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Central Orgs.

HCO BULLETIN OF MAY 23, 1961

Urgent for Use on All Cases.

PRE-HAV SCALE REVISED

(This is the rough version. The Primary Scale is Accurate and Complete. The Secondary Scale is not necessarily complete or edited.)

This is the first major revision of the Pre-Havingness Scale I originated in January of 1961. This Scale now contains a Primary Scale and a Secondary Scale. The Secondary Scale now contains nearly all simple verbs in the English Language, properly placed for Level and repeated on other Levels.

Use

The Scale is used for General Running of Levels (without specified terminal) in brackets of 5 or 10, using "Someone" or "Something" as the terminal, sometimes using plus and minus (Change, No Change).

The Scale is also used for terminals found for SOP Goals by Goals and Terminal Assessment.

The two uses for the Scale are done exactly the same way with the single exception that for a general run one says "Do you have-----" (Pre-Hav Level) or "Are you -----"(Pre-Hav Level) or "Do you-----" (Pre-Hav Level) and in the use for goals terminals one says, "Would the (or 'a') -----(goals terminal) ----- (Pre-Hav Level)?"

General Run Assessment Example: Start at the Bottom of Primary Scale 65. (Faith). Go up Pre-Hav Primary Scale asking about each level once only and carefully noting E-Meter Needle Reaction (ignore Rises of the needle) that responds or doesn't respond to the question: Convert the level to a sensible question without varying the actual level. The questions: "Do you have faith?" "Are you Cause?" "Do things have No Effect on you?" "Are you the Effect of things?" "Do you think people run a Can't Have on you?" "Do you Create?" "Do you Think?" etc., etc. When you have reached the top of the Scale, go back down again (from Level 1 to 65), still noting reaction. The one that reacted most when you went up and when you went down the Primary Scale is the Level. (Do not take the lowest level, take the level that reacted most as the worse off people are, the higher terminals tend to be found on the Scale as a loose rule. Terminals come down scale as the pc goes up on successive assessments after runs).

You now take the Primary Level found by E-Meter needle reaction and GO TO THE SECONDARY SCALE FOR THAT LEVEL. Assess this Secondary Scale for the level exactly as you did the Primary Scale. Go from the highest number (lowest point) up to the top (lowest number), asking once about each level and noting needle reaction (not rise). Take the level that reacted most on the needle. Form it into a five way bracket (or 10 way) consulting the needle for the best expression of each "leg" of the bracket. Then run it. The motion of the TA should increase, then decrease, then tend to halt. If it remains unchanged (1/8 to 1/4 of a Tone Arm Division of motion only in 20 minutes) Reassess.

When reassessing on the Pre-Hav for a new level, assess exactly and as carefully as you did the first time - first assess on the Primary. Then assess on the Secondary Scale for that level.

Example for assessing a goals terminal (or a PT Problem or ARC break terminal), the assessment is done the same way as in a general run assessment except all questions have to do with the terminal. Example: If the goals terminal were "woman". Start at the bottom (highest number) of the Primary Pre-Hav Scale and assess one level at a time. "Would a woman have Faith?" "Would a woman Cause things?" "Would there be NO EFFECT on a woman?" etc. etc. noting the needle reaction (not rise). Then come down (lowest to highest number) the Pre-Hav Primary Scale one level at a time, again noting the needle reaction (always ignore rises). The right level will react going up and going down in much the same way. Take this level and go to the Pre-Hav Secondary Scale. Assess it from bottom (highest number) to top (lowest number) and then back down again. Choose the level that reacted both going up and down.

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Any levels found may be checked cautiously (repeated only once) by comparing it to other levels in terms of needle reaction. You want the level with the most reaction always.

If you take more than fifteen minutes to do a level assessment, you are doing something odd or unnecessary such as saying the levels several times or expecting the pc to answer you aloud (the pc should remain silent during an assessment) or you are unfamiliar with the Scale.

In asking assessment questions on the Scale always speak with the same degree of loudness and inflection, and always make the level the hardest and most stressed word in the question. If you vary loudness from question to question or change emotional tone, the needle may react to your change, not to the Pre-Hav Level, giving you an inaccurate reading based on your goofs or changes, not on different Scale levels.

You can do an Assessment twice. You should come out with the same primary and secondary levels. If you don't, run, don't walk, to the nearest Academy.

The Secondary Level is the one used in Commands. You will note that the Primary Level words are repeated in the Secondary Scale. Thus if the level comes out to be that Primary word, you'll still have it as a Secondary word and can use it in the command.

Audit only one level at a time. Use only the word that caused the needle to react to make up your command. Do not combine two levels.

If you get Tone Arm motion running a level wither generally or as a goals terminal, PTP or ARC break level, flatten it before choosing and running a new level. One knows when level is flat. The Tone Arm doesn't move any more. You can cause a pc to feel "spiny" by starting a new level before the old one is flat.

Do not overrun a level. The test of "flat" is the TA moving only $\frac{1}{4}$ to $\frac{1}{8}$ of a division up or down in 20 minutes of auditing (not cumulative movement such as "The TA moves $\frac{1}{16}$ twice so that's $\frac{1}{8}$ th of a division" - This is wrong. If it moves from 2.25 to 2.50 to 2.25 two or three times in 20 minutes, this is called "flat" and has moved only $\frac{1}{4}$ of a TA Division. This is right.)

The Secondary Level, if not the word in the Primary Level, may react on the needle far more than the Primary Level.

The Primary Level may not react at all in rare cases. If this happens, assess the whole Secondary Scale, all groups, independent of the Primary Scale, starting with the Secondary group for Faith and going right on through the groups. This is only likely to happen with rough beginning cases or with persons nearly clear who are being shaped up and stabilized.

When a pc assesses as a Rock Slam, it may be necessary after a level turns on the Rock Slam to say a nul word to the pc like "Floor", Floor, Floor....." until the Rock Slam turns off. Rock Slam carries over many levels unless it is shaken out of the needle in this way. Mark the Level that turned it on "Rock Slam". This is the strongest react there is. If several levels turn on a Rock Slam, choose by reading the Rock Slam levels once again (using a nulling word several times between each one) and choose the widest Rock Slam or the one that didn't fall out (which will probably be the widest).

In auditing a Rock Slam, the rule "Assess by the Needle, Audit by the Tone Arm" seems to have an exception. However, if the needle that is Rock Slamming could be held at SET on the needle dial by moving the TA you would see that a Rock Slam is a Tone Arm reaction. Thus one can't call a process flat while a Rock Slamming needle still exists on a level. The Rock Slam has to be run out before the level is flat.

The Complete and Edited Version of the Secondary Scale and the Primary Scale will appear first in the Clearing Series Book "SOP Goals" to be published in about two months. This rough version will however serve your purposes for the moment.

L. RON HUBBARD.

LRH: let:et

(Note: This Bulletin is being sent to you with the completed Primary Scale attached. The Secondary Scale will be sent to you in parts as it is run off the mimeograph machine.
More copies may be mimeographed locally if required.)

