A Guide in Character Judging

True success sits on a three-legged stool-knowledge, ability, character.

CHARACTER GRAPH

Class			.Date					
City			State					
Bas	ic Civilization Virtues	Always	Nearly Always	Half and Half	Sometimes			
The	Verified List							
1	Honesty, sincerity Truthfulness							
2	Cooperation							
3	Kindness, affection			1	Ì			
> 4	Will-power, poise Self-control							
5	Muscular control, skill							
6	Executive ability							
7	Inventive Constructive							
8	Discernment, thinking							
9	Purpose, determination							
>10	Justice							
11	Interest							
12	Vitality							
13	Industry, energy							
14	Urges, ambitions							
15	Public spirit, patriotism Family loyalty							

As determined by the ten-year research of the Character Education Institution, Washington, D. C. Make out your own "character graph." Practice self-character education to establish a foundation for a true success and your citizenship in U. S. A.

A very high character is a straight line under "always," a low character is under "sometimes" and "seldom," a jagged character is "always" in some virtues and "sel-dom" in others.

Character will become strong and true if you make yourself do persistently, by will-power, the things that are expressions in conduct and activities of these basic civilization virtues.

The Science Thinking Graph

Memory, keen	
Senses, alert	
Observation, Gathering Data	
Classification, Organization of Data	
Generalizations to Under- stand Data, Reasoning	
Verification, Making Sure	
Broad-minded, Large Problems	

VARIETIES OF THINKING

(results)

Good

1. Science 2) classification, 1) data. 3) generalizing, 4) verification 2. Mathematics

- Abstract reasoning, accounts, financing.
- 3. Discussion Conferences, reports, articles, papers, addresses, class lec-tures, teaching.

4. Argument Courts, arbitrations, debates, disputes.

- 5. Propaganda Salesmanship, reforms, poli-tics.
- 6. Literary Essays, orations, sermon poems, fiction, witticisms. orations, sermons,
- 7. Executive management, leadership, planning.
- 8. Invention Machines, processes, methods.
- 9. Manual Working trades, farm labor, home, store, factory, sports.
- 10. Art

ture, designing.

11. Sloppy Uncertain facts, ram without conclusions, rambling, effort.

Bad

- 12. Insincere Deceptions, falsehoods, con-cealed selfish interests.
- 13. Fantastic Visionary, far-ous inductions. far-fetched, curi-

14. Nonsense Verbiage pretentious, ob-scure, reasoning loose.

- 15. Sarcastic Verbal abuse and ridicule of opponents and ideas.
- 16. Emotional Dominated by anger, fear, love, hate, hope, despair.
- 17. Egoistic Authority, opinionism, power, personal influence.
- 18. Chatter Uncontrolled talkativeness.
- Accepting opinions, st purposes uncritically, styles, in
- Music, sculpture, architec-

Checks $\sqrt{\sqrt{}}$ show "Thinking Habits"

For use also in employment and promotion work in personnel departments of stores, factories, offices, and by parents in home character education. Applicable in young people's work in churches.

When very high reliability is required, several judges make out independent "graphs," and form these into a "Composite Character Graph."

Additional copies may be obtained from NATIONAL CAPITAL PRESS, WASHINGTON, D. C.

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19. Mob purposes uncrit herited opinions. 20. Insane Ill-formed brain, diseased, narcotic, alcoholic, toxic.