

The Minor Arcana

The Minor Arcana really constitute a separate pack of cards from the Major Arcana Trumps. Whether we use the cards for divination or for play, we can choose to use only the Majors, only the Minors, or any combination of the two sets that we prefer. Thus we find games that use the Minors and only a few Trumps, or no Trumps at all. The Poker deck uses the Minors with only 52 cards plus one or two optional Jokers.

The Four Suits

The complete Minor Arcana deck consists of four suits. The four suits of the Minor Arcana represent the four fundamental elements that manifest as the physical world. The "fifth" element is the consciousness of the observer, sometimes represented "physically" as space -- an idea that people conceived as a convenient way of organizing data in the mind. The traditional symbols for the Tarot suits are Cup, Sword, Disc, and Wand. In Germany and Switzerland Leaves replace Swords, Acorns replace Wands, and Bells replace Discs. In France, England, and later in the U.S. and generally around the world Red Hearts replaced Cups, Black Spades replaced Swords, Red Diamonds replaced Discs, and Black Clubs replaced Wands. Those four suits -- hearts, spades, diamonds and clubs -- have become a widespread standard for poker-style decks of playing cards.

Each suit in a Traditional Tarot deck contains 14 cards, divided into ten pip cards and four court cards. The pip cards represent the numbers from one to ten. Most people refer to the "one" as an Ace. In their most abstract sense the Minors represent the stages of any process. The numbers one through ten represent the steps of progress in a process. The numbers one through ten represent the steps of progress in a process. The first five pip cards (Ace through Five Spot) unfold a space/time stage in which to play. The second set of five (Six Spot through Ten Spot) presents the active game we can play with a particular suit. The various pip cards show the stages in the evolution of perception or any organized activity. The Ace can be either low or high in the suit series. It can either represent the potential of a process as it starts to actualize like a seed germinating or its pure ideal that embraces and transcends the whole process. The court cards represent the degree of maturity a person has achieved in a particular process. They can represent different people or the same person at different stages in his life.

The chart below shows subjective, objective, and social interpretations of the four Ace suits.

Ace	Subject	Object	Social Classes or Roles	Season
Cup	Awareness	Water	Priests, Spiritual Leaders	Winter
Disc	Belief, Value	Earth	Merchants, Bankers, Investors	Spring
Wand	Attention	Fire	Workers, Scholars, Service Sector	Summer
Sword	Will	Air	Administrators, Judges, Warriors	Autumn

From a subjective psychological viewpoint the Ace of Cups represents Pure Awareness and the other Cup cards represent various emotional states that one feels during a process. The Ace of Cups takes the form of higher spiritual awareness. From an Objective physical viewpoint, the Cup suit represents the element of water. Water is the primordial energy of the universe. All life emerges from water. In its general sense Water means potential energy. Water is an unbounded fluid by nature, but the Cup gives it a container. The cup is a tool to hold the water in one place or to transport or pour the water from one place to another. The Water accepts and conforms to the shape of its container, flowing until it reaches equilibrium. Thus we can think of it as a transparent state of undefined potential. This is a key property of Awareness that tends to make it invisible. It completely accepts whatever form we give it, so we tend to see the form and miss the awareness that gives life to the form. Water on our planet has formed itself into myriad forms of living species and individuals within those species, and the diverse organs and cells within those organisms. Yet each of these colorful forms is a different expression of transparent water. In the zodiac the Ace of Cups is Aquarius the Water-Bearer, the dominant central member of the winter trio of signs covering the mid-winter period from January 20 to February 19. Winter is the season of rain and snow in many parts of the world. In the Northern Hemisphere in which the Tarot culture arose Winter begins with the Winter Solstice and spans from Capricorn (December 22 - January 19) through Pisces (February 20 - March 20).

