HUBBARD CHART OF HUMAN EVALUATION AND DIANETIC PROCESSING (PART 1)

FREE THETA (Approximations)	A TONE SCALE — NATIVE, ACUTE, CHRONIC (Ref. Text)	B DIANETIC EVALUATION	C BEHAVIOUR AND PHYSIOLOGY	D PSYCHIATRIC RANGE	E MEDICAL RANGE	F EMOTION	G AFFINITY	COMMUNICATION — H SONIC	I VISIO	J SOMATIC	K speech: talks / speech: listens	L SUBJECT'S HANDLING OF WRITTEN OR SPOKEN COMM. WHEN ACTING AS A RELAY POINT	M REALITY (AGREEMENT)	N CONDITION OF TRACK AND VALENCES	O MANIFESTATION OF ENGRAMS AND LOCKS	P SEXUAL BEHAVIOUR / ATTITUDE TOWARD CHILDREN	Q COMMAND OVER ENVIRONMENT	R ACTUAL WORTH TO SOCIETY COMPARED TO APPARENT WORTH	S ETHIC LEVEL	T HANDLING OF TRUTH	U COURAGE LEVEL	V ABILITY TO HANDLE RESPONSIBILITY	A TONE SCALE — NATIVE, ACUTE, CHRONIC (Ret. Text)	FREE THETA (Approximations)
1000	40.0	Unknown	Ultimate capabilities unknown																				40.0	1000
900 to 100	36.0 to 4.0	Theta-MEST clear	Capabilities only partly explored																				36.0 to 4.0	900 to 100
100	4.0	MEST clear	Excellent at projects, execution Fast reaction time (relative to age)		Near accident-proof. No psycho-somatic ills. Nearly immune to bacteria	Eagerness, exhilaration	Love, strong, outgoing.	Full recall. (Vivid, detailed reception from environ.)	Full recall. (For reception from environ, compare SONIC.)	No Somatics to recall. Present-time pain automatically resisted on receipt.	Strong, able, swift, and full exchange of beliefs and ideas.	Passes theta comm,* contributes to it. Cuts entheta lines.	Search for different viewpoints in order to broaden own reality. Changes reality.	Moves at will. Seldom leaves present time. Own valence everywhere.	No current engrams or locks. Will react on educational pattern modified by reason. Does not restimulate.	Sexual interest high but often sublimated to creative thought. Intense interest in emotions.	High self mastery. Aggressive toward environ. Dislikes to control people. High reasoning, volatile emotions.	High worth. Apparent worth will be realized. Creative and constructive.	Bases ethics on reason.	High concept of truth.	High courage level.	Inherent sense of responsibility on all dynamics.	4.0	100
70	3.5	Dianetic Release	Good at projects, execution, sports		Highly resistant to common infections. No colds.	Strong interest	Tentative advances, friendliness.	Spotty sonic. Strong impression where no sonic. (Environ reception good.)	Good visio but not in perfect scale or color.	Somatics strong and correct. Any can be recovered. Present-time pain receipt less intense.	Will talk of deep seated beliefs and ideas. / Will accept deep-seated beliefs, ideas; consider them.	Passes theta comm. Resents and hits back at entheta lines.	Ability to understand and evaluate reality of others and to change viewpoint. Agreeable.	Moves very easily. Comes quickly to present, remains	Only very occasionally dramatizes concept of a chain of engrams.	High interest in opposite sex. Constancy. / Love of children.	Reasons well. Good control. Accepts ownership. Emotion free. Liberal.	Good value to society. Adjusts environ to benefit of self and others.	Heeds ethics of group but refines them higher as reason demands.	Truthful.	Courage displayed on reasonable risks.	Capable of assuming and carrying on responsibilities.	3.5	70
47	3.0	Very high normal	Capable of fair amount of action, sports	High normal	Resistant to infection and disease. Few psycho somatic ills.	Mild interest / Content	Tolerance without much outgoing action. Acceptance of advances offered.	Some sonic; strong correct impressions. (Environ reception correct.)	Spotty visio. Strong impressions where no visio.	Somatics correct. Many may be occluded. Receipt of present-time pain average intensity.	Tentative expression of limited number of personal ideas. / Receives ideas and beliefs if cautiously stated.	Passes comm. Conservative. Inclines toward moderate construction and creation.	Awareness of possible validity of different reality. Conservative agreement.	Moves easily on track. In own valence.	Dramatizes engrams, but alters content.	Interest in procreation. / Interest in children.	Controls bodily functions. Reasons well. Free emotion still inhibited. Allows rights to others. Democratic.	Any apparent worth is actual worth. Fair value.	Follows ethics in which trained as honestly as possible. Moral.	Cautious of asserting truths. Social lies.	Conservative display of courage where risk is small.	Handles responsibility in a slipshod fashion.	3.0	47
