech it seems very difficult. The original definition of reciprocal is: “something that is dissimilar but of comparable magnitude!”

But remember the other bulletins I sent, with the principle of inversion. Each time a disturbing, serious incident occurs to a thetan, he is mocking up something inverse, right?

PC.: Yes, I remember. But what could be inverse?

Aud.: Imagine an incident where someone is killed in a car accident. This incident shows him so much pain and death! What do you think he could mock-up at this point?

PC.: I don't know? Maybe to disintegrate the car with a new weapon?

Aud.: Maybe he would prefer to be somewhere else, like a beach, drinking a coconut juice under the sun and coconuts, with nice pleasing people around him.

PC.: Oh, I see, yes life would be inverse to death, right?

Aud.: Yes, that's right. So now you had such incident, so at that point you made this kind of mock-up. Now the reciprocals, are a bit similar. You mock-up other ways of mock-up totally dissimilar from the incident of your life. I will ask you to create several mock-ups and at one moment, you will see your incident blowing away. No more charge about it.

PC.: Ok, I will try to do that.

Aud.: OK, remember it is creative processing, in his past life Ron said Creative processing, is the spine of Scientology. And it is still true. And these mock-ups you are going to do are what we call reciprocals. You mock-up till your incident blows.

PC.: Ok I understand

Aud.: Good! So, give me a reciprocal of your incident.

PC.: watching a good movie with karate.

Aud.: Ok, but I want you to describe the mock-up with its elements. In this mock-up where are you? With who?

PC.: I am alone, in my bedroom, watching the movie on my computer.

Aud.: Ok, very good, give me a reciprocal of your incident.

PC.: I won at loto, I am so happy that I jump all over, I kiss my parents, and everybody is happy!

Aud.: Excellent, give me a reciprocal of your incident.

PC.: I am with my girlfriend, and we eat ice cream and we drink a good whisky. Then I kiss her and we are so happy

Aud.: Very good! Continue, give me a reciprocal of your incident.

PC.: I start to feel better now, but incident still there.

Aud.: Good! We are progressing, we will continue to the end of this process. Give me a reciprocal of your incident.

PC.: I am at sea, I am surfing, I see a big wave coming to me, but I know I can confront it, and it is a great pleasure to surf inside this wave.

Aud.: Very well, give me a reciprocal of your incident.

PC.: You know what I have no more interest. I think it is fine for me now.

Aud.: Good thing, I just want to know if the incident is blown? Can you check it?

PC.: You are right, it is gone now, and I feel very well now about it!

Aud.: Excellent, bravo for your win, and we are going to end the session!

END OF SESSION!