The Ace of Discs represents anything that is important to someone. Often the symbol used for it is a pentacle (circle with a five-pointed star inside it.) Some people call this suit Coins, since money is a social convention used to measure the importance of something in terms of relative value. But the Disc can be anything that the Will decides to consider important. The objective physical element for this suit is Earth. In particular it represents the seeds that the farmer will plant in the soil to grow his crops. In general this means anything physical, not just seeds or soil. Particularly it designates solid manifestations. The more awareness we invest in

something, the more real it seems to become. Discs therefore represent our beliefs. If we really believe in something, it will become a reality for us and we will experience it as something quite solid. Our beliefs are the seeds of our experiences. Therefore, the aspects of our life that are very real and tangible are just those things that we really believe in. Conversely, if we want to know what we really believe, we merely need to observe what it is we are experiencing with honesty and clarity. This has nothing to do with what we tell people. Whether our words match up to our experiences is more a matter of personal honesty. The social group associated with this suit is the merchant class. More than any other group, merchants, investors, and business people understand how to manifest ideas as physical objects. They understand how to value them in ways that other people can relate to, and therefore are able to facilitate public affluence and well-being through the fair exchange of values, distributing wealth so that, ideally at least, all get what they prefer.

The Ace of Discs goes particularly with the sign of Taurus (April 20 -- May 20). This marks the middle of Spring, the time for planting. The ox (castrated bull) was the primary domesticated animal used for plowing in early Middle-Eastern culture. The procedure of domesticating and managing cattle provided the power to expand agriculture and develop urban civilizations. The farmer furrowed the land with discs and then placed the lenticular seeds into the soil that the winter precipitation had moistened. The Spring Season embraces the signs of Aries (Judgment as the farmer watches the weather for when to plant), Taurus (The Priest who blesses the plowed fields), Gemini (the Lovers Trump that marks the season of mating and the pollination of flowers.)

The Ace of Wands represents the Attention. When we focus Awareness so that it flows in a particular direction through the defined boundaries of a particular belief, this forms a beam of Attention. Attention is like a Magic Wand. Whatever we put Attention on becomes more realistic for us. To continue our agricultural analogy, we water our field (Cups), then we plant some seeds (Discs). As the weather turns warm with the attention of the Sun, the moist, warm seeds sprout and grow into stalks. This is the suit of Wands.

Attention is also like a torch. That is why it represents the physical element of Fire. It lightens up whatever it illuminates, somewhat like shining a flashlight beam on it. In our analogy the Sun is the source of the fire energy, and that energy transfers into the stem of the growing plant. The plant then flowers in the sign of Gemini. The flower is like the flame on a torch. It recapitulates the radiating light of the Sun in

miniature. The flower attracts the attention of bees to pollinate the flowers. This facilitates the plant to recapitulate itself in the form of fruits that bear new seeds. During the summer season the spring flowers transform into fruits bearing the seeds for the future hidden inside their juicy bodies. We can also burn the stalk and release the Sun's light and heat.

Try putting Attention on any object for a while. You should notice that the object appears brighter, more colorful, and more sharply delineated. It may even seem to get bigger, to swell and slightly expand. Whatever we put Attention on grows in our life. This is the most elementary type of work. The achievement of any goal requires putting attention on the details of the goal until they become real enough that the goal becomes a real experience. So this suit relates to skill in any type of work, service, knowledge, or management of resources.

The suit of Wands starts the season of Summer with Cancer (the time when the farmer must protect his tender young crops from predators, unseasonable weather, and other dangers). It continues through Leo (the hottest part of the summer when the Sun dominates the daytime scene), to Virgo (the ripening of luscious fruits that beckon to be plucked and eaten.) The Trumps of Summer are Chariot, Strength, and the High Priestess.

The Ace of Swords is about the power of the Will. Will is the ability inherent in Awareness that enables it to make decisions. The Will is therefore one of the infinitely many possibilities open to Awareness. It divides the potential of Awareness into passive forms that accept decisions and active forms that create decisions. We usually call the passive forms experiences and the active forms viewpoints. Viewpoints form individuals. Individuals have separate identities due to the decisions they make to take differing viewpoints. We distinguish separate identities by the differences in the experiences that they bear.

The Sword is a sharp instrument for cutting, so it is a fitting symbol for the Will. The Will seems to divide the undefined Awareness, and demarcate it into regions separated by boundaries. It cuts things apart into pieces. Thus it seems destructive. However Awareness is indestructible since it is undefined in its essential nature. Only the forms defined by the Sword of Will can experience destruction. They tend to dissolve back into the undefined Nature from whence they came. The Will makes a tremendous sacrifice by killing Pure Awareness with a decision. However, the advantage is that it endows Awareness with the ability to experience. Without the

ability to experience Awareness remains an undefined field of possibilities.