32	2.5	Boredom	Relatively inactive, but capable of action	Normal / Neurotic	Occasionally ill. Susceptible to usual diseases.	indifference / Boredom	Neglect of person or of people, withdrawal from them.	Some impressions. (Environ reception fair.)	Good impressions.	Recalls correct, intensity of present-time pain may be low.	Casual pointless conversation. Listens only to ordinary affairs.	Cancels any comm. of higher or lower tone. Devaluates urgencies.	Refusal to match two realities. Indifference to conflict in reality. Too careless to agree or	Moves on track sometimes hard to interest in incidents. Mostly in own valence.	Dramatizes some locks and most engrams. Many dramatizations.	Disgust at sex; revulsion. / Vague tolerance of children.	Disinterest in procreation. Does not desire much ownership.	Capable of constructive action; seldom much quantity. Small value. "Well adjusted."	Treats ethics insincerely. Not particularly honest or dishonest.	Truth twisted to suit antagonism.	Neither courage nor cowardice. Neglect of danger.	Too careless. Not trustworthy.	2.5	32
22	2.0	Overt Hostility	Capable of destructive and minor constructive action.	Neurotic	Severe sporadic illnesses	Expressed resentment	Antagonism	Impressions. Minor dub-in. (Reception poor.)	Good impressions.	Somatics in right places but often occluded. Present time pain sharp.	Talks in threats. Invalidates other people / listens to threats. Openly mocks theta talk.	Deals in hostile or threatening comm. Lets only small amount of theta go through.	Verbal doubt. Defense of own reality. In and out of own valence. Disagrees.	Moves on track but poorly. In and out of own valence. Sags out of present.	Dramatizes some locks and most engrams. Many dramatizations.	Rape. Sex as punishment. / Nagging of and nervousness about children.	Antagonistic and destructive to self, others, and environ. Failing command in order to injure.	Dangerous. Any apparent worth outweighed by potentials of injury to others.	Below this point: insincere. Chronically and bluntly dishonest when occasion arises.	Below this point-authoritarian. Chronically immoral. Actively dishonest. Destructive of any and all ethics.	Reactive unreasoning thrusts at danger.	Uses responsibility to further own ends.	2.0	22
15	1.5	Anger	Capable of destructive action	Psychotic	Depository illnesses (arthritis). (Range 1.0 to 2.0 interchangeable)	Anger	Hate, violent and expressed	Spotty impressions. Dub-in. (Reception reversed, meanings wrong.)	Impressions. Minor dub-in.	Recall of pain possible but recall perverted. Anaesthesia to present-time pain.	Talks of death, destruction, hate only. / Listens only to death and destruction. Wrecks theta lines.	Perverts comm. to entheta regardless of original content. / Stops theta comm. Passes en theta and perverts it	Destruction of opposing reality. "You're wrong." Disagrees with reality of others.	Moves on track in valence of dominant parent or model.	Dramatizes engrams and locks on winning valence side, verbatim.	Rape. Sex as punishment. / Brutal treatment ofchildren.	Smashes or destroys others or environ. Failing this, may destroy self. Fascistc.	Insincere. Heavy liability. Possible murderer. Even when intentions avowedly good will bring about destruction.	Below this point: criminal. Immoral. Actively dishonest. Destructive of any and all ethics.	Blatant and destructive lying.	Unreasonable bravery, usualfr damaging to self.	Assumes responsibility in order to destroy.	1.5	15