(Attached to HCO Bulletin of June 17, 1961)

PRE-HAVINGNESS SCALE

PRIMARY SCALE (Amended)

66.	TR IO	33a.	MAKE NOTHING OF
65.	FAITH	33.	FAILED LEAVE
64.	CAUSE	32.	LEAVE
63a.	PREVENT KNOWING	31.	WAIT
63.	NO EFFECT	30.	SURVIVE
62.	EFFECT	29.	FAILED TO ARRIVE
61.	OBSESSIVE CAN'T HAVE	28.	ARRIVE
60a.	MAKE SOMETHING OF	27.	FAILED IMPORTANCE
60.	CREATE	26.	IMPORTANCE
59.	THINK	25.	PROPITIATE
58.	INVERTED INTEREST (PECULIAR INTEREST)	24.	ATTENTION
57.	DISPERSE	23.	SEPARATE
56.	INVERTED COMMUNICATION (INTEND TO NOT COMMUNICATE)	22.	FAILED WITHOLD
55.	INVERTED CONTROL	21.	WITHOLD
54.	INVERTED HELP (BETRAY)	20.	MIS-EMOTIONAL
53.	COLLECT	19.	DESTROY
52.	SUBSTITUTE	18.	MOTION
51.	WITHDRAW	17.	FAILED OVERT (FAILED ATTACK)
50.	DUPLICATE	16.	OVERTS (ATTACK)
49.	ENTER	15.	DISLIKE
48.	INHIBIT	14.	LIKE
47.	DISAGREE	13.	COMPETE
46.	ENFORCE	12.	FAILED HELP
45.	AGREE	11.	HELP
44.	DESIRE	10.	FAILED CONTROL
43.	KNOW	9.	CONTROL
42.	FAILED TO ENDURE	8.	EMOTIONAL
41.	ENDURE	7.	FAILED COMMUNICATION
40.	NO MOTION	6.	COMMUNICATION
39.	FAILED TO ABANDON	5.	FAILED INTEREST
38.	ABANDON	4.	INTEREST
37.	FAILED WASTE	3.	CONNECT
36.	WASTE	2.	FAILED HAVINGNESS
35.	FAILED TO PROTECT	1.	HAVINGNESS
34.	PROTECT		

1 - H A V I N G N E S S

SECONDARY SCALE

This is the Secondary Scale of Havingness. It is not usually used for assessment as subjective havingness does not run with benefit. If a case is, however, "live" on a havingness level, run them on it, using their objective Havingness process at frequent brief intervals (10 to 12 commands of objective havingness).

OBTAIN	EARN	TAKE	REGAIN	RECLAIM	PURCHASE	PROCURE		
INHERIT	AFFORD	ACCEPT	PROFIT	DEPOSIT	AMASS	GET	POSSESS	
ACQUIRE	HAVE	RETAIN	GAIN	SHARE	SALVAGE	SUSTAIN	TENDER	
SUPPLY	REPLETE	STOW	FILL	SUFFICE	FINANCE	REIMBURSE		
ENDOW	REDEEM	BESTOW	CONTRIBUTE	REFIT	OFFER	PROVIDE		
EQUIP	CULTIVATE	PAY	REPAY	REMUNERATE	TRAFFIC	TRADE		
REMIT	IMPORT	RAFFLE	WEAR	DISTRIBUTE	RAID	PRE-EMPT		
SPOIL	COMMANDEER	FORAGE	DRAW	REQUISITION	SEIZE	DESPOIL		
SACK	SNATCH	EXPLOIT	WREST	BOARD	IMPRESS	CAPTURE		
EXTORT	IMPOUND	GRASP	PLUNDER	REPLACE	RECEIVE	REPLENISH		
RESTORE	PERMEATE	PERVADE	LOOT	CONSERVE	KEEP	CLAIM		
CHERISH	TREASURE	CATCH	ENTRAP	HAVINGNESS	CACHE	SECURE		

2 - F A I L E D H A V I N G N E S S

COVET	PIECE	EXACT	CONSERVE	PAWN	PETITION	WANT	DISCARD	
PREPAY	LOSE	AMPUTATE	DISBURDEN	RAID	CASTRATE	CROP		
DESPOIL	GUT	EVISCERATE	DISEMBOWEL	TAX	SACK	SCALP		
STARVE	WREST	SINK	DEPRIVE	OSTRACIZE	BANISH	EXILE	MAROON	
IMPOVERISH	IMPOUND	DEMOTE	SPILL	SWINDLE	ADULTERATE			
BEHEAD	SQUEEZE	SPOIL	SURRENDER	DROP	PLUNDER	ISOLATE		
DIE	ABOLISH	OBLITERATE	ERADICATE	EXPUNGE	LIQUIDATE			
ERADICATE	EXTIRPAITE	DISINTEGRATE	LAPSE	FINISH	FAIL			
EXPIRE	WITHER	EFFACE	ANNUL	ELIMINATE	ELAPSE	ESTRANGE		
TERMINATE	EXPEND	DISPOSE	ENGULF	OCCLUDE	DELETE	ERASE		
EXPURGATE	EXTINGUISH	DESTROY	ANNIHILATE	RUIN	ERODE			
CONSUME	DISPERSE	STRAY	STREW	LOOT	SEPARATE	ZONE	DIVIDE	
DIFFER	OUTLAW	EXCOMMUNICATE	DETACH	DIVEST	UNLOAD	DISROBE		
EXCLUDE	STRADDLE	SUNDER	SCRAPE	BICKER	QUARREL	REMONSTRATE		
CONTRADICT	DISSENT	PROTEST	CONCEDE	DECLINE	RECEDE	SLOP		
REFRAIN	EXCEED	TRY	FORGO	WEAN	REFUSE	DWINDLE	DISABLE	
DISSUADE	DEPRIVE	ENTRAP	ESCHEW	CAGE	ENFEEBLE	MISS	DENY	
CURTAIL	DEMUR	FUMBLE	DEDUCT	DEBIT	BEMOAN	BEWAIL	LOSE	
MISPLACE	MISLAY	DISALLOW	DESPAIR	ENVY	SURFEIT	DWINDLE		
MOURN	REGRET	EKE	FAILED	HAVINGNESS				

3 - C O N N E C T

CONNECT	MISIDENTIFY	LINK	IDENTIFY	ASSOCIATE	CIRCUMSTANTIATE			
WEAR	APPLY	CONCILIATE	SUPPORT	RECONCILE	ENTWINE	YOKE		
CLING	SPEAR	TIE	BIND	BOARD	NAIL	DISPERSE	DRAW	CONSORT
LINK	JOIN	ATTACH	PERMEATE	ACCOMPANY	PERVADE	CONJUGATE		
MEET	ENCOUNTER	ADJOIN	PERTAIN	REJOIN	APPEND	INTERSECT		
COMBINE	EMBRACE	SPLICE	KNIT	REUNITE	FRATERNISE	TOUCH		
MARRY	WED	BETROTH	CONFUSE	CRUCIFY	GRAFT	HANDCUFF	FETTER	

3 - C O N N E C T (Gontd).