The Sword cuts in two ways and also points in a direction for the attention to follow. The Sword is the symbol for the season of Autumn, the time when farmers go out with knives and harvest the fruits of the field. In the sign of Libra the farmer weighs the fruit with scales judging whether it is ready to harvest and send to market or storehouse. In the sign of Scorpio (or the vulture/eagle) he reaps his harvest with scythe and sickle, and slaughters some of his livestock -- the Trump of Death. Crows then descend on the fields to pick up the fallen grains and the vultures scavenge the discarded remains of slaughtered carcasses. By the sign of Sagittarius the grains and fruits of the year had been harvested and stored. This was then a time devoted to hunting and sometimes also to raiding and pillaging of neighboring granaries. Hence it is the Trump of the Tower.

The suit of Cups is not actually Undefined Awareness. It is Awareness bound by the shape of a container (the Cup). Therefore we properly should begin the cycle of the year with the suit of Swords. Swords, knives, and other harvesting tools provide the seeds that define the possibilities for the next year's crops. In ancient Egypt the vulture was called Mut. This word happened to be homophone with the Egyptian word for mother. So for the Egyptians the vulture (cousin of the American Eagle) became the symbol for the Mother-Goddess. Ironically, the Sign of Scorpio (the poisonous scorpion, predatory eagle, and scavenging vulture) became the vulture crown of Hathor, the Mother Goddess of Love, the undefined awareness of space in which Ra takes form. The queens of Egypt often wore this crown. The killing of the Pure Awareness and the scavenging of ideas from her womb births our world of experience.

The Four Suits and Four Seasons as Expressions of Undefined Awareness:

The Psycho-Physics of Reality Creation and the Cycle of the Year

The Fundamental Quality of Undefined Awareness is Unity.

Unity Polarizes into Self and Not Self. Awareness and Will are the two aspects that dominate the Polarity that we call the Self. Palmer has coined the expression "Aware Will" to refer to the two fundamental components of the Self-Pole. Aware Will projects itself to form an illusion that we will call the Pole of Not-Self. We call it an illusion, not because it is unreal, but because it is transitory. Illusions are Real, but transitory, Experiences. Awareness projects Not-Self Realities through the Will by deciding to take a particular Viewpoint and then defining that Viewpoint with a Belief until it takes on the quality of a Real Experience. The greater the conviction

of Belief, the Realer the Experience seems. We can call the Not-Self a Belief in a Viewpoint, or a Viewpoint Belief. So the Polarization of Unity takes on Four Phase Aspects: Awareness, Will, Viewpoint, Belief. Awareness by itself is Source. When it activates through the Will it becomes Consciousness. Consciousness is just Awareness entertaining thoughts and experiences. The Will makes decisions. A Viewpoint has a vector quality. It allows Awareness to flow as if by magic in a direction that is decided by the Will. Awareness flowing in a direction is called Attention. All possible Viewpoints exist as potentials in Undefined Awareness. They activate when we put Attention on them. The Will defines the direction of Attention with a Belief. The Belief acts as a wave guide and a filter to the flow of Awareness. It anchors the Attention, fixing it into an Experience that we call Reality.

Projected in time these Four Aspects become the four major phase states of a cycle of transformation. It is a cycle because every time the Self projects a Not-Self Reality, that Reality dissolves and returns like a reflection back to its Source, the Self that created it. Thus we have a cycle running in Four Phases: Source (Awareness), the Creation of a Projection from Source (Decision by Will), the Cognition of the Projection by Source (Attention on the Decision), and the Experience of the Projection as a Reality (Belief in the Decision). The Experience of the Projection dissolves or absorbs it back into Source Awareness. If you want to experience Source Awareness, simply put full Attention on any creation that you consider very Real.

