

— Dimensionality —	
Dimension of Experience – 1D (PoLR and suggestive)	Understands first hand experience and learns through trial and error regarding the IME
Dimension of Norms – 2D (Role and Mobilising)	Understands first hand experience and rules/norms regarding the IME
Dimension of Situations – 3D (Creative and observing)	Understands first hand experience, rules/norms, and when they can shift and bend the norms regarding the IME
Dimension of Time – 4D (Base and demonstrative)	Understands first hand experience, rules/norms, and when they can shift and bend the norms, and how the IME changes as the situation progresses

Base 4D	Creative 3D
PoLR 1D	Role 2D
Mobilising 2D	Suggestive 1D
Observing 3D	Demo. 4D

Numbering of functions	
Base 3/1	Creative 4/1
PoLR 2/1	Role 1/1
Mobilising 2/2	Suggestive 1/2
Observing 3/2	Demo. 4/2

### **Mental/Vital ring**

— **Mental** as a dichotomy defines conscious and active perception of actions, society, and information about others.

— **Vital** as a dichotomy defines unconscious and spontaneous perception of one's own actions, self and how information impacts themselves.

Mental	
Base	Creative
PoLR	Role
Mobilising	Suggestive
Observing	Demo.
Vital	

### Kinetic/Potential blocks

— **Kinetic** as a dichotomy defines the blocks concerned with activity and resolve, they generate solutions, direction and they are aware of situational differences (3D and 4D), thus can form subjective and creative resolutions.

— **Potential** as a dichotomy reflects unfiltered absorption of information, they collect objective information, don't generate new and novel solutions and are rigid, as they are not situationally aware. (1D and 2D)

Kinetic	
Base	Creative
PoLR	Role
Mobilising	Suggestive
Observing	Demo.
Potential	

### Evaluating/Situational dichotomy

— **Evaluatory** as a dichotomy reflects consistent processing and perfectionistic outlooks on information related to it.

— **Situational** as a dichotomy defines non-consistent processing and acting when the information is brought up, along with less concern with perfectionism, opposed to consistent processing like evaluatory is.

Evaluating	
Base	Creative
PoLR	Role
Mobilising	Suggestive

Observing	Demo.
<b>Situational</b>	

### Accepting/Producing blocks

— **Accepting** – reproduction of information perceived, viewed as existing by itself and innate to reality.

— **Producing** – creation of a conclusion from the information drawn from the accepting element, viewed as a result of the accepting element.

<b>Accepting</b>	
Base	Creative
PoLR	Role
Mobilising	Suggestive
Observing	Demo.
<b>Producing</b>	

### Inert/Contact blocks

— **Inert** – the inert blocks are the basis for an individual's personality and are slow to act and display themselves.

— **Contact** – the contact blocks are a means of establishing direct tangible contact with the world, and seek to display themselves.

<b>Inert</b>	
Base	Creative
PoLR	Role
Mobilising	Suggestive
Observing	Demo.
<b>Contact</b>	