Oberon Draw Count and Virtual Model Information Sheet

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1. Draw Count = Duration / Number of Doses

- A higher draw count means the remedy remains "on board" longer, so it's used less frequently.

- Example from training:

    - **30,000 draw count** → RF remedy lasts ~12 hours/paraffin remedy applied every 10-12 hours

    - **6,000 draw count** → RF remedy last ~ 6 hours/paraffin 2–3 applications per day

    - **2,000 draw count** → RF remedy last ~ 6 hours/paraffin 2–3 applications per day for sensitive individuals or kids to avoid overstimulation

    - **300-500 draw count** → RF remedy last ~ 20-30 mins/paraffin 2–3 applications per day for new remedies to review reaction with client – recommend lower draw count (time remedy stays active in the body) for pets

2. Strength is Controlled Separately

- **Strength** is set by the **virtual model number (VMN)** (0–10), adjusted in the "ellipse" column.

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- You manually increase (or decrease if using auto model) this for remedies you want to increase the strength of the remedy (like antibacterial or anti-inflammatory agents).

Quick Recap Table

Parameter	What It Means	How It's Set
Strength	Potency of the remedy	Virtual model number (VMN) (0–10)
Draw Count	How long a dose stays active (dosing interval)	Selectable counts (e.g., 2k, 6k, 30k)
Frequency to Dose	How often client needs to reapply/take remedy	Depends on draw count

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Example Usage:

- **Topical cream for infection**
  - Strength = 10 VMN (high impact remedies like antibacterial)
  - Draw count = 6,000 (duration of remedy per reprinter = about 6 hours)
  - **Sensitive client or child/pet**
    - Strength = 1–5 VMN (lower impact remedy)
    - Draw count = 2,000 (duration of remedy per reprinter = about 2 hours)
- **Testing the Remedy Response**
  - Strength 1-10 VMN (depending on the severity of symptoms)

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- Draw count = 250 (duration of remedy per reprinter = about 15 minutes)

Remedy Topic	Target Area / Purpose	Virtual Model Number (VMN)	Draw Count Range
Allopathy (Painkiller)	Chronic/Acute pain relief	1-5	5,000 (5hrs) - 8,000 (8hrs)
		5–10	8,000 (8hrs)+ (longer if chronic)
Allopathy (All Caps) (Pain, Microorganisms, Mental health, Weight Mangement	General anti-inflammatory, pharmaceutical patterning – Must have the description filter added to complete a keyword search, "Pain, Nerve P, inflam, rehydration, anxiety, depressant, and obesity"	1-5	4,000 (4hrs) - 5,000 (5hrs)
		5–10	8,000 (8hrs)+ (longer if chronic)
Patented		1-5	4,000 (4hrs) - 5,000 (5hrs)

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Remedy Topic	Target Area / Purpose	Virtual Model Number (VMN)	Draw Count Range
	Alternative pharmaceutical support – Very similar to the ALLOPATHY topic check for duplicates (Only use if VMN is a 4 or higher)	5–10	5,500 (5hrs) - 6,000 (6hrs)
Exogene	Lice remedy search for Permethrin – for mosquito repellent search for malathron	1–4	1,000 (1hrs) - 5,000 (5hrs)
		5-10	5,000 (5hrs) - 8,000 (8hrs) +
Helminths (Microorganisms)	Mold, fungal, and parasite cleanup	1–4	1,000 (1hrs) - 2,000 (2hrs)
		5-10	2,000 (2hrs) - 3,000 (3hrs)
Supplements (e.g., colloidal silver)	Supplement frequencies for topical or internal use	1–4	1,000 (1hrs) - 2,000 (2hrs)
		5-10	2,000 (2hrs) - 3,000 (3hrs)
Trace Elements	Micronutrient balancing (2 topics)	1–4	500 (.5hrs) - 1000 (1hrs)

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Remedy Topic	Target Area / Purpose	Virtual Model Number (VMN)	Draw Count Range
		5-10	1,000 (1hrs) - 1,500 (1.5hrs) (invert)
Heavy Metals	Detoxification of metals (e.g., mercury, lead). There are 2 topics 1 - (INV), 1 – balanced remedy	1–4	500 (.5hrs) - 1000 (1hrs)
		5-10	1,000 (1hrs) - 1,500 (1hrs)
Schussler Salts	Electrolyte and mineral balance	1–4	1,000 (1hrs) - 2,000 (2hrs)
		5-10	2,000 (2hrs) - 3,000 (3hrs)
Allergens	Sensitivity clearing (e.g., polyester)	1–4	500 (.5hrs) - 1000 (1hrs)
		5-10	1,000 (1hrs) - 1,500 (1.5hrs) (invert)
Nutri (Cevetics, Lite, and Power)	Adaptogenic support, chronic fatigue, blood support	1–4	1,000 (1hrs) - 2,000 (2hrs)

Remedy Topic	Target Area / Purpose	Virtual Model Number (VMN)	Draw Count Range
		5-10	2,000 (2hrs) - 3,000 (3hrs)
Organo Preference	Pathway and system-specific support	1–4	500 (.5hrs) - 1000 (1hrs)
		5-10	1,000 (1hrs) - 1,500 (1.5hrs)
Additional Phyto-Corrector	Hydration/electrolyte/hormonal balance	1-5	4,000 (4hrs) - 5,000 (5hrs)
		5–10	5,500 (5hrs) - 6,000 (6hrs)
4 "Ant" – Antibacterial, Antiviral, Antifungal, and Anthelminth	Fungal/mold/bacteria, viral, and parasitic infections and mucosal imbalances	1-5	4,000 (4hrs) - 5,000 (5hrs)
		5–10	5,500 (5hrs) – 6,000 (6hrs)
Yoga Drugs	Many remedies – ex: Ozone and chelation	1-5	4,000 (4hrs) - 5,000 (5hrs)
		5–10	5,500 (5hrs) – 6,000 (6hrs)

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Additional scan thumb within the area of the body where discomfort is identified – although the VMN does not show need when using auto-model:

- **Muscles Front of Body/Back of Body** - Check entire organ first – if high virtual model, provide remedies through reprinter
- **Striated Muscle** – (best results use thumb located within the area of the body that the client has discomfort)
- **Nerve within the Striated Muscle** – (located under the venule thumb top center of the picture of the striated muscle)
- **Nerve (Yellow**) – (best results use thumb located within the area of the body that the client has discomfort)
- **Nerve Bundle** – (best results use thumb located within the area of the body that the client has discomfort)
- **Hyaline Cartilage** – (best results use thumb located within the area of the body that the client has discomfort)
- **Tendon** – (best results use thumb located within the area of the body that the client has discomfort)
- **Osseous Tissue** – (best results use thumb located within the area of the body that the client has discomfort)
- **Endothelia** – (best results use thumb located within the area of the body that the client has discomfort)
- **Mesothelium** – (best results use thumb located within the area of the body that the client has discomfort)
- **Epithelia** – (best results use thumb located within the area of the body that the client has discomfort)
- **Core Sections of the body** – Check entire organ first – if high virtual model, provide remedies through reprinter
    - **Shoulder Trunk** – Check entire organ first – if high virtual model, provide remedies through reprinter
    - **Pelvic** – Check entire organ first – if high virtual model, provide remedies through reprinter
    - **Organs of the Male Small Pelvis Left/Right** – Check entire organ first – if high virtual model provide remedies through reprinter
- **Hepatocyte/hepatic beam tissue** - Check entire organ first – if high virtual model, provide remedies through reprinter

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