The emission and absorption of photons follows this pattern. According to modern physics all our experiences of the physical world occur by means of the emission and absorption of photons by electrons. Every phenomenon in the universe follows this pattern, forming various combinations of photons being emitted or absorbed. The "electron" in your eye acts as Source. As an observer (or participant) you activate Awareness into Consciousness with your Will. You decide what direction you will look next. The conjugate photon beam that transacts between your eye and the creation is your Attention. Whatever you see is your Reality, your projected Belief reflecting back to you. All perception works like this regardless of the sensory medium. On our planet we move through an obvious short cycle polarized as Day and Night. We also move through a longer cycle polarized as Winter and Summer. The Four Seasons therefore become an archetype for the expression of the Four Phases of Awareness in time. This is where time comes from: the cycle of emission and absorption of projections from Source Awareness. How we judge time depends on the Viewpoint we adopt. Time is a function of Energy. Energy is the potential we create by the act of polarization. Energy behaves like a fluid. That is why the

ancients considered the primordial universe to be created from the Element Water. Water to them meant potential energy. What we call Water (H2O) is a projection into more solid physical form of the pure energy potential of Life. We use resistance to set the rate of flow of that polarized energy back to Source Equilibrium from its polarized state. That rate of flow we call time. Space is a different interpretation of the same thing. We can think of the Not-Self polarized energy as a moving particle of matter with inertial momentum. Then our resistance to that inertial momentum determines the range of space. The quality of that space is also relative to the intensity of the Belief that is projected. A relatively weak projection appears as a nearly void space or a dreamlike fantasy populated only with fluctuating waves of radiation or a few tiny particles. A powerful projection produces a dense reality. Space compacts into solid matter and the projected resistance generates the experience of the powerful forces such as manifest in the interactions of stars, planets, black holes and any other dynamic physical events. The words we use to describe the phase states depend on the Viewpoint we have chosen. Words are symbols or labels that we use so that we can talk about things. Talking about something is not the thing itself. So you can put whatever labels you want on the Four Suits. Notice the time-reversed flow in the following chart: Consciousness --> Will --> Attention --> Belief --> Consciousness Consciousness is a time-reversed conjugate of the physical world that it observes.

<u>Aspect</u>	<u>Cup</u>	<u>Disc</u>	<u>Wand</u>	<u>Sword</u>
Quality	Consciousness	Belief	Attention	Will
Existence	Love	Reality	Bliss	Intelligence
Potential	Life	Goodness	Beauty	Truth
Resistance	Death	Badness	Ugliness	Falsehood
Activity	Feeling	Experience	Radiance	Power
Function	Spiritual Growth	Success	Happiness	Control
Process	Compassion	Certainty	Relaxation	Courage
Season	Winter	Spring	Summer	Autumn

Various cultures choose to start the year at different times. The choice is arbitrary, since the year is a cycle without a defined beginning or end. The Northern European Yule season begins at Winter Solstice, the shortest day of the year, and has become our Christmas -- New Year season. Some Chinese also prefer this as a time for deep meditation to settle the dust of the previous year and create the seed ideas for the next year. On the other hand a majority of Chinese seem to prefer what they call the Lunar New Year, which is the New Moon that falls in Aquarius and therefore varies

somewhat from year to year. The Mayans chose the Summer Solstice because of their emphasis on the Sun as the Source of Life and its great gift of Corn.

The traditional first sign in the zodiac sequence was Aries, the first Spring sign. In the Middle Ages New Year was on the first day of the first month that fell in Aries -- April Fool Day, a date that itself seems odd, considering the uneven definition of the months. This may have some connection with the tradition of the Fool Trump as the first card in one of the most widely used Major Arcana sequences, and the year is the journey of the Fool. I suppose the Fool is foolish because he has to repeat his journey over and over endlessly throughout his life. The Fool is a person who surrenders completely to his cycle of habit patterns such as getting up and going to work every day. Yet people imagine the Fool as a person who completely steps outside of conventional patterns. After New Year was moved to the beginning of January (the midpoint of Capricorn), people began to brand those who continued to celebrate an April 1 New Year as "April Fools". That little game of social ostracism evolved into the custom of playing stupid tricks on unwitting people that day.

