

A Guide in Character Judging

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

CHARACTER GRAPH

Name.....

School

Class Date.....

City..... State.....

Basic

Civilization Virtues

The Verified List

		Always	Nearly Always	Half and Half	Sometimes	Seldom
1	Honesty, sincerity Truthfulness					
2	Cooperation					
3	Kindness, affection					
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					

RATING: + -

Count as credits squares checked above "Half and Half."

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 "seldom" 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

Good (results) Bad

- | | |
|--|---|
| <p>1. Science
1) data, 2) classification, 3) generalizing, 4) verification</p> <p>2. Mathematics
Abstract reasoning, accounts, financing.</p> <p>3. Discussion
Conferences, reports, articles, papers, addresses, class lectures, teaching.</p> <p>4. Argument
Courts, arbitrations, debates, disputes.</p> <p>5. Propaganda
Salesmanship, reforms, politics.</p> <p>6. Literary
Essays, orations, sermons, poems, fiction, witticisms.</p> <p>7. Executive
management, leadership, planning.</p> <p>8. Invention
Machines, processes, methods.</p> <p>9. Manual
Working trades, farm labor, home, store, factory, sports.</p> <p>10. Art
Music, sculpture, architecture, designing.</p> | <p>11. Sloppy
Uncertain facts, rambling, without conclusions, weak effort.</p> <p>12. Insincere
Deceptions, falsehoods, concealed selfish interests.</p> <p>13. Fantastic
Visionary, far-fetched, curious inductions.</p> <p>14. Nonsense
Verbiage pretentious, obscure, reasoning loose.</p> <p>15. Sarcastic
Verbal abuse and ridicule of opponents and ideas.</p> <p>16. Emotional
Dominated by anger, fear, love, hate, hope, despair.</p> <p>17. Egoistic
Authority, opinionism, power, personal influence.</p> <p>18. Chatter
Uncontrolled talkativeness.</p> <p>19. Mob
Accepting opinions, styles, purposes uncritically, inherited opinions.</p> <p>20. Insane
Ill-formed brain, diseased, narcotic, alcoholic, toxic.</p> |
|--|---|

Checks ✓✓ 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
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