

DREAM RAVE ANALYSIS · STAGES ONE TO THREE · A PUBLIC EXAMPLE

The chart Ra Uru Hu slept in

The founder of the system was a Manifestor by day and a Projector by night. This is his Dream Rave read all the way through: the comparison and the weak point, the Persona and the dreamscape, the conscious portal and the transits.

6	2	1
placements in the fifteen-gate matrix	dream channels: the 57-20 and the 8-1	conscious portal, the 12

SUBJECT

Ra Uru Hu, founder of the Human Design System

PREPARED BY

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BORN

9 April 1948, 00:05, Eastern time

DATE

19 September 2026

CHARTS

Maia Mechanics, Dream Rave composite view

READ THE METHOD

thehumandesignsystem.com/dream-rave

PART ONE

Two bodies, one Personality

The chart Ra taught from, and the chart he slept in, before a single gate is discussed.

Ra Uru Hu was born on 9 April 1948, five minutes past midnight. His waking chart is the one every student meets early: a Manifestor with Splenic authority, a 5/1 profile, and a single definition that runs from the Ajna to the Throat, down into the G and the Heart, and out to the Spleen. The Right Angle Cross of Penetration, with the 51 and 57 on the Personality side and the 61 and 62 on the Design side.

The Dream Rave keeps that Personality gate for gate and throws the Design away. In its place comes a lunar Design, the thirteen points read at the moment the Moon stood 88 degrees of its own arc before his birth, which for Ra was 7.3 days earlier. Only the fifteen mammalian gates survive the descent into sleep, so what follows is a comparison between the man who founded the system and the five-centered creature who slept in his bed.

AWAKE

TYPE	Manifestor
AUTHORITY	Splenic
PROFILE	5/1
DEFINITION	Single: 43-23, 20-10, 20-57, 10-57, 25-51
CROSS	Right Angle Cross of Penetration (51/57 61/62)
OPEN	Head, Sacral, Solar Plexus, Root
STORY	Peace or anger

ASLEEP

TYPE	Projector
DEFINITION	Single: 57-20 and 8-1, Spleen to Throat to G
AURA	Focused and penetrating
PLACEMENTS	Six, in five gates: 57.5, 20.6, 1.1 and 1.2, 8.3, 12.1
PORTALS	A conscious 12
REALMS	Light Field almost entirely, with one Earth Plane portal
STORY	Success or bitterness

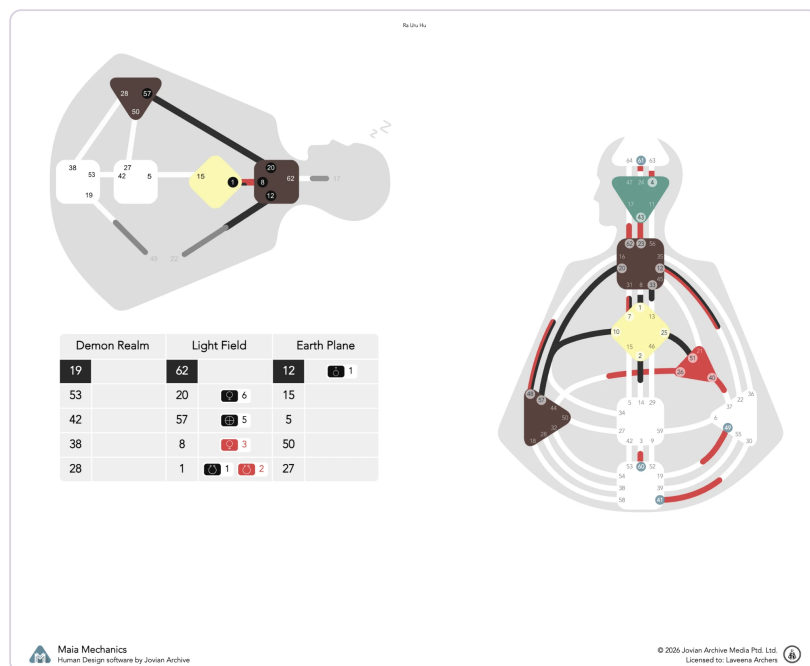
The Type shift is the first thing to read. A closed, repelling Manifestor aura goes to sleep and a focused Projector aura takes its place. Ra sat with the one in seven who sleep as Projectors rather than the two in three who sleep as Reflectors, which is why his own dream life had a plot most people never get: competitive, one on one, and measured by