The sign of Aries is connected to the Trump of Judgment. It is the letter of the Head, the Beginning. So the year, according to this idea, should begin with the Vernal Equinox. The particular judgment that this Trump refers to is probably the farmer's critical decision of when to plant his crops. This would vary from place to place, but often fell in the Aryan period. The suit of Discs refers to seeds. In the mind these are seed ideas. In the farmer's world these are the seeds for the year's crops. This Judgment is about the art of using common sense and intuition. The Judgments made during the Sword season (Libra, Scorpio, Sagittarius) refer to the harvest season when you reap the results of your efforts and then judge whether you had a good year or a bad year. The season of Autumn is also a good time to go to war and generally pillage the countryside, because the weather becomes cool, the crops are in, and there is lots of food for the soldiers to forage from the farmers.

The various Sword pips represent various types of decisions to be made during a process. The King of Spades (or Swords) is the Master Decision-maker. He is therefore the boss of the Minor Arcana and the closest card to the Emperor Trump. The Ace of Spades (Swords) is the closest Minor card to the Magician. That is why the Spade on the Ace of Spades card is always drawn extra large, and usually has unusual designs in it. Sometimes these designs indicate the maker of the deck. Sometimes they include cosmic symbolism of the artist's choice. In any case the Ace of Spades reflects the mystical freedom of the Will to create whatever it likes. The

element of this suit is Air. This suggests the freedom enjoyed by the Will. The Bird, a symbol of the soul and of thought, is a concrete representation of Air. The Eagle is the king of the birds. The Vulture and Crow are the scavengers of Autumn. In the zodiac the Eagle Sword is Scorpio, the dominant central member of the Autumnal trio of signs. Autumn is the season for harvesting grains and fruits.

As you can see from the above analysis there is no real discrimination among all the suits. They are all equally important. We can say that the Cup comes first since it holds the essential Energy of Life. Or we can say that the Sword comes first, because the Sword makes experience possible for Life. Or we can say that the Disc comes first, because it represents the first creation of value. The Cup without value is nothing. Or we can say that the Wand comes first, because we can not experience anything except through some form of Attention. Fire, Light, and Heat -- all these expressions of Energy attract attention and express attention.

The Minor Arcana Calendar System

People have noticed that the traditional 56-card Tarot Minors and the traditional poker deck seem to have some connection to the signs of the zodiac, the seasons of the year, and also to the structure of the calendar. In fact some people speculate that the deck of playing cards was the original proper scientific calendar based on astronomical observation. In Roman times Julius Caesar, and later Pope Gregory, forced people to adopt official calendars that supported their political agendas and suppressed the orderly and scientific Tarot calendar. During much of the Middle Ages possession of playing cards was illegal, and might even result in one's arrest, torture, and execution. It is very likely that the barbaric suppression of the Cathars was at least partially motivated by a desire to stamp out the technology of paper-making and printing that was developing in Southern France. The printing and dissemination of playing cards threatened to put in people's hands a calendar that was much more organized and scientific than the one imposed by the politico-religious factions. As it turned out, neither Church nor State succeeded in wiping out playing cards. But they did succeed in driving the proper understanding of them underground. The result was that people were indoctrinated into using the flawed calendars that we continue to use today. Now the commercial interests are so deeply invested in the crazy calendar we use that it is probably fruitless to envisage any change until the progress of technology requires something drastic to be done.

The Minor Arcana Calendar is based on several key numbers: 1, 2, 4, 7, 13, 14, 26, 28,

52, and 364. The Solar Year consists of approximately 365 1/4 days, or 3.156×10^7 seconds. This is the relationship between earth's axial rotation and its orbit around the Sun. The moon's orbital period is 2.36×10^6 seconds. This comes to around 27 days plus 7.55 hours (around 27200 seconds). To keep our days all starting at the same time we save up the quarter days and then add an extra intercalary day every four years. We call the 366-day year Leap Year, and the extra day is Leap Day. We arbitrarily stick the Leap Day in as the last day of February, a month that is arbitrarily made shorter than the other months. The other months vary randomly between 30 and 31 days. From one point of view February is the only month that is the proper length. The other months have days tacked onto them so that they come into accord with the strategy dictated by the number 12. This number correlates the months to the Houses of the Zodiac -- but not exactly, because during every period of about 26,000 years the zodiac slowly precesses through a cycle relative to our Solar Year, forming a very slow hour hand on the celestial clock.