MANACLE CONFUSE ESCORT CHAIN TRUSS ENTANGLE SEIZE TRICE
GRAB PASTE INVOLVE FIND UNITE HAMMER HANG HIT INDENT
INCRIMINATE IMPLICATE WIVE LASH LICK INTERCEPT SHACKLE
TIE SHEATHE FASTEN SUSPEND BIND CLUTCH TACK WEAVE
WELD LIKE ASSOCIATE

4 - I N T E R E S T

TOUT PROFFER PROMULGATE CANVASS CIRCULARISE QUIZ PEDDLE
QUERY INCLINE SAMPLE URGE ILLUMINE BID INFORM INITIATE
EVOKE ILLUMINATE ILLUSTRATE ANTICIPATE POPULARISE IGNITE
INFUSE AROUSE ROUSE TEASE TEMPT FLIRT WOO ELECTRIFY
EXCITE ENKINDLE ALLURE SCINTILLATE TRANCE IMPRESS CAPTIVATE
FASCINATE ATTRACT TANTALISE PERFORM ENGROSS STUNT PARTICI-
PATE WAGER ATTEND DETERMINE INSPIRE COMPETE MARVEL
GOGGLE PROBE FIND PURSUE SEARCH TRAIL AWAKE WAKE
WAKEN DISPLAY UNFOLD UNROLL UNFURL UNVEIL UNDESS
UNEARTH UNCOVER EXPLORE TRACK SCOUT TRACE INTEREST PERK
RECREATE REVIVE VOLUNTEER ENLIVEN DELIGHT DIVERT RECALL
LECTURE DESCRIBE ADDRESS ANNOUNCE SPEAK CHAT PREACH PEN
RECITE TRAIN TEACH WRITE DISPORT DEMONSTRATE NARRATE
DECORATE TATTOO TALK SING SERENADE WARBLE HUM WHISTLE
EXHIBIT SHOW QUESTION INVESTIGATE QUIZZ INTERROGATE REACT
DISPOSE EXPEND VIVISECT PICNIC SOJOURN LIKE CRAVE
PERMEATE PERVADE RADIATE RANGE BURST HUNT HAUNT GROPE
DEBATE COAX THRALL RUMMAGE RISK EDUCATE SPECIALISE
BESIEGE TURN TUG SHOW INSTIL INSPECT LOVE TRANSCEND
RECOMPENSE POSE PREFER PRESENT PROMOTE PROPAGATE CATCH
ENTRAP EMBELLISH SURPRISE AMAZE GARNISH TRIM CACHE
DESIRE EXHUME PRY CONNIVE BETRAY INSPIRIT ASPIRE ADORN
BOAST BRAG PICK PREOCCUPY TOP INLAY APPRECIATE PRESENT
DESPISE

5 - F A I L E D I N T E R E S T

REJECT NAP YAWN SLEEP SLUMBER BORE DROWSE DOZE NOD
PALL FAILED INTEREST DIVERT DAZE STUN STUPEFY STULTIFY
DESERT STRAGGLE PROLONG OCCLUDE LAPSE FINISH FAIL WILT
EXPIRE WITHER EFFACE ANNUL ELIMINATE ADJOURN ELAPSE
ESTRANGE TERMINATE DESIST QUIESCE ABIDE OSSIFY FREEZE
RELAX RUSTICATE BECALM LOAF STRAGGLE STREW DISPERSE
STRAY INDISPOSE CONCEDE DECLINE RECEDE SHIRK GARBLE SLOP
IMMERSE HUMOUR RESORT JUMBLE BOGGLE REFRAIN BOTCH TRY
FORGO SHRUG LEAP TOY TURN FORGET CLOY EMBITTER DESPAIR
DISPLEASE DISLIKE MOPE DRUDGE ENCUMBER COMMISERATE REGRET
BEGRUDGE MEDICATE MIRE BOTHER CURTAIL DISHEARTEN DENY
DISCOURAGE ESCHEW CRITICISE DISSUADE SUBMERGE IGNORE

6 - C O M M U N I C A T I O N

MANIFEST EMBLAZON WARRANT PROMISE PROPOUND WITNESS
PROPOSE X-RAY DISPENSE PERSUADE TRAFFIC PURPOSE TRADE
REMIT AGREE FORWARD YARN RENDER REMUNERATE SANCTION
IMPORT OSCULATE WEAR RAFFLE THROW RATIFY SIGNIFY
SIGN PROJECT DISTRIBUTE NOTIFY CONFRONT INDICATE
PERUSE EXHORT CORRESPOND REPAY ACQUAINT UNDERSTAND
SPECIFY PHRASE ACKNOWLEDGE ASSENT APPLY APPEAL WELCOME
REMARK REPLY REQUEST ADDRESS CONVEY PARTAKE DOT
CIRCUMSTANTIATE DESIGNATE DEMONSTRATE PROCLAIM ALLUDE
ASK VOICE UTTER DISPUTE STATE DISPATCH WRITE RESPOND
RETAIL TRUMPET DESCRIBE SUGGEST HAIL DISCUSS ASSERT
REPORT DECLAIM NARRATE CONSENT DELINEATE HEAR CONSULT
LECTURE CONTRACT TRAIN PURVEY DECLARE PROFESS CABLE
PARAPHRASE TEACH PEN SOUND CALL SPEAK ANNOUNCE
EXPOUND DISCOVER PREACH EVINCE ELUCIDATE RECITE
PRELUDE SCRIBE FACE CHAT DETECT INTRODUCE INTERVIEW
DECREE EXPRESS DISCOURSE PUBLISH PRONOUNCE PREAMBLE
ATTEST AFFIRM ENUNCIATE MAIL PAY DISPORT VIEW ESPY
SPOT SURVEY GAZE GLANCE BEHOLD GLIMPSE SEE
SCRUTINISE INSPECT LOOK SCAN OGLE OBSERVE SNIFF
WHIFF SMELL TASTE TAP FEEL RUB STROKE CUDDLE
CARESS HUG SING SERENADE WARBLE HUM VOCALISE WHISTLE
EXCLAIM EXHIBIT REVEAL SHOUT SHOW REACH TELL TALK
DISCLOSE PLEA CALM EXPLAIN COMFORT SOOTHE SOLACE
RECOMMEND REASSURE CONTRIBUTE CONSOLE ENLIGHTEN
ENCOURAGE ADVISE ASSURE INSTRUCT COMMAND ORDER HANDLE
HEAVE MANIPULATE OPERATE TOW MIX DRILL HOIST LOAD
PUT PUSH HAUL FETCH START STEER SHUT MANAGE
SUPERVISE SUPERINTEND ADMINISTER MEDIATE NEGOTIATE
TREAT SEND CONSIGN AIM AWARD UTILISE ALLOT ALLOCATE
APPOINT ASSIGN COMPLY DISBURSE SHAPE DISABUSE
ORIENTATE ARRANGE STIPULATE PRESCRIBE HUSH NAVIGATE
PILOT USHER EMEND EDIT REGULATE ADJUST CORRECT
SUMMON SUBDUE CHALLENGE RECALL HITCH TAG UNTANGLE
ORGANISE REIGN ENUMERATE SPACE HEFT HABITUATE
OFFICIATE IDENTIFY TACKLE REWARD PRESIDE REQUIRE VOTE
ASSORT MASTER DEPUTE DELEGATE VEST ACTUATE ALTER
ENGAGE DEPLOY JOCKEY JUGGLE TEST HOLD HALT STOP
DISCIPLINE DIRECT RULE EMPOWER APPROVE DISSUADE
CATCH PERCEIVE DISTINGUISH PLAY DISPLAY IMPLY INFORM
INTERSECT INVIGORATE ADVANCE TUG TURN TUSSLE DIVULGE
PRESENT REJECT CITE INSCRIBE PROMOTE ARBITRATE AVOW