whether the character succeeded. He said, in his own way, that once his dream recall returned he woke up bitter for the first time in his life and had no idea why, until he read the chart he was sleeping in.

PART TWO

The dream matrix

The chart as Maia Mechanics calculates it, and the six placements the night was built from.



Maia Mechanics composite view. Left: the five-centered dream body with its Spleen, Throat and G defined, and the fifteen gates by realm. Right: the waking bodygraph. Black is Personality, red is the lunar Design.

GATE	SIDE	PLANET	REALM	IN THE MAMMAL	IN THE DREAM	AWAKE	LINE
57.5	PERSONALITY	Earth	Light Field	Awareness	Attunement	Intuition	Fantasy · Rebel / Conformist
20.6	PERSONALITY	Venus	Light Field	Presence	Sight	The Now	Vision · Saint / Sinner
1.1	PERSONALITY	South Node	Light Field	Individuality	Joy	Self-Expression	Secrets · Hero / Goat
1.2	LUNAR	South Node	Light Field	Individuality	Joy	Self-Expression	Possession
8.3	LUNAR	Venus	Light Field	Direction	Darkness	Contribution	Turmoil
12.1	PERSONALITY	Uranus	Earth Plane	Metamorphosis	Mutation	Caution	Secrets · portal to the 22

Six placements is a busy night body. The 57-20 is Personality on both ends, so his sleeping Spleen and Throat were defined by the character he played rather than by the dream's world. The 8-1 is the reverse: a lunar 8 the waking chart never carries, joined to a 1 he owns awake and again by the Moon. Everything sits in the Light Field except the 12, and the 12 is not a dream gate at all but a portal, pointed at a 22 the sleeping body does not have.

The node move. His Personality South Node is 1.1, and the lunar South Node is 1.2. That is the same gate, one line on: the nodes drifted a single line across the seven days between the lunar Design moment and birth, which is why the 1 carries both a black and a red activation.

PART THREE

What the night keeps, drops and adds

The comparison that Stage One is built on.

Five of Ra's waking activations fall inside the fifteen-gate matrix: the 57, the 20, the 1 and the 12 on the Personality side, and the 62 on the Design side, his Design Earth. These five are the bridge between the two bodies. The 10, which anchors his waking behavior through the 20-10 and the 10-57, is not a dream gate at all, so the whole individual chain his waking voice runs on has no representation at night.

ADDED IN SLEEP

8.3

Lunar Venus. A gate he never carries awake, arriving in the dream Throat and completing the 8-1 with the 1 he already owns. Turmoil, the third-line theme: the character that can fall and still be viable.

REPEATED IN BOTH

57 · 20 · 1 · 12

All Personality, so all survive by definition. The 1 arrives a second time from the lunar South Node, which makes Joy the most heavily weighted single theme of his nights.

TAKEN AWAY

62

The Design Earth 62.1, his intellectual portal, vanishes with the rest of the solar Design. With it goes the 10 and every channel that ran through it: the behavior of the self, the awakening, the perfected form.

Read the losses first. His waking authority survives in the dream body, since the Spleen is one of the five centers and the 57-20 holds it defined, so unlike most people Ra slept with an authority still in place. What he lost was the Manifestor: the Heart and its 25-51 do not exist at night, the Ajna and the 43-23 do not exist, and the 10 that carried his voice from the G to the Throat is gone. A Manifestor whose whole initiating chain dissolves every night, leaving a Projector who can only be recognized.

