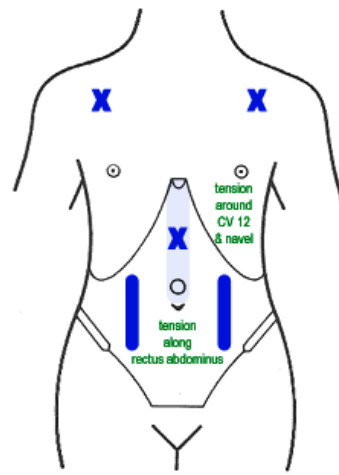


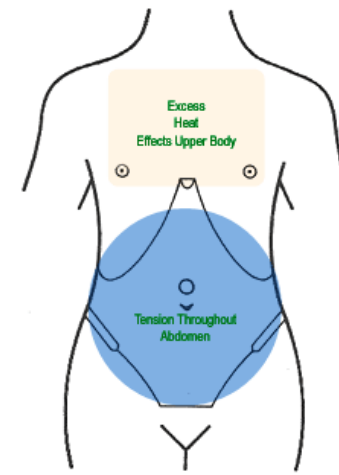
SP Def Cold

- HT/SI ↓ ○ LU/LI ○
 LV/GB ○ ↓ SP/ST ○
 KI/UB ○ ○ PC/TH ○
- HT = Thin or Minute
 LV = Sinking & Weak
 KD = Weak
 LU = Sinking & Choppy
 SP/PC = Weak & Deficient



SP Def Heat

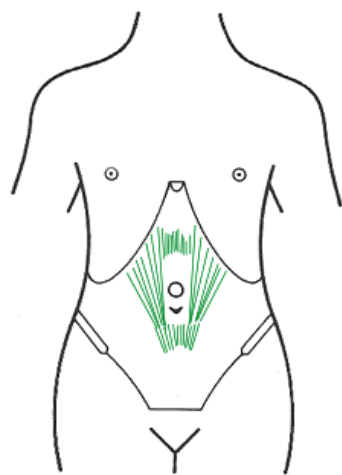
- HT/SI ↓ ○ LU/LI ○
 LV/GB ○ ↓ SP/ST ○
 KI/UB ○ ○ PC/TH ○
- HT = Minute or Thin
 LV = Wiry
 KD = Normal
 LU = Wiry or Slippery
 SP = Moderate or Hollow
 PC = Deficient



SP Def ST/LI/SI Exc

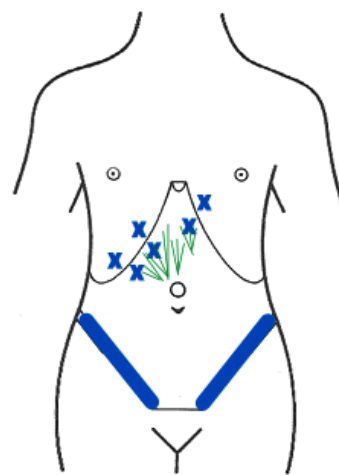
- HT/SI ↓ ○ LU/LI ○
 LV/GB ○ ↓ SP/ST ○
 KI/UB ○ ○ PC/TH ○
- HT = Flooding
 LU = Flooding & Excess
 LV = Sinking & Excess
 KD = Deficient
 SP = Excess Above/Def Below
 PC = Large

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SP Def LV Exc

- HT/SI ↓ ○ LU/LI ○
 LV/GB ○ ↓ SP/ST ○
 KI/UB ○ ○ PC/TH ○
- Overall
 Wiry & Powerful
 may be slow due to stasis
 or
 sinking, thin, choppy & excess



SP Def LV Exc w/Heat

- HT/SI ↓ ○ LU/LI ○
 LV/GB ○ ↓ SP/ST ○
 KI/UB ○ ○ PC/TH ○
- Overall
 Wiry & Rapid
 or
 Choppy & Rapid
 at the deep level

Spleen - Advanced Patterns

SP Def Cold

#0, #1, 10-15 min
 Yuan - PC 7 - SP 3
 Luo - PC 6 - SP 4

SP Def Heat

#0, #1, 10 min
 Yuan - PC 7 - SP 3

SP Def ST/LI/SI Exc

#1, #2, 3-5 min
 Fire - PC 8 - SP 2

SP Def LV Exc

#1, #2, 3-5 min
 Fire - PC 8 - SP 2
 Yuan - PC 7 - SP 3
 1 from each below + both SP points
 GB - 36, 38
 TH - 3,5
 LV - 2,3,4,8
 SP 6 & SP 10
 UB - 25,31,32,33,34

SP Def LV Exc w/Heat
 add LV 14 substitute these UB
 17,18,19,20,21