6 - C O M M U N I C A T I O N (Contd)

ELECT RENT SHAPE HIRE COMMUNICATION RECALL QUESTION
INTERROGATE INTIMATE QUIZZ ISSUE ORIGINATE EMIT EMANATE
PULSATE SMART TINGLE THROB SWELTER STINK SPARKLE
GLISTEN PATER SWISH CLACK CLANG CLINK PEAL JINGLE
REVERBERATE RIPPLE RING DRIP SLUMP SLIP SLOUCH REACT
RECIPROCATATE RESTORE REPLACE REPLENISH REHEARSE MIME
PRACTISE PORTRAY IMITATE ENACT SKETCH DEPICT REPRODUCE
RECORD TRANSCRIBE PRINT REPRINT COPY REDUPLICATE DUPLI-
CATE EMULATE CHARACTERISE TRANSMIT RECOUNT REFER RELAY
QUOTE REITERATE ITERATE RECAPITULATE TESTIFY SUBSTANTIATE
RELATE REPEAT RETRACE REVIEW RECOGNISE REMEMBER REMIND
RECEIVE UNDERSTUDY COMPREHEND MULTIPLY EXECUTE EAT GNAW
DEVOUR EXPLODE FLAME VIVISECT EMBOWEL DRINK NIBBLE
SWIG SWALLOW QUAFF SUP SLAY SLAUGHTER CRUSH SWILL
GUZZLE TIPPLE CRUNCH ERODE CRUMPLE GOBBLE GRUMBLE
EFFUSE STIMULATE DUB GLOW PROMULGATE PIN SECURE SITE
BELAY LOCATE PARK CAMP BATTEN DWELL ABIDE RESIDE
SOJOURN BASK RECLINE SPRAWL SIT SQUAT POISE PICNIC
NESTLE POSE ST CK INFORM PERCH QUERY CIRCULARISE MISS
POPULARISE PROFFER BID URGE ILLUSTRATE CANVASS DEMEAN
CONNECT COMBINE ENTWINE KNIT LINK JOIN ATTACH PERVADE
PERMEATE APPEND CONSORT ENCOUNTER FRATERNISE ACCOMPANY
UNITE REUNITE REJOIN MEET TOUCH CLING EMBRACE YOKE
SPLICE SHOWER RADIATE RANGE SPREAD SPATTER DISROBE
ZONE CLEAVE FILTER SUNDER CHASE SEPARATE HUNT HAUNT
COLLIDE IMMERSE EDUCATE PETITION MISTAKE CLARIFY SORT
ARTICULATE LEVEL INTERCHANGE DEMAND DISALLOW CONVINCCE
FAMILIARIZE ENTREAT DICTATE BETRAY CONNIVE DELIVER SALUTE
REGARD PRAISE

7 - F A I L E D C O M M U N I C A T I O N

FAILED COMMUNICATION PERSUADE EXHORT PROCLAIM SPEAK STATE
SUGGEST ASK ASSENT BLIND DEAFEN EXILE MAROON DECEIVE
GAG STALK SQUELCH IMPRISON ISOLATE CHOKE KIDNAP
INTERDICT CHEAT CONFOUND INCARCERATE INFILTRATE SINK
DESERT OSTRACISE QUARREL FIGHT WRANGLE BANISH RASP
FINISH DEODORISE TERMINATE DISPOSE EXPEND ESTRANGE
ENGULF DESPATCH CONSUME DELETE ERASE ELAPSE ADJOURN
EXTINGUISH EXPURGATE ELIMINATE ABOLISH ANNUL OBLITERATE
EFFACE ERADICATE EXTIRPATE EXPUNGE IRRADICATE LIQUIDATE
DEVASTATE DEMOLISH EXECUTE PURGE ANNIHILATE DESTROY
DISINTEGRATE LAPSE WILT WITHER EXPIRE FAIL QUIESCE
OSSIFY FREEZE REPOSE RELAX RUSTICATE BECALM IMPAWN

7 - FAILED COMMUNICATION (Contd)

LOAF DESIST DISPERSE STRAY STREW STRAGGLE STAMPEDE
DIFFUSE INTERSPERSE BURST ROUT BESTREW UNCLASP
UNLOAD DIVEST DETACH EXCOMMUNICATE OUTLAW DIFFER
DIVIDE SEPARATE EXCLUDE CLEAVE SUNDER SHATTER RECEDE
GARBLE IMMERSE HUMOUR RESORT RISK WISH SLOP STUMBLE
BOGGLE HESITATE EDUCATE FORGO AMPUTATE LOSE RETRACT
WEAN BESIEGE FOUL BOTHER MIRE MEDICATE FUMBLE
BEGRUDGE CHIDE COMMISERATE REGRET JUMBLE CARP CHEW
CONDEMN COMPLAIN BLAME REPROACH FULMINATE REPREHEND
AVENGE CENSURE UPBRAID SWERVE SUCCUMB RETCH WAVER
WRITHE SQUIRM VOMIT WINCE NAUSEATE FALTER TIRE
HATE PANT PUFF CAPITULATE CRY FIGHT DESPAIR ZONE
DESPOND DEMAND DICTATE DISALLOW CLAIM REJECT SCORN
SHRUG TURN TUSSLE IGNORE PLOT CONSPIRE GESTICULATE
CONNIVE CONVINCED DOMINATE COMPEL COERCE ENFORCE
DEPRIVE MORTIFY ESCHEW SHAME EMBARRASS CAGE DISOBEY
CRITICISE CURSE DISCOURAGE DENY DISHEARTEN DISTRACT
DISAPPROVE CURTAIL MISCONCEIVE OVERLOOK PEER DECLINE
CONCEDE PROTEST DISSENT CONTEND CONTRADICT BICKER
REMONSTRATE QUARREL HUNT HAUNT GROPE DEBATE COAX
LISP **HARP**

8 - EMOTIONAL

EMOTIONAL DISPUTE RESPOND EXHORT WELCOME UNDERSTAND
APPEAL PLEA IRRITATE TERRIFY TERRORISE IRK TORMENT
DENOUNCE DEPRESS DISGRACE DISHONOUR DISAFFECT DERANGE
DISMAY DEMORALISE IMPRECATE FRIGHTEN GRIEVE ALARM
SCARE PERK SOOTHE EXHILARATE ENLIVEN CHEER
DELIGHT BRUTALISE BULLY DEJECT DEGRADE DEMENT
AGGRAVATE BENUMB BEDEVIL APPAL STUPEFY STUN VEX
UNNERVE WORRY RASP PAIN QUARREL OFFEND NETTLE
BEATIFY ANIMATE ENGROSS TANTALISE ATTRACT FASCINATE
CAPTIVATE IMPRESS TRANCE SCINTILLATE ENKINDLE EXCITE
AROUSE ROUSE MARVEL ELECTRIFY INSPIRE TRANSPORT
SHRUG HIDE NEED APPROVAL FROM OWN PROTECT CONTROL
BLAME PUNISH BE KILL MAKE APATHETIC MAKE AMENDS GRIEVE
PROPITIATE SYMPATHISE FEAR NOT SYMPATHISE RESENT COVERTLY
ANGER PAIN BORE MAKE INDIFFERENT CONTENT MILDLY INTEREST
INTEREST STRONGLY ENTHUSE MAKE EAGER MAKE SERENE CONVICT
DESPISE HUMILIATE BETRAY SIGH REPENT RUE YELP AGONISE
SORROW WEEP SADDEN MOAN MOPE MOURN ENVY DESPAIR
EMBITTER WAVER FALTER AVOID CAPITULATE COMMISERATE
REGRET DEMUR DISHEARTEN EMBARRASS BEMOAN BEWAIL SULK
OUTCRY SCORN INFURIATE RAGE RANKLE GROWL POUT GRUMBLE

continued ...