What is left joins up. Spleen to Throat through the 57-20, Throat to G through the 8-1: a single definition, a Projector. The plot of every dream is success and bitterness, competitive and specific, and the residue that crosses into the morning is the bitterness of a Projector that was never invited, carried into a Manifestor's body that expects to initiate. Bitterness and anger sit close together, and the first task of Stage One for a chart like this is to tell them apart at the first breath.

The portal gate is set aside here by rule. He carries a conscious 12, which belongs to Stage Three, and the whole of Stage One rests on the five dream gates above.

PART FOUR

The weak point

The one place the night leaned on hardest, and why it was that place and not another.

IN ONE SENTENCE

The pull to make a contribution before anyone has asked, and to measure the morning by whether it was noticed.

A lunar 8 he did not carry awake, arriving in his defined Throat and joined to the 1 he did carry, in his defined G. A new lunar definition, the strongest weak-point force there is, and a Manifestor sleeping as a Projector with a voice he was never given by day.

In the mammal the 8-1 is direction and individuality, the alpha's channel. In the dream it is Darkness and Joy, the Light Field's one dark gate tested against the spirit shining through. Awake it is Contribution and Self-Expression. Every night Ra's dream body carried the whole channel, and every morning the 8 was gone, leaving the pressure of it behind.

Why the 8, and not the 1, the 20 or the 57

1. **It is the only gate that is new.** The 57, the 20, the 1 and the 12 are his awake as well. The 8 exists only in the night, and what the night adds is what the morning wants back.
2. **It is lunar.** Lunar gates are the dream's own world rather than the character he played in it. The 8 came from Venus in the lunar Design, so it belonged to the dreamscape, the conditioning side.
3. **It completes a definition he does not have.** The 8 joins the 1 he owns by day and again by night. A new lunar definition is the strongest weak-point force in the method, stronger than any single pointing gate.
4. **It gives a Manifestor the wrong voice.** Awake, Ra's G reached the Throat through the 10-20: the behavior of the self, spoken when he decided to speak. Asleep, the G reached the Throat through the 8-1: contribution, the individual's offer to the collective, which only works when it is recognized and asked for. The night trained a Manifestor to wait to be noticed.

5. **The 1 comes second, and it is the same story.** The doubled 1, Personality and lunar, forms the same channel from the other end. It ranks below the 8 only because he owns it awake; the residue of the two is one residue.

WHAT THE NIGHT OFFERED

The feel-good of the contribution landing: the individual voice heard, the direction taken up by others, the joy of the 1 shining through the dark of the 8. And its shadow, the Light Field's own propaganda: the spirit is what matters, the form is where the suffering is, and the offer was the point whether or not anyone took it.

WHAT THE MORNING PULLED

The Manifestor's not-self in a Projector's clothes. The pull to offer something first thing, to teach before the room was ready, to put the contribution out and then watch for whether it was received. Then the bitterness when it was not, which the mind explained as other people's failure to understand. Ra's own account of waking bitter is this residue, named after the fact.

Secondary pressures

The 57-20 is his own Personality on both ends, so it does not add anything the waking chart lacks; it holds his authority in place at night and keeps the character awake to the moment. Its pressure is the 20's alarm. Ra described being pulled upright out of sleep two or three times a night for most of his life, with the chemistry of the dream delivered whole, and that is the 20 doing exactly what the 20 does in a dream body that carries it with the 57.

Where the residue landed in the mind

The mind never remembers a dream directly; it rebuilds one after the fifteen-gate body has dissolved back into sixty-four. A dream gate's residue travels to the gates of its own codon family. The 8 belongs with the 2, so the 8's contribution arrived in the morning dressed as the 2's question: which direction, and who is driving. The doubled 1 belongs with the 14, so the joy of the night came back as the 14's concern with the work and the resources to do it. Direction and means, first thing, with a contribution waiting behind them: a fair description of a founder's mornings.

The Stage One analysis is deliberately negative. It shows the program at its most effective so that the same place, lived correctly, can be seen as a strength. Ra's contribution, waited for and recognized, became the system itself.