10	1.1	Covert Hostility	Capable of minor execution.	Psychotic	Endocrine and neurological illnesses.	Unexpressed resentment / Fear	Covert hostility / Acute shyness, propitiation	Very poor impressions. Much dub-in. (Reception from environ interpreted as threats.)	Spotty impressions. Dub-in.	Recall of pain as such very occasional. Physical pain converted to fear. One somatic represents many somatics.	Talks apparent theta, but intent vicious. / Listens little: mostly to cabal, gossip, lies.	Relays only malicious comm. / Cuts comm. lines. Won't relay.	Doubt of own reality. Insecurity. Doubt of opposing reality.	In synthetic valence. Moves on a false track, or is stuck. Views scenes from odd angles.	Dramatizes locks and engrams on losing valence side. / Use of children for sadistic purposes.	Promiscuity, perversion, sadism, irregular practices. / Use of children for sadistic purposes.	No control of reason or emotions, but apparent organ control Uses sly means of controlling others, especially hypnotism. Communistic.	Active liability. Enturbulates others. Apparent worth outweighed by vicious hidden intents.	Sex criminal. Negative ethics. Deviously dishonest without reason. Pseudo-ethical activities screen perversion of ethics.	Ingenious and vicious perversions of truth. Covers lying artfully.	Occasional underhanded displays of action) otherwise cowardly.	Incapable, capricious, irresponsible.	1.1	10
6	0.5	Apathy	Capable of relatively uncontrolled action.	Psychotic (Apathy)	Chronic malfunction of organs. (Accident prone.)	Grief / Apathy	withdrawal from person or people. Supplication, pleas for pity / Complete	Almost no impressions.	Very poor impressions. Much dub-in.	Recall of pain as such impossible. Physical pain converted to grief. Somatics in wrong places when felt.	Talks very little only in apathic tones / Listens little: mostly or pity	Takes little heed of comm. Does not relay.	Shame, anxiety, strong doubt of own reality. Easily has reality of others forced on him.	Ordinarily stuck in apathy and grief engrams. Out of valence where stuck.	Locks and engrams highly effective if they are below 1.0. In a state of anaten.	Impotency, anxiety, possible efforts to reproduce / anxiety about children.	Barest functional control of self, only.	Liability to society. Possible suicide. Utterly careless of others.	Non-existent Not thinking. Obeying anyone.	Details facts with no concept of their reality.	Comple cowardice.	None.	0.5	6
3	0.1	Pretended death	Alive as an organism	Psychotic (Catatonic)	Chronically ill. (Refusing sustenance.)	Deepest apathy	withdrawal from person or people	No recall. (No response to environment.)	Almost no recall; minutest response to environment.	Organism as a whole without reaction. Anaesthesia. Cells record.	Does not talk. Does not listen.	Does not relay. Unaware of comm.	Complete withdrawal from conflicting reality. No reality.	Usually unaware of any past. Hard to get to present.	Any incident effective Locks as effective as engrams.	No effort to procreate.	No command of self, others, environ. Suicide.	High liability, needing care and efforts of others without making any contribution.	None.	No reaction.	No reaction.	None.	0.1	3
1	0 - 1	Some cellular theta remaining. Somatic life. / Entity theta out of contact.	Cells alive		Dead		Cellular cohesion	Cellular response to sounds in environ.	Cellular response to light in environ.	Cells capable of feeling further individual pain.		MEST body, no comm. Theta not certainly contactable by existing technology.	Subjective reality none. Cellular reality.	No track	Cellular efforts to procreate reported by physiologists	None.	Value of body depends on former worth to his group.					0 -1	1
0	-3	MEST remaining in MEST. Theta out of contact.	Inorganic chemicals		Dead		Normal physical laws of cohesion, adhesion	Sound waves present but no recording.	MEST light waves present but no recording.	MEST forces present. No recording; save as MEST.		Same as –1.	MEST reality.	No track	None	Ditto						-3	0

. . . (Note: means reception by "I"not"recording.")   ·(Note; in a wide open case sonic and/or visio may be on full.)   * comm.=communication   (Note wide open case will be in valence and will move on track.)