In order to have the Solar Year correlate with the Twelve Houses, it would have to come out to 360 days. This could be done, but would leave a gap of 5 + 1/4 days unaccounted for. To handle these 5 days would require a short week dedicated to a New Year Holiday. This would be something similar to our Christmas-to-New Year week. That period would have to stand as a special annual intercalary week. Instead our leaders decided to stick with 12 months of 30 days each and then scatter the extra intercalary week as intercalary days tacked on to the ends of various months. The result is that the months and the weeks are out of synchrony, and the calendar looks different every year. This is great for the calendar business, but terrible for computer programmers and people who would like to figure rents fairly or just know what day of the week a particular month starts or ends on. The reasoning behind this no doubt was that it integrated the cycle of the year with the hours on the clock. We divide the clock into 12 (or 24) hours of 60 minutes each because that nicely divides into the maximum number of smaller portions. So we have 30 minutes per half hour, 20 minutes per third of an hour, 15 minutes for a quarter of an hour, 10 minutes for 1/6 of an hour, and 5 minutes for 1/12 of an hour.

A solution that comes closer to evenly dividing the Solar Year is to work from 364 days and then only have one annual intercalary day plus one quadriennial intercalary Leap Day. This is the approach taken by the Tarot and Poker Decks. In the Poker Deck the intercalary days become the Jokers. A colored Joker represents the annual day, and the uncolored Joker represents the Leap Day Joker (or vice versa, if you will.) Despite the disclaimers made by some experts, the Joker is the Fool Trump. In the

Poker Deck he represents New Year Day (or the last day of the year). In the Tarot Calendar, the whole set of Major Arcana can represent New Year Day. Or you can pick one Trump for New Year's and another Trump for Leap Day. Every four years (with rare exceptions) we then have TWO New Year Days. Jose Arguelles calls the New Year Day in the Mayan Solar Calendar "Green Day".

The number 364 has the curious property that it is divisible both by 14 and 13. This is why we have two very popular Minor Arcana decks: one with 52 cards, and one with 56 cards. The Poker Deck Minor Arcana of 52 cards gives us a calendar with 13 months of 28 days each. The Tarot Minor Deck of 56 cards gives us a calendar of 14 months of 26 days each. The Poker Calendar seems to have an advantage over the Tarot Calendar in that the lunar month at $27 \frac{1}{3}$ days is closer to 28 days than to 26 days. However, it is unfortunately off from both numbers by a noticeable amount.

A 28-day month gives us 4 weeks to each month, whereas a 26-day month does not divide evenly into weeks. On the other hand, we can nicely divide a 26-day month into two 13-day weeks. Four such weeks give us 52 days, exactly one Poker Deck. If we think of these as our months, then we end up with exactly 7 months to a year.

Calendar# of Cards	Year in Months	Month in Days	Days per Week
Poker	52	13	28
Tarot	56	14	26
Tarot (alt.)	56	07	52

The trade-off in all these systems is that the Solar Calendar no longer matches the 12/60 system of chronology used on clocks for tracking seconds, minutes, and hours. We can easily adjust the celestial clock by adding a 13th or even a 14th House to the Zodiac. But that means reapportioning the constellations and thereby changing their shapes and possibly also their names. Due to their distance from us the Zodiac stars appear fixed in positions that do not change much within time frames of even tens of thousands of years. The precession is a much more pronounced movement, and even that, for us, seems very slow. However, the Mayans, living independent of European customs and not using 12/60-style timepieces to track tiny increments of time, naturally set their celestial clock on the obvious 13/20 system. This formed the core of their calendar, the Sacred Tzolkin cyclical day-count. This system worked very much the same as the Chinese Stem-and-Branch system except that the latter combined 10 Stems and 12 Branches into a cycle of 120 instead of 20 and 13 into a

cycle of 260. The Chinese system is basically the same as the Babylonian system. The Mayan system is basically the same as the Poker System. The Mayans supplemented the Tzolkin Sacred Cycle with a Solar Year Cyclical Calendar and a Long Count that went on sequentially for thousands and even millions of years.

The Four Suits and the Minor Arcana Deck (MAD)

How do the 4 Suits relate to the MAD? The situation is very curious. Each type of deck has 10 Pip Cards in each of 4 Suits. The Poker MAD has 3 Court Cards for each Suit, and the Tarot MAD has 4 Court Cards for each Suit. The Poker MAD has 4 weeks to each month of 28 days. This means we could distribute one Court Card per week. However that leaves 6 days, and 4 weeks means 24 Pip Card days. So this does not distribute very well, even though the 13-month year is closer to our current system than the Tarot MAD system.