PART FIVE

The first waking breath

What a chart like this remembers before it moves.

SAID BEFORE THE FIRST THOUGHT ABOUT THE DAY

Nothing that wanted to be offered in the night is mine to initiate this morning. I am a Manifestor with Splenic authority. When it is mine, I inform, and then I act.

The moment of waking is when the two bodies overlap, and it is the only moment where the residue can be seen for what it is rather than lived as a mood.

A Manifestor does not wait to be invited, and a Projector cannot initiate. The hand-over between the two bodies is where the weak point does its work, and the practice is to catch it there: the warm urge to contribute, to put the thing out, to see if it lands, is the 8. Let it sit until the Spleen says now. If it is Ra's to initiate, the Spleen will say so in its own time; if it dissolves by the first meal, it was never his, it was the night.

Sleep protocol for a Manifestor who sleeps as a Projector

1. **Go to bed because it is time, never because you are tired.** A Manifestor has no Sacral to run down; tiredness at midnight is borrowed energy that has run out, and a body that falls asleep exhausted falls straight into the 8's offer.
2. **Lie down propped up, well before exhaustion, and drift.** That is how a non-energy body sheds the day's borrowed charge before the dream body takes over.
3. **Keep your own aura.** A sleeping Projector takes on whoever is in the room. Ra was blunt that no dream life can be read for someone who sleeps beside another person, and that the aura taken in stays for years.
4. **Expect the alarm.** A 57-20 in the dream body wakes its owner suddenly. Sit up, breathe, and let the chemistry pass before deciding what it meant. It meant nothing yet.
5. **Wake before you move.** The first breath is the reading; give it ten seconds before the day starts.

STAGE TWO

The dreamer and the dream

Who narrated Ra's dreams, the body the narrator lived in, and the plot the sleeping Type imposed.

PART SIX

The Persona

A dream chart splits the way a waking chart does. Every black activation is the Persona: fragments of the waking Personality that cross the sleep boundary and act as the character the dreamer takes himself to be. Every red activation is the dreamscape: the lunar body the Persona lives inside, which sets the scene, the drama and the chemistry. The Persona is the narrator of the story, never its author.

Ra's Persona had four aspects, which is a complex narrator. Two of them share the first line, so the character had a refined, very specific core: the hero and the goat, split between two gates. The other two, a fifth and a sixth line, put the character on the roof and in the fantasy at once.

1

1.1 · Hero / Goat

LIGHT FIELD Personality South Node. Joy in the dream, Self-Expression awake.

The most ancient Persona: peering through the woods, opening a door a crack, moving unnoticed. Do you have the key or not? Reward and blame decide the episode, and shame dreams are goat dreams. On the South Node this is the oldest and most familiar part of the character, the one he fell into without effort: the individual, alone with his joy, waiting to be found.

1

12.1 · Hero / Goat, at the portal

EARTH PLANE Personality Uranus. Mutation in the dream, Caution awake, and a conscious portal to the 22.

The same contest, the key or no key, but standing at the mundane portal. This is the aspect that woke with instructions: a conscious 12 hears its practical information on waking, and a first-line Persona at that gate treats the instruction as a secret it has been handed. Uranus makes the mutation the point: what came through was meant to change something.

5

57.5 · Rebel / Conformist

LIGHT FIELD Personality Earth. Attunement in the dream, Intuition awake.

The fifth line edits the resume: it takes things out so the character looks better than it is, and the projection turns inward as fantasy. On the 57 the fantasy is about attunement, hearing the endless now, and the contest is tension or ease with what the situation asks. The Earth makes it the ground the whole Persona stands on, and the ground the night pressed on.

6

20.6 · Saint / Sinner

LIGHT FIELD Personality Venus. Sight in the dream, The Now awake.

On the roof, seeing the whole circuit, out of time. The sixth-line Persona wakes knowing something it does not know it knows, and on the 20 that knowing is sight: the moment seen whole. Venus makes it pleasant to be there. The contest is walking the talk or watching himself fail to, and the 20 is also the alarm that pulled him awake with the vision still in the body.

