# **SOUL AGES**

	POLES (Yarbro)	POLES (Hoodwin)	POLES (Stevens)	FOCUS (Yarbro)	<b>ISSUE</b> (Yarbro)	PERCEPTION (Yarbro)
INFANT	+ Experience	+ Innocence	+ Survive	Survival	Existing	Me/Not Me
10% (Yarbro)	– Apathy	<ul><li>Aversion</li></ul>	– Destroy			
BABY	+ Acculturation	+ Formation	+ Structured	Structure	Identifying,	Me/Other Me's
23%	- Subsumation	– Rigidity	– Inflexible		Organizing	
YOUNG	+ Intention	+ Accomplishment	+ Competitive	Success	Defining,	Me/You
32%	<ul><li>– Judgmentalization</li></ul>	<ul><li>Self-Centeredness</li></ul>	– Selfish		Doing	
MATURE	+ Cognizance	+ Resonance	+ Insightful	Relationships	Perceiving	You as You
24%	- Ratiocination	<ul><li>Subjectivity</li></ul>	<ul><li>Confused</li></ul>			Perceive Yourself
OLD	+ Substantiation	+ Inclusiveness	+ Wise	Context	Being	You as Part of
11%	– Self-Envelopation	<ul><li>Undirectedness</li></ul>	– Uninvolved			Something Greater
TRANSCENDENTAL				Social	Integrating	Synthesis
Gandhi, Socrates, Zoroaster, Mohammed				Revolution		
INFINITE				Spiritual	Unifying	Tao
Jesus, Krishna, Lao-Tzu, Buddha				Revolution		

#### **SOUL AGE LEVELS**

	CORRELATES WITH	YARBRO	VAN HULLE	VAN HULLE BEACH ANALOGY
1	Server	Basic, without perspective	Beginning	Toe in water
2	Artisan	Response, area of comparison	Warfare	Halfway in
3	Warrior	Discernment, evaluation	Quiet, internal, go after It	Submerge
4	Scholar	Foundation	Friendly, external, get it	Emerge
5	Sage	Integration, emphasis on access	Unusual, eccentric	Splash others
6	Priest	Conscious awareness, complete monads/perceptions	Karmic, difficult	Splashed back
7	King	Understanding, synthesis, bring previous lessons to bear	Lazy, complacent	Head for shore

## MATURE SOUL LEVELS (Chambers)

Right relationship with:

- 1. Self
- 2. Family
- 3. Friends
- 4. (Integrates and contemplates above)
- 5. Community
- 6. The world
- 7. Nature

**OLD SOUL LEVELS** (Chambers, Marina, Stevens, Kamala)

Detachment from:

- 1. Cultural imprints about what service and healing are, and how that is expressed.
- 2. Imprinting about what creativity is, and how it is expressed.
- 3. The glamour of money and outer achievement.

- 4. The need for beliefs and systems to define reality.
- 5. The need for fame and recognition.
- 6. The need to be right, or to know the right answers.
- 7. The need for the forms and structures of the physical plane.

### **WORLD DISTRIBUTION** (Yarbro)

10% INFANT 23% BABY 32% YOUNG 24% MATURE 11% OLD

#### **AVERAGES**

WORLD: 5th young (Yarbro); 6th young (Hoodwin); 1st mature (Van Hulle).

US: 6th young (Yarbro, Hoodwin)

It takes an average of seven thousand years on the physical plane to complete it. There are thirty-five soul age levels. That's about 200 years per level. However, some levels, such as 3rd and 6th, take more time, and some, such as first and seventh, take less. People generally take 100–200 lifetimes to complete the physical plane, depending on their average lifespan, speed of moving through the levels, and personal preference. The fewest known is 37, and a "specialist in infant mortality" took 1500 lives.

Compiled by Shepherd Hoodwin