HUBBARD CHART OF HUMAN EVALUATION AND DIANETIC PROCESSING (PART 2)

FREE THETA (Approximations)	A TONE SCALE — NATIVE, ACUTE, CHRONIC (Ref. Text)	W PERSISTENCE ON A GIVEN COURSE	X LITERALNESS OF RECEPTION OF STATEMENTS	Y METHOD USED BY SUBJECT TO HANDLE OTHERS	Z COMMAND VALUE OF ACTION PHRASES	AB PRESENT TIME	AC STRAIGHT MEMORY	AD PLEASURE MOMENTS	TYPES OF ENTHETA WHICH CAN BE RUN — AE IMAGINARY INCIDENTS	AF LOCKS	AG SCANNING LOCKS	AH SECONDARY ENGRAMS	AI ENGRAMS	AJ CHAINS OF ENGRAMS	AK CIRCUITS	AL CONDITION OF FILE CLERK	AM HYPNOTIC LEVEL	AN LEVEL OF MIND ALERT (Approximations)	AO RELATIVE ENTHETA ON CASE (Approximations)	AP ABILITY TO EXPERIENCE PRESENT-TIME PLEASURE	AQ TONE LEVEL OF AUDITOR NECESSARY TO HANDLE CASE	AR HOW TO AUDIT CASE	A TONE SCALE — NATIVE, ACUTE, CHRONIC (Ret. Text)	FREE THETA (Approximations)
1000	40.0																						40.0	1000
900 to 100	36.0 to 4.0	High creative persistence.	High differentiation. Good understanding of all comm., as modified by dear's education.	Gains support by creative enthusiasm and vitality backed by reason.	No engrams. Present-time phrases no reactive value.	Highly stable in p. t.* Does not leave it. All percepts clear.	Can recall or remember at will anything that has been perceived.	Responds to any pleasure stimuli in environ. Enjoys life. All past moments of pleasure available.	Mechanism not necessary.	All locks discharged.	All locks have been scanned.	All secondaries out.	All current-life MEST engrams out.		All control vested in "L." No circuits.	Computes accurately with flash answers.	Impossible to hypnotize without drugs.	Full analytical.	All locks, secondaries, engrams converted.	Finds existence very full of pleasure.	Can audit anything but a heavy drug engram without an auditor.	Any engram may be run as soon as consciousness returns.	36.0 to 4.0	900 to 100
100	4.0																						4.0	100
70	3.5	Good persistence and direction toward constructive goals.	Good grasp of statements. Good sense of humor.	Gains support by creative reasoning and vitality.	Chains of engrams effective. Individual phrases mildly effective.	Very alert to p. t. Stable in it.	Straight memory is automatic on material.	Runs pleasure moments easily. Most past pleasure available.	Mechanism not necessary. Differentiates well between reality and imagination.	Locks blow as fast as engram is erased.	Scan auditing and locks of engrams just run.	Run out all secondaries. They will release if scanned as locks.	Any engram on case will run with all percepts.	Engrams can be scanned if carefully checked.	Circuits out of case.	F. C. very active and dependable.	Difficult to trance unless still possessed of a trance engram.	Analytical about 70% on.	Major lock chains and nearly all secondaries converted. Light charge on some engrams.	Finds life pleasurable most of the time.	3.0 Altitude not necessary.	Scan engrams and secondaries and all lock chains until case clear.	3.5	70
47	3.0	Fair persistence if obstacles not too great.	Good differentiation of meaning of statements.	Invites support by practical reasoning and social graces.	Engram action phrases effective.	Pc has no difficulty reaching or staying in p. t.	Use straight memory on auditing and locks.	Runs p. m. easily, but much past and present pleasure unavailable.	Use imaginary pleasure moments to raise tone.	Treatment of locks as individual incidents unnecessary.	Sharpen percepts by scanning locks.	Secondaries can be touched and left without bad effect at this level and above only.	Auditor can choose early specific engrams to run, but should work with F. C.	Never scan engrams.	Few active circuits.	F. C. active and dependable.	Could be hypnotized, but alert when awake.	Analytical about 47% on.	A few highly charged lock chains. A few secondaries, minor charge. Engrams only lightly charged.	Experiences pleasure some of the time.	3.0	Run engrams, secondaries. Keep auditing scanned off.	3.0	47