The Tarot MAD system with 14 months looks even worse, but has some interesting sidelights. Working from a 26-day month, we can assign the 22 Major Arcana plus the 4 Court Cards to get a complete month. But we still can not get the Pip Cards to come out right.

The Tarot MAD alternate system with its 7 long months of 52 days each gets quite interesting. We get for each month 4 weeks of 13 days each. This allows us to go through an entire Poker MAD in its natural sequence, including all the Poker Court Cards. But, alas, the 4 Tarot Knights get left out.

The problem is that when we divide 364 by 4 we get 91. But, we find that $91 = 7 \times 13$. What this is telling us is that the Mayan Poker MAD is the best way to go, unless we want to use the 360-day year and have a long New Year Holiday. We can divide the year into 7 cycles of 52 Poker MADs. Or we can divide the year into $6.5 \times 56 = 364$ days, going six and a half times through the Tarot MAD. In either case we end the year only half way through our chosen MADness. That means it takes TWO years to complete a full cycle of MADness and start the year at the beginning of a MAD cycle, no matter whether we choose the Poker version or the Tarot version.

On the other hand, if we go to the 12 month and 360 day cycle, then we have 30-day months plus our long New Year break. The intercalary days add up to 21 days every four years. This gives us the Major Arcana, plus a zero day for the Fool who lives totally in the moment of NOW. Every 360-day year divides nicely into 4 seasons of

90 days each, or 9 months of 40 days each. A 40-day cycle allows us to go through the 10 Pip Cards of each suit. So in one year we can cycle through the Pip Cards exactly 9 times. The question then arises: how do we handle the 16 Court Cards?

A key point to emphasize here is that the Court Cards are not simply a continuation of the Pip Cards. They run parallel, not in sequence. Therefore maybe we should not try to divide the year into portions by 13 or 14 using 4 Suits. It just does not come out even. The Court Cards represent the four major stages of growth. Therefore they are like the Four Seasons of the Year. Let us suppose that on our Solar Clock the Pip Cards, Court Cards, and Majors are different units. We know that each year has 4 seasons, and 4 years constitute a Leap Year Cycle. This nicely gives us a set of 16 Court Cards. We can either do all the Court Cards of one suit in a single year, or do all the Pages, then all the Knights, then all the Queens, and finally all the Kings. Then during the course of a single Leap Year Cycle of 4 years we will go through each Court Card and each Trump exactly once. We will go through the Pip Cycle of all four suits exactly 36 times, and each cycle of 10 Pips $12 \times 12 = 144$ times. This also nicely correlates the Pip Cycles and the months to the traditional Houses of the Zodiac without any need for change. The Fool lives in the Moment of Now, so every card is a step in the imaginary journey of the Fool that goes from Now to Now.

The Tarot Calendar Clock 4-Year Cycle

(Totals for 4 years shown below bottom line.)

<u>Year</u>	<u>Months</u>	<u>Weeks/Month</u>	<u>Days/Week</u>	<u>Pips/Month</u>	<u>Courts</u>	<u>Trumps</u>
1	12	3	10	30	1/90 days	5
2	12	3	10	30	1/90 days	5
3	12	3	10	30	1/90 days	5
4	12	3	10	30	1/90 days	6

4 yrs 48 mos. 144 wks. 1440 days 36 Pip Cycles 16 Courts 21 IC days

IC days are intercalary days. Each 4-Year Leap Year Cycle will complete a cycle of 21 IC Trump days, cover 16 seasonal Courts of Maturation, complete 36 complete Pip Cycles, covering 1440 days consisting of 144 weeks of 10 days each and a total of 48 months. Each month has 30 days. Each season has 3 months. So our key numbers now become: 0, 1/4, 1, 3, 4, 5, 10, 12, 16, 21, 30, 36, 90, 144, 360,

This system is very nice for 30-day, 60-day, and 90-day billing cycles. The months and weeks are all synchronized and of the standard lengths. The months are almost

identical to our current months. The New Year Trump (Triumph) period could be a rent-free time, a time devoted to celebration and relaxation. As it is we distribute the rent-free days throughout the year, a day here and a day there. But we still charge interest on those days. The banker's abacus never sleeps.

One possible disadvantage with this Tarot Calendar schedule is that the week becomes 10 days long. The big problem here is how to adjust work schedules and weekends, People are used to the 7-day cycle that was indoctrinated into them from Biblical times. The 7-day creation cycle probably refers to the 7 major chakras of the body, the 7 major densities of energy through which we operate and the Seven Visible Planets. In our modern leisure society many people are already beginning to relax from the Protestant Work Ethic down to a 4-day workweek. If we worked 7 days and then rested for 3, that would give 9 rest days per month, plus the New Year Holiday and usual vacation times. Currently people who work Monday through Friday get 8-9 days off per month, but it is broken into 2-day units. People might prefer taking 3-day weekends as the standard, and then having alternating 4-day weekends as an option, or even regular 4-day weekends. The workaholics will object to such long weekends, and the relaxers will object to such long workweeks. Another approach might be to have 9 months of 40 days each. We could stay with 7-day weeks and make the system work. Each month represents a single Pip Cycle. People would have 5-day workweeks with 2 days off. During the Sword segment they would have two 4-day workweeks with a weekend in between. In this way we honor the service rendered during the Pip Cycle with a lighter work schedule at the end. Here is a chart of this possible scenario. The same Pip Days would be the weekend rest days each month. We can retain most of the names for the days of the week: Sunday, Monday, Thothday, Venusday, Marsday, Zeusday, Saturday.

Pip #	Cups	Discs	Wands	Swords
1	R Sun	W Ven	W Sat	W Thoth
2	R Mon	W Mar	R Sun	W Ven
3	W Thoth	W Zeu	R Mon	W Mar
4	W Ven	W Sat	W Thoth	W Zeu
5	W Mar	R Sun	W Ven	R Sun
6	W Zeu	R Mon	W Mar	R Mon
7	W Sat	W Mer	W Zeu	W Thoth
8	R Sun	W Ven	W Sat	W Ven
9	R Mon	W Mar	R Sun	W Mar
10	W Thoth	W Zeu	R Mon	W Zeu

People might prefer to keep Saturday and Sunday as the rest days and work Monday through Zeusday. The above is just a suggested schedule. In that example, every month people would have standard rest days on Ace and Deuce of Cups, 8 and 9 of Cups, 5 and 6 of Discs, Deuce and Trey of Wands, 9 and 10 of Wands, and 5 and 6 of Swords. The pattern is beautifully symmetrical and consistent throughout the year, so people do not have to remember arbitrary dates for their weekends or work schedules.

To summarize, the Tarot Calendar is very close to what we already have. The only difference is that we standardize the lengths of the months to 40 days rather than wobbling back and forth between 30 and 31 days. Each year then contains 9 long months. Each month contains 4 weeks of 7 days with 5 standard workdays per week and 2 days for weekends. At the end of the month are two 6-day weeks with 4 workdays each. The work schedule is flexible and each country and work force can adjust it to suit their needs. Each month is a complete Pip Cycle with four 10-day Pip Weeks and 6 ordinary workweeks (four with 7 days and 2 with 6 days). Each Season consists of 90 days, or 9 Pip Weeks. A Court Card governs each Season. We would also have three Zodiac months of 30 days (3 Pip Weeks) each to make up a Season. These months are just like our current months except that they would be correlated properly with the Zodiac Houses and called by their names. This is easy to do because so many people already follow the astrological signs for themselves and their friends. They simply stop remembering the arbitrary months named by Julius Caesar and his murderous friends and go back to the old ways of the ancients. Then we have 5 Intercalary Days to complete the Year Cycle plus an extra Intercalary Leap Day every 4 years.

One final important note is that placing of the Intercalary Days all in one block at the end (or beginning) of the year has the disadvantage that it throws the solstices and equinoxes out of alignment with the Zodiac months of the calendar. The Zodiac Houses were calibrated scientifically by the ancients according to the solstices and equinoxes. Ruthless politicians calibrated the months that we currently use. It might make more sense to put a