8 - E M O T I O N A L (Contd)

NAG YAP DISGUST DISLIKE DISPLEASE DETEST HATE
INCULPATE ASCRIBE UPBRAID CHIDE COMPLAIN CHEW CONDEMN
OBJURGATE CARP IMPLY FULMINATE REPREHEND REPROACH
AVENGE RESENT CENSURE DEPLORE RECRIMINATE DARE
DISAPPROVE ABUSE REBUKE CRITICISE CRY FOUL ENFEEBLE
MORTIFY DARE SHAME ASHAME INSANE **ENTREAT** BE SERENE
AMUSE EXULT ENJOY SMILE NUZZLE JUBILATE FROLIC
FONDLE REJOICE GRIN GLADDEN LIKE REVEL TRUST LOVE
RELISH ESTEEM

9 - C O N T R O L
SECONDARY SCALE (Continued)

EXPAND DILATE ELONGATE AMPLIFY ENLARGE MAGNIFY
EMPHASIZE BEGIN ABATE ALLOW MODERATE SITUATE SET
TAME ACCOUNT DETAIL ACQUIT DEMAGNETISE UNRUFFLE
PREDISPOSE HIRE RENT ELECT APPROVE EMPOWER RULE
DIRECT DISCIPLINE STOP HALT HOLD TEST JUGGLE
JOCKEY DEPLOY ENGAGE ALTER ACTUATE VEST DELEGATE
DEPUTE MASTER ASSORT VOTE REQUIRE PRESIDE REMAND
TACKLE IDENTIFY OFFICIATE HABITUATE HEFT SPACE
ENUMERATE REIGN ORGANISE UNTANGLE TAG HITCH RECALL
CHALLENGE SUBDUE SUMMON CORRECT ADJUST REGULATE
EDIT EMEND USHER PILOT NAVIGATE HUSH PRESCRIBE
STIPULATE ARRANGE ORIENTATE DISABUSE SHAPE DISBURSE
COMPLY ASSIGN APPOINT ALLOCATE ALLOT UTILISE AWARD
AIM CONSIGN SEND TREAT NEGOTIATE MEDIATE ADMINISTER
SUPERINTEND SUPERVISE MANAGE SHUT STEER START FETCH
HAUL PUSH PUT LOAD HOIST DRILL MIX TOW OPERATE
MANIPULATE HEAVE HANDLE ORDER COMMAND CIVILISE DRIVE
DIVERT DEVELOP CULTIVATE EXPEDITE ENABLE SPONSOR
REHABILITATE FACILITATE REFORM RECTIFY LEAN EXTEND
PREPARE PERMIT SERVE INSTRUCT CONTROL OBSERVE WIN
CONTINUE RECUPERATE RECOVER REPRIEVE REINSTATE PROSPER
LUXURIATE SUCCEED FLOURISH SURMOUNT GROW THRIVE
LIVE SURVIVE MAINTAIN RECONSTRUCT RENOVATE RENEW GRUB
LABOUR TOIL NURTURE FIX NOURISH MATURE PERPETUATE
TIME DARN VALET LAY MEND INHALE RESPIRE OPPRESS
REPRESS OVERWHELM OVERPOWER TYRANNISE COMMIT DRAG
CHARGE DEPOSE QUELL INTERDICT TROUNCE ISOLATE STEADY
STEER GRASP COERCE FORCE FOX VANQUISH IMPLANT
ADMONISH ENSLAVE SUBJUGATE SWITCH IMPOUND CAPTURE
PRESS IMPRESS CONQUER DOUSE EXILE SURVIVE REPLENISH
REPLACE EXECUTE FINISH DEODORISE TERMINATE DISPOSE
EXPEND BATTEN CAMP QUIESCE PARK LOCATE BELAY SITE
SECURE PIN PERVADE PERMEATE APPEND REUNITE REJOIN
ENTWINE YOKE SPLICE CONNECT COMBINE KNIT LINK JOIN
ATTACH BETROTH WED MARRY RADIATE DIFFUSE INTERSPERSE
SPREAD ~~SHOWER~~ ~~BESTREW~~ RANGE CLEAVE STRADDLE DECOCT
FILTER EXCLUDE SORT SEPARATE ZONE DIVIDE DETACH
DIVEST UNLOAD UNCLASP DISROBE INJECT INSERT INVITE
MATRICULATE INSTALL INVEST INOCULATE ENTRUST HUNT
CONTRADICT DEBATE DECLINE REMONSTRATE PROTEST COAX
CONCEDE EXTRICATE LIMIT SHACKLE TIE ISOLATE LOCALISE
IMMERSE THRALL FASTEN PROHIBIT PREVENT EDUCATE STILL
FORBID PETITION RESTRICT WEDGE ARREST SUSPEND BOUND
DISPOSE PLAY DISSUADE PREDETERMINE DENY CAGE ENTRAP
ENJOIN CATCH CHECK CURTAIL CAUTION READJUST

9 - C O N T R O L (contd)

LEGISLATE PROVE FAMILIARISE DESIRE ENTREAT DISALLOW
DICTATE DEMAND PREVAIL DELIVER ALIGHT CONNIVE CLAIM
REJECT RESPECT PREDOMINATE LIFT SHOVE LEAP TURN
TUG SHIFT CURB PROTRACT RETARD IGNORE ADVANCE
TRANSPORT TEACH INTERVENE TRAIN SECURE SHAKE EDUCATE