32	2.5	Idle, poor concentration.	Accepts very little, literally or otherwise. Apt to be literal about humor.	Careless of support from others.	Engrams effective. Chains of secondaries effective.	Once brought to p. t., pc usually remains there until next processing.	Use s. m. to contact anger, fear, and apathy dramatizations of engram in pc's life.	Runs p. m. Present and past pleasure occasionally occluded.	Mechanism useful at start of case. Imaginary pleasure moments.	Treatment of locks as individual incidents relatively productive.	Scan locks until engrams show up clearly. Run those. Scan locks again for new engrams.	Any secondary can be run. Usually will discharge.	Run engrams as presented by F. C. only.	Never scan engrams.	Some circuits Not effective in secondaries or prenatals.	F. C. responsive. Occluded on secondaries occasionally.	Can be a hypnotic subject, but mostly alert.	Analytical about 32% on.	A few highly charged lock chains. Major secondaries existing. About ½ engrams enough charged to be wholly uncontactable	Experiences moments of pleasure. Low intensity	3.0	Scan locks, runs secondaries and engrams as routine. Scan all circuits located in locks.	2.5	32
22	2.0	Persistence toward destruction of enemies. No constructive persistence below this point	Accepts remarks of tone 2.0 literally.	Nags and bluntly criticizes to demand compliance with wishes.	Engrams effective. Secondaries effective. Lock chains effective.	Pc must be brought to p. t. and stabilized there.	Use s. m. on ARC locks, broken dramatizations, and pleasure moments.	A few real p. m. can be reached. Takes pleasure in venting antagonism.	Imaginary revenges will clue what has been done to p. c.	Locks can be contacted and restimulated without reducing.	Scan locks, working chains given up by F. C. Reduce all chains contacted.	Run any secondary. Run thoroughly until discharged.	Run engrams as presented. Do not force pc into engrams.	Never scan engrams.	Numerous in prenatals. Not effective in locks.	F. C. works most of the time.	Negates somewhat, but can be hypnotized.	Analytical responsive. Reactive fully alert.	Many highly charged lock chains Many major secondaries Half of engrams in bank wholly uncontactable.	Occasionally experiences some pleasure in extraordinary moments.	3.0	Scan locks. Run secondaries. Run only engrams F C. easily presents. Locate circuits in locks.	2.0	22
15	1.5	Destructive persistence begins strongly, weakens quickly.	Accepts alarming remarks literally. Brutal sense of humor.	Uses threats, punishment, and alarming lies to dominate others.	Engrams effective if matching tone. Control phrases most effective.	Pc out of p. t. Reduce locks and get to p. t.	Use s. m. on ARC locks and efforts of others to control pc.	True p. m. difficult to find. Reactive satisfaction in destroying.	Mechanism can be used with profit. All incidents seem imaginary.	Run broken dramatizations, ARC locks, like engrams, until charge is off.	Scan locks until pc sticks in one. Run it as an engram. Avoid scanning through any physical pain.	Run secondaries of fear, grief, or anger. Usually they are hard to discharge.	Caution. Run only engrams which easily present themselves. Be careful.	Never scan engrams.	Relatively heavy. Effective in secondaries.	F. C. works occasionally. Occluded most of the time.	Negates heavily against remarks, but absorbs them.	Analytical shutting down. Reactive well on.	Many highly charged lock chains. Heavy secondaries. ⅔ of engrams in bank wholly uncontactable.	Seldom experiences any pleasure.	3.0	Scan locks. Run locks and secondaries as engrams. Be very careful with any engram. Use s. m. on circuits.	1.5	15