THE CHARACTER, SYNTHESIZED

A hero on a secret errand, standing at a door with an instruction in his hand, who sees the whole circuit from the roof and edits the story of how attuned he was to it. The two first lines supply the errand and the key; the sixth supplies the seeing; the fifth supplies the version told afterward. A dream definition is the verb and a hanging gate the adjective, and his verb was the 57-20: attuned sight, the Spleen speaking through the Throat, awake to the moment. The 12 hung beside it as the adjective: mutative, cautious, listening at the portal.

Persona distortion is the thing to watch in a chart like this. A Persona this specific and this heavily first-line can come through the mirror and become the loudest of the thirteen Personality voices: the waking mind that treats every morning's idea as a key it has been handed, and every audience as a door. Left at the door on waking, it is one aspect among thirteen. Carried across, it runs the day, and Ra's own remarks about his mornings suggest it often did.

PART SEVEN

The dreamscape

Ra's lunar body was small and entirely Light Field: two red activations, both in the 8-1. No Earth Plane in the dreamscape and no Demon Realm anywhere in the chart. The atmosphere this produces is the Light Field's own: acoustic rather than visual, individual, moral, and full of the spirit's argument that the form is the place of suffering and the way out is to leave it.

LUNAR VENUS 8.3 · DARKNESS

The Light Field's one dark gate, where light is tested against form. In the dream it is the direction the alpha gives, and on the third line it is Turmoil: the episode where the character falls, or fails, and finds out whether it is still viable. Venus makes the darkness attractive. This is the gate that made the night a test of contribution, and the same gate that Stage One names as the weak point.

LUNAR SOUTH NODE 1.2 · JOY

The spirit shining through the darkness, and on the second line, Possession: the call that decides everything. A bell, a name shouted, a door, and the Persona reacts before it has judged the call. Answer the white and you fly; answer the black and there is a chain on your foot. The South Node makes this the dreamscape's oldest habit, the world calling and the hero answering.

Chemistry, characters and plot

Dreams are dramatic because drama releases chemistry, and the chemistry is what crosses into the waking body. A dreamscape with the 8 and the 1 has to produce darkness and joy in the same episode: the contribution offered into the dark, the light of being seen, and the turmoil of finding out which it will be. The 20 in the Persona supplies the startle that delivers the whole mixture into the body at once.

The characters are cast by the dreamscape from stored memory. The people in his life who carried the 8 and the 1 were the ones who kept appearing, wearing whatever face the night gave them, and the dreamscape's 8-carrier tends to be played by the dreamer himself. A sleeping Projector's plot is success and bitterness, competitive and one on one: the Persona measured against a single other, and the episode ending on whether the offer was taken. Ra's dreams were specific, repetitive and focused, which is the Projector plot exactly, and the residue was the bitterness he learned to name only once the chart explained it.

STAGE THREE

Portals and transits

The gate that transmitted rather than dreamed, and the nights the sky changed his sleeping body.

PART EIGHT

The conscious 12

Three of the fifteen gates, the 12, the 62 and the 19, were the mammal's cross-species bonds to the human. In the sleeper they are direct openings to the consciousness field that bypass the Persona, the dreamscape and the chemical distortion. What comes through is clean and has the feel of truth, which is exactly why Ra called them the program's nuclear weapon. The information is real. Acting on it from the mind is the trap. It can only ever become outer authority.

PERSONALITY URANUS IN 12.1

Ra carried the mundane portal consciously, every night of his life. A conscious 12 is there every morning: acoustic, practical, a sharp instruction with no dream attached, sometimes his own name spoken from nowhere. By his own description he woke with mundane solutions, the answer to something he had been working on, delivered whole and ready. That is the 12 doing what the 12 does. It is also a manifesting instruction pointed at the largest motor in the body, which in a Manifestor's waking chart met no Sacral resistance at all: a Manifestor who wakes with an instruction and a Throat is the one case where the portal's danger and the Type's design line up.