10 - F A I L E D C O N T R O L

PROLONG PROTRUDE EXCEED POTTER DRIBBLE BOTCH BOGGLE
STUMBLE SLOP WISH JUMBLE RISK RESORT RUMMAGE HUMOUR
IMMERSE GARBLE COLLIDE FAILED CONTROL LOSE WRANGLE
WALLOP WRECK FIGHT QUARREL WRENCH WREST DESERT WHIP
MUTINY SINK PILLORY SLAP SMACK UNSETTLE STICK SLAM
DROWN DOPE DRUG BUMP COLLIDE BURN GAS BULLY
ELECTROCUTE KEELHAUL POACH BRAND MAIM DISABLE MANGLE
SCOURGE SCORCH INCAPACITATE SCALD IMPOSE FLOOD PLAGUE
INUNDATE SMUDGE HASH SHAKE INCARCERATE HANG SIN
SMUGGLE BOOTLEG CRIPPLE STRAGGLE SACK THROW SCRATCH
CLAW COMMIT TRANSGRESS DISSIPATE DERANGE DRENCH
CAPITULATE DUCK CRUCIFY DISLOCATE DENT FETTER TRUSS
HANDCUFF CHAIN MANACLE SEIZE GOOF ENTANGLE TRIP SICKEN
BESIEGE TORTURE TRIFLE DECAPITATE LOOT STRIKE
DAMAGE TRICE JERK RACK PARALYSE FLOG EXECUTE SLACK
GOLDBRICK SHIRK IMPRISON PENALISE RAVAGE PESTER REND
PLUNDER PROSECUTE REVOLT REBEL JOLT DROP JOSTLE STUN
INTOXICATE CONQUER VANQUISH BIND TIE INEBRIATE SURRENDER
SMASH SPANK SPLIT VIOLATE BROACH SPLASH STAIN SPRAIN
SPOIL GAG STORM FLAIL SWAMP LOSE NICK BASH BATTER
ASSAIL THRASH SWITCH BELABOUR BESLAVER SLAVER DROOL
BESET BESLOBBER BESMEAR BESPATTER ADMONISH SPREADEAGLE
BITE SHELL BOMB BOMBARD BREAK SPILL IMPLANT IMPALE
CORRUPT DEBAUCH DEFACE FRACTURE CAPSIZE PRICK PUNCTURE
PUNISH DISTURB CANE MUTILATE PIERCE BUTCHER MOB RUIN
MAR MASH MASSACRE BRUISE SMASH REACT SLOUCH SLIP
PULSATE THROB TINGLE SMART SLAVE SWELTER STINK TOPPLE
CRUMBLE FAIL RUIN GOBBLE ERODE CRUNCH TIPPLE GUZZLE
EXPIRE SWILL WITHER WILT LAPSE DISINTEGRATE DESTROY
CRUSH BURST STREW ROUT SPATTER BESTREW DISPERSE STRAY
STRAGGLE SPREAD STAMPEDE LOOT HACK IMPERIL DIVEST
DIVERGE EXCOMMUNICATE OUTLAW FILTER INFEST EVADE TRESPASS
LACERATE RE-ENTER ADMIT PENETRATE LISP DEAFEN GROPE
BICKER DISSENT QUARREL CONTEND HARP HAUNT RECEDE

10 - FAILED CONTROL (contd)

SHIRK THWART GARBLE THREATEN HUMOUR RESORT RISK
JUMBLE REFRAIN BOTCH TRY REFRAIN HESITATE RESIST FOR-
BEAR AMPUTATE LOSE BESEIGE DISTRACT DISHEARTEN DISCOURAGE
MEDICATE FUMBLE MICE BOTHER REGRET COMMISERATE WET
FEAR DISAPPROVE SURRENDER FULMINATE CHIDE COMPLAIN
CONDEMN CHEW CARP BLAME REPROACH RESENT CENSURE UPBRAID
ATTEMPT PUTRIFY PANT PUFF SAY CRY DRAIN TIRE
DOMINATE COMPEL COERCE ENFORCE WIGGLE STAGGER RETCH
WOBBLE WAVER WRITHE VOMIT WINCE NAUSEATE ROT FALTER
DESPOND ENTREAT DESIRE DESPAIR CRITICISE EXHUME PRY
SQUIRM NAG FIDGET FIGHT PLOT REVOLT IMPLORE CONSPIRE
BETRAY CONNIVE SLOBBER WITHSTAND STRUGGLE SHIVER
TOLERATE SHRUG SHOVE LEAP TURN SHIFT CLUTCH YIELD
REJECT DEMAND CONVINCEN EXERT DICTATE DISALLOW DENY
SHAME ERR ENFEEBLE CAGE EMBARRASS DARE ENTRAP ENJOIN
DEPRIVE SQUABBLE TANGLE LIMP STAMMER STUTTER DISABLE
DIVERT BREAK SCATTER MORTIFY

11 - HELP

INSTRUCT SHARE INNERVATE SERVE TRAVAIL ASSIST HEAL
HARMONISE SALVAGE SATISFY SALVE HELP HABILITATE SUSTAIN
ASSURE BEFRIEND BESPEAK ABSOLVE ALLEVIATE ADVISE ALLAY
MITIGATE PARDON PALLIATE PERFUME PERMIT PERK EASE
EDIFY PLEASE ENCOURAGE PREPARE ENDEAR ENERGISE ENHANCE
ENLIGHTEN TENDER REIMBURSE ENDOW FINANCE BESTOW SUPPLY
REPLETE STOW SURFEIT FILL SUFFICE FULFIL CONSOLE
EXTEND CONTRIBUTE CO-OPERATE AVAIL LEAD LEND SIMPLIFY
IRRADIATE RAISE REASSURE RECOMMEND RECONCILE REDEEM
RECTIFY RECREATE REFORM REFIT REDRESS REFRESH RE-ENFORCE
FACILITATE REGENERATE REHABILITATE REJUVENATE REINFORCE
RELIEVE RELY REPAIR FORGIVE RESPITE RESUSCITATE RESCUE
FURTHER RETOUCH REVIVE REVISE OFFER RETRIEVE REVIVIFY
OBLIGE UNDERTAKE SMOOTH UPHOLD SOLACE VALIDATE VERIFY
SOOTHE SPELL SPONSOR WILE VOLUNTEER VINDICATE VOUGH
STAUNCH STRENGTHEN STOKE SUBSCRIBE SUCKLE SUCCOUR
SURCEASE SUPPORT ENABLE EXHILARATE PROVIDE ENLIVEN EQUIP
CHEER EXCEL EXCULPATE COMFORT EXCUSE CONCILIATE
EXPEDIATE EXPLAIN DEFRAY DELIGHT CULTIVATE DEVELOP
DIVERT DISBURDEN DRESS DRIVE WINE CALM CIVILISE
BURNISH CURE INVIGORATE ENGAGE HEAVE HANDLE MANIPULATE
ACTUATE EMPOWER OPERATE ALTER ORDER COMMAND RULE
DIRECT DISCIPLINE STOP RADIATE HALT HOLD TEST JUGGLE
JOCKEY DEPLOY TOW MIX DRILL PUSH PUT LOAD HOIST
DILATE EXPAND HAUL FETCH START STEER STRUT MANAGE

11 - H E L P (Contd)

SUPERVISE SUPERINTEND ADMINISTER NEGOTIATE MEDIATE TREAT
SEND ELECT APPROVE CONSIGN RENT HIRE WEST ELONGATE
AMPLIFY DELEGATE DEPUTE EMPHASIZE AIM AWARD MAGNIFY
ENLARGE UTILIZE ALLOT ALLOCATE APPOINT ASSIGN COMPLY
DISBURSE BEGIN ABATE ALLOW MASTER SHAPE ASSORT DIS-
ABUSE ORIENTATE ARRANGE MODERATE PRESCRIBE STIPULATE
HUSH PILOT NAVIGATE USHER VOTE SITUATE SET EMEND
EDIT REGULATE ADJUST CORRECT SUMMON REQUIRE SUBDUE
CHALLENGE RECALL TAKE HITCH PRESIDE ACCOUNT TAG
ORGANISE UNTANGLE HABITUATE PREDISPOSE OFFICIATE IDENTIFY
REWARD TACKLE DETAIL REIGN ENUMERATE SPACE ACQUIT
DEMAGNETISE HEFT UNRUFFLE HELP REQUEST PURVEY ELUCIDATE
PARTAKE CONSENT CONSULT CONVEY DEMONSTRATE WELCOME
UNDERSTAND TRADE AGREE REMIT REMUNERATE FORWARD RENDER
DISTRIBUTE CORRESPOND REPAY TRAIN TEACH PLEA TIE BIND
BUTCHER DOUSE STEADY EXTRACT BOIL STAVE PENETRATE
SMEAR FIX FORCE GRASP ISOLATE GRAB PASTE FORAGE
QUENCH SEIZE BOTHER STICK INVESTIGATE DOCK NAIL MEND
TIME DARN VALET LAY GRUB LABOUR TOIL NURTURE REPAIR
NOURISH MATURE PERSIST PERPETUATE MAINTAIN RECONSTRUCT
RENOVATE RENEW CONTINUE RECUPERATE RECOVER REPRIEVE
REINSTATE PROSPER LUXURIATE SUCCEED FLOURISH WIN
SURMOUNT GROW THRIVE LIVE REMIND REMEMBER IMITATE
REVIEW REPEAT RELATE TESTIFY RECAPITULATE REITERATE
QUOTE RECOUNT PRACTISE REHEARSE REPLENISH REPLACE RESTORE
ENACT DEPICT SKETCH REPRODUCE UNDERSTUDY COMPREHEND
REFER SUBSTANTIATE RETRACE RECOGNISE RECIPROCATATE PRINT
REPRINT COPY REDUPLICATE DUPLICATE TRANSMIT RELAY
TRANSCRIBE RECORD EXECUTE FINISH DEODORIZE TERMINATE
DISPOSE EXPEND BEATIFY PROCREATE PROFFER INFORM PARK
LOCATE SITE SECURE PIN BATTEN CAMP BELAY PARTICIPATE
YOKE BETROTH PERMEATE PERVADE REUNITE REJOIN SPLICE
CONNECT COMBINE KNIT LINK JOIN ATTACH MARRY WED
EMBRACE TOUCH MEET ACCOMPANY FRATERNISE CONSORT BESTREW
DIFFUSE INTERSPERSE ROUGE EXCLUDE SORT SEPARATE ZONE
DIVIDE DETACH DIVEST UNLOAD UNCLASP DISROBE LICK LANCE
INOCULATE INVEST PENETRATE ADMIT INSTALL INVITE RE-ENTER
INHABIT INHUME INTRUST INSERT INJECT COAX CONCEDE
INCREASE HUMOUR RISK TRY EDUCATE PIECE CONSERVE PAWN
DISCARD FORBEAR AMPUTATE LOSE WARD WARN SPARE COMMEND
CLEANSE CATCH OBIVIATE POLISH PACE MOISTEN PRETTIFY
CLARIFY CAUTERISE PURIFY PREFER SOLVE ENTRAP INTERVENE
DENY MODIFY MODULATE SWEETEN SWEEP BEAUTIFY AMEND
PERFECT MODERNISE INVIGORATE INTERVENE LOVE SHADE
TRANSPORT DEVOTE DEDICATE ADORN ARBITRATE COMPLIMENT
DISCOUNT GRANT UNCHAIN RELEASE UNFETTER UNTIE UNLOCK

11 - H E L P (Contd)

LIBERATE SHIFT EXEMPT EMANCIPATE LUG SHOVE LEAP TURN
LIFT IMMIGRATE ADVANCE HURRY ACCOMPLISH ACHIEVE ATTAIN
ANOINT ADAPT INSPIRIT ACCUSTOM REWARD FOSTER PROMOTE
PROVE FAMILIARIZE DELIVER DONATE DESIRE PACIFY
AMELIORATE SHELTER COMFORT FEED LAVE SAVE TEND COVER
LEGITIMISE CACHE WIPE WASH FERTILISE LUBRICATE SEW
INTERVENE IMPROVE TRANSFORM CHECK CAUTION PROSPER SPRAY
VARNISH EXTRICATE STANDARDISE LIKE QUIESCE

12 - F A I L E D H E L P

CUMBER SYMPATHISE REMAND TACKLE FAILED HELP PROLONG
PERSIST NICK LOSE SWELTER STINK SMASH BRUISE CRUSH
MAROON MAR RUIN MOB MUTILATE DISTURB PUNISH PUNCTURE
CONQUER PRICK PROSTRATE FRACTURE DEFLATE CONVICT DEFRAUD
DAZE DEFACE DEBASE EXCRUCIATE CORRUPT DEBAUCH DECEIVE
EXTORT DESECT DEGRADE DELUDE IMPOVERISH SPILL DIVORCE
DEMOTE AMBUSH KILL BREAK BESPATTER BESMIRCH BESET
BEDEVIL SWINDLE SULLY SUBJUGATE ENSLAVE STRAIN SPOIL
SPRAIN VITIATE STAIN SPLASH VIOLATE VANQUISH VICTIMISE
VEX UNDERMINE UNDERCUT SMEAR SURRENDER INEBRIATE
INTOXICATE DROP NETTLE REVENGE PESTER PLAGUE PERSECUTE
INFECT MAUL GOLDBRICK SLACK SHIRK PAUPERISE PARALYSE
TERRIFY TERRORISE DUPE TROUBLE IRK DAMAGE TRIFLE
TORMENT TRIP SICKEN INCRININATE DENOUNCE DEPRESS DEPOSE
CAPITULATE DISGRACE DRENCH DISHONOUR DESPOIL DISAFFECT
DERANGE DERAILED DISMAY TRANSGRESS SCRATCH TAX STRAGGLE
CRIPPLE DEMORALISE EXPLOIT CONFOUND SMUDGE FLOOD TRICK
IMPOSE BOTHER STARVE SCALD INCAPACITATE FRIGHTEN GRIEVE
ALARM SCARE SCORCH MANGLE DISABLE MAIM MOLEST BRUTALIZE
BULLY UNSETTLE TYRANNISE SINK WEARY ULCERATE UNNERVE
WOUND WORRY MUTINY DESERT DEPRIVE PAIN QUARREL FIGHT
WRECK OPPRESS LOSE EAT DEVOUR ESTRANGE CRUMPLE GOBBLE
GNAW EXPLODE FLAME ERODE ENGULE RUIN ANNIHILATE
SLAUGHTER SLAY PURGE EXECUTE CRUSH DEMOLISH DESTROY
DEVASTATE LIQUIDATE IRRADICATE TOPPLE DOOM DESPATCH
EXPIRPATE EXPUNGE ERADICATE OBLITERATE EFFACE DISINTEGRATE
FAIL VIVISECT GRUMBLE EMBOWEL CRUNCH LOAF DESIST
IMPAWN BECALM TEMPT ENTWINE YOKE ING STAMPEDE STRAGGLE
STRAY DISPERSE SPATTER ROUT STREW BURST DIVERGE DIVEST
DETACH EXCOMMUNICATE OUTLAW DIFFER DIVIDE ZONE SEPARATE
EXCLUDE SUNDER CLEAVE HUNT DEAFEN GROPE HAUNT HARP
CONTRADICT BICKER DECLINE DISSENT REMONSTRATE QUARREL
PROTEST CONTEND COLLIDE GARBLE IMMERSE RESORT RISK

12 - FAILED HELP (Gontd)

JUMBLE BOGGLE REFRAIN BOTCH EXCEED TRY HESITATE ~~RETE~~
FORGO EXACT WANT DISCARD FORBEAR LOSE AMPUTATE WEAN
ABSTAIN ENTREAT RESENT CENSURE UPBRAID CHIDE COMPLAIN
CONDEMN CARP REGRET COMMISERATE BOTHER FOUL MIRE
MEDICATE SHRUG TURN IMMIGRATE FUMBLE BEGRUDGE DISHEARTEN
DENY DISCOURAGE CURSE CRITICISM DISAPPOINT ENFEEBLE
SUFFER RENOUNCE ABANDON FORSAKE REPUDIATE FORSWEAR
REJECT IGNORE WEEP BETRAY CONSPIRE REVOLT PLOT GRIEVE
GROAN POUT PRY DISPLEASE CRY DESPAIR DESPOND SUCCUMB
SUBSIDE SUBMIT TIRE AVOID HATE PERISH CAPITULATE BLAME
REPROACH AVENGE DESIRE CAGE ENTRAP ENERVATE DEPRIVE
DISABLE

SECONDARY SCALE (Continued)

13 - C O M P E T E

RACE RUN SPAR PURSUE HUNT TRACK BREAST SUBVERT
CONTEST JOUST BOX CHASE BELEAGUER BATTLE BET COMBAT
WRESTLE SCUFFLE ANGLE STEM COMPETE BUFFET FIGHT ENGAGE
LAY STRUGGLE STRIVE FISH CRUSADE ENCOUNTER STAKE WAGER
SKIRMISH MILITATE CONFLICT PLAY TUSSLE WAGE ANTAGONISE
GRAPPLE ATTACK CAMPAIGN SUPPLANT DISPLACE DISCREDIT
UNDERMINE OUST SWEEP PRETEND REDUCE BETRAY ENVY HATE
RESENT DEFY SURMOUNT EXCEL DEFEAT WIN LOSE CONFOUND
EXPLOIT CRIPPLE DEMORALISE CHEAT DISMAY DESPOIL
CAPITULATE DUCK CHARGE ENSNARE TRAP FENCE DUEL SEIZE
BESIEGE TROUBLE TROUNCE COUNTERFEIT DUPE SIEGE RAID
PARALYSE PENALISE REVENGE COERCE REVOLT FORCE REBEL
RETALIATE TIE SURRENDER UNDERCUT UNDERMINE VANQUISH
PENETRATE SQUELCH STAVE STALK SUBJUGATE BEAT ATTACK
BESET CAPTURE DECEIVE CONQUER CRUSH PRACTISE REHEARSE
WAGE PARTICIPATE PERFORM WAGER RADIATE HECKLE DIFFER
SCORE LICK SCUFFLE INFRINGE INVEST CONTEND DEBATE
HUNT LIMIT INTERCEPT TIE SEIZE COLLIDE THREATEN THRASH
GARBLE RESORT RISK PREVENT YIELD OVERPOWER VIE COVET
FRUSTRATE RESIST FOIL LITIGATE OUTWIT OUTWORK OVERWHELM
SURPASS OUTSTRIP WIN TRIUMPH LITIGATE CHASE SCRIMMAGE
DISAGREE CONTRAVENE CONTEST COMBAT RACE WRESTLE TUSSLE
TAUNT COMPETE DIVERT LEAD RE-ENFORCE REINFORCE UPHOLD
STRENGTHEN EXCEL DISPUTE FACE PURPOSE THROW CONFRONT
SUE SUCCEED SURMOUNT TIME LIVE SURVIVE THRASH LOSE
WRANGLE QUARREL FIGHT WRING DEPRIVE WREST OVERPOWER
OVERWHELM WORRY WHIP UNSETTLE INFILTRATE DISABLE
INCAPACITATE BOTHER IMPOSE TRICK INVADE GAMBLE
CONTEND COPE PIT RIVAL DUEL GAMBLE

14 - L I K E

SAVOUR SNUGGLE PET RELISH ESTEEM LIKE BEFRIEND PLEASE
ENCOURAGE ENDEAR DELIGHT SANCTION UNDERSTAND WELCOME
ACKNOWLEDGE RESPOND HUG CARESS STROKE CUDDLE FEEL RUB
EMULATE COPY COMPREHEND RESTORE DUPLICATE REPRODUCE
REPLENISH INCLINE SHOWER BESTOW RADIATE BURST CLEAVE
TOY WANT APPROACH LEAP REVERE RESPECT COMMEND COMPLIMENT
CHERISH TREASURE SELECT APPRECIATE IDOLISE REGARD PRAISE
APPLAUD VALUE LOVE - HATE LIKE - DISLIKE FAMILIARIZE DESIRE
LOVE BE SERENE AMUSE EXULT ENJOY SMILE NUZZLE JUBILATE
REVEL FROLIC FONDLE REJOICE GRIN GLADDEN LIKE TRUST
FAVOUR PREFER FANCY LOVE DOTE ADMIRE ENJOY APPRECIATE
APPROVE

15 - D I S L I K E

DISLIKE OFFEND DISMAY DISAFFECT IRK PERSECUTE GRIPE
BITCH MIMIC RIDICULE IMITATE MIME ANNUL ABOLISH
ELIMINATE EXPURGATE ANNIHILATE SLAUGHTER SLAY PURGE
EXECUTE CRUSH DEMOLISH DESTROY DEVASTATE LIQUIDATE
IRRADICATE TOPPLE DOOM EXTIRPATE EXPUNGE ERADICATE
OBLITERATE EFFACE DISINTEGRATE FINISH ESTRANGE STREW
ROUT RADIATE SPATTER INSULT HORRIFY HIT ABUSE EXCLUDE
SEPARATE ZONE DIVIDE DIFFER OUTLAW EXCOMMUNICATE LOATHE
PROTEST QUARREL REMONSTRATE DISSENT CONTEND DECLINE
BICKER CONTRADICT HARP RECEDE DISMISS SHUN SHIRK
SPURN RESENT VILIFY PREJUDICE RESIST LITIGATE RESENT
SADDEN ABOMINATE EXECRATE CONDEMN BLAME DESPISE HATE
DISCARD GARBLE LEAP TOY TUG DISPARAGE REJECT PROHIBIT
HESITATE HATE - LOVE DISLIKE - LIKE SULK OUTRAGE ABHOR
ABOMINATE ANGER SCORN INFURIATE COLLIDE BETRAY CONNIVE
RAGE RANKLE POUT GRUMBLE FIGHT DISPLEASE DETEST AGONISE
ENVY DISGUST DISLIKE HATE