10	1.1	Vacillation on any course. Very poor concentration. Flighty.	Lack of acceptance of any remarks. Tendency to accept all literally avoided by forced humor.	Nullifies others to get them to level where they can be used. Devious and vicious means. Hypnotism, gossip. Seeks hidden control.	Locks, secondaries, engrams effective. Valence shifters very effective.	Pc stays out of p. t. most of time. Reaching it, slumps back. Get charge off locks and bring to p. t.	Use s. m. on things he knows are real. And on broken dramatizations.	Occasional pleasant memory can be found but very rare. Reactive delight in inflicting sadistic injuries on helpless persons or objects.	Too hypnotic. Suggest no such incidents.	Run ARC break locks as engrams.	Same as 1.5 but more cautiously. If too much enturbulation results use s. m. technique proper at this level.	Caution. Run any fear secondary presented by K. C. Usually they will not wholly discharge.	Never touch an engram on this level.	Never scan engrams.	Heavy particularly in prenatal engrams.	Circuit "F. C." gives data by strange mechanisms. Not dependable.	In a permanent light trance, but negates.	Analytical nearly shut down. Reactive responsive.	Most lock chains charged nearly as heavy as secondaries Secondary charges mainly sunk into engrams. Engrams nearly all uncontactable.	Most gaiety forced. Real pleasure out of reach	3.5 or above. (Such; cases lone if necessary (mimicry).	Establish ARC. Adopt pc's tone if necessary (mimicry). Use s. m. on locks, scan locks. Touch no engrams.	1.1	10
6	0.5	Sporadic persistence toward self-destruction.	Literal acceptance of any remark matching tone.	Enturbulates others to control them. Cries for pity. Wild lying to gain sympathy.	Present-time percepts, locks secondaries, engrams effective. Groupers particularly.	Attempt to bring pc to p. t. Sags back immediately.	Use only s. m. and contact with p. t.	No p. m. available. Experiences little or none in p. t.	Too hypnotic. Use no such mechanism.	Treat only very lightest locks near p. t. Running heavier locks pulls pc into engram.	Do not scan locks.	Caution. Run secondaries only when presented by F. C. Do not order pc into them.	Never touch an engram on this level.	Never scan.	Very heavy, particularly in prenatal and childhood. Active in early locks.	No response from real. F. C. Circuits sometimes respond.	Very hypnotic. Any remark made may be a "positive suggestion."	Analytical shut down. Reactive shutting down.	Almost a solid sheet of charge.	None	3.5 or above.	Establish ARC. Heavy affinity. Get up some minor apathy locks. Touch no engrams.	0.5	6
3	0.1	None.	Complete literal acceptance.	Pretends death so others will not think him dangerous and will go away.	All phrases, in present or from past, effective.	Pc may be coaxed to experience p. t. percepts.	Use only as aid to contacting environment.	No reaction.	None.	Touch only lightest past moments if any.	Never scan.	Do not let pc get into any secondaries.	Never touch engrams on this level.	Never scan.	Heavy over entire span of track. Even late locks contain circuits.	No trace of F. C.	Is equivalent to a hypnotized subject when "awake."	Reactive very slightly on.	Track too charged for anything but straight memory.	None.	3.5 pr above	Establish ARC and get pc into contact with p. t. Touch no engrams, or secondaries.	0.1	3
1	0 / -1			Cells in p. t. Entity theta out of contact.	Genetic recall																		0 -1	1
0	-3			MEST in p. t. Theta out of contact completely.	None in MEST body.																		-3	0

20200702   *p. t. =present time   pc=preclear   s. m.=straight memory   ARC=affinity—reality—communication   f. c.=file clerk   p. m.=pleasure moment

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