The right relationship to it is the one he taught: note it, let it sit, and let the Spleen decide in its own time whether it is his to act on. Uranus on the gate says what came through was meant to mutate something. The mutation is real; the timing belongs to the authority, never to the mind that received it.

THE 62, TAKEN AWAY

His waking Design Earth sat in the 62, the intellectual portal, and it left with the rest of the solar Design every night. So his own night body did not transmit intellectually; that portal opened for him only when a transit brought the 62, or the 17 it points at, into the matrix. When it did, he received the kind of dream information the 62 delivers, dialogue and teaching received by ear, and he was clear that he never acted on it from the mind. The 62 is the great anti-body gate, and a founder whose life's work was the form had every reason to hold it at arm's length.

PART NINE

Transits and the night body

Only a transit into one of the fifteen matrix gates counts, and the Moon spends about eleven hours in each gate every month. Ra's dream body carried a lunar node, so the transiting Moon led the night whenever it touched the matrix, and his sleeping Type could change for a night when a transit completed a channel his own placements left hanging.

TRANSIT	WHAT IT COMPLETES	THE NIGHT	THE MORNING
28 + 38	The 28-38 into the Root, joining the Spleen chain	The Demon Realm enters an otherwise Light Field night: fear, aggression and the search for purpose in a body that had none of it.	A Root-to-Throat definition makes a sleeping Manifestor for the night. Waking angry with a reason invented for it, which for Ra was the familiar body and the unfamiliar night.
27 + 50, 5 + 15, 42 + 53	Any Sacral channel	Earth Plane or Demon Realm dreams with a Sacral engine: yearning and the herd, time and chaos, endings and flight.	A sleeping Generator. Borrowed energy on waking, extra hunger, and a Manifestor's urge to spend it. Eat early, rest more, act on none of it.
62	The intellectual portal, for that night	Dreams that talk: dialogue, teaching, voices received by ear.	Information that belongs to the mind and can only ever be outer authority. Note it and let the Spleen decide.
19	The form and food portal, for that night	Nothing on waking.	Nervousness with the first mouthful and a mind that invents a reason. Eat according to Determination, in a full aura.
Moon, any gate	Lunar dominance	A lunar node in the matrix means the Moon leads the dream for those hours.	Check the Moon's gate before reading any specific dream.

Ra used his own chart to teach transit reading with a night when the transiting Earth sat in 42.1 and the transiting South Node in 62.6. The 42 arrived without its 53, so it hung in his dream Sacral as Dying without Flight: an ending pressed on a body with no Root to flee through. The 62 opened the intellectual portal for the night. Together they describe a night of endings talked about, and a morning with a lesson in it that was not his to act on.

PART TEN

Analyst's notes

Source

Birth data as published: 9 April 1948, 00:05, Eastern time. The six placements come from the site's Dream Rave engine, which finds the lunar Design by the same 88-degree search the solar Design uses, and they match the

Maia Mechanics composite line for line: 57.5, 20.6, 1.1 and 12.1 on the Personality side; 8.3 and 1.2 on the lunar side.

Ranking

The five dream gates were scored on the comparison rules: added versus repeated, lunar versus Personality, whether the gate completes a dream definition, whether it points at a natal partner, and whether the pointing crosses a Type or authority line. The 8 wins on the first three rules at once. The doubled 1 comes second by the same channel; the 57 and the 20 hold the authority in place and are named as pressure rather than weak point.

Service scope

In client work the weak point is delivered on its own, in the client's own language and without any explanation of Dream Rave. The Persona and dreamscape (Stage Two) and the portals and transits (Stage Three) are separate sessions for people further into their experiment. This example carries all three because it is written about a public figure whose own teaching covered every stage.

Language

Written in our own words. Ra's remarks about his nights are paraphrased from his Dream Rave programs; no course text is reproduced.

The dream is not the client and the client is not the dreamer. Everything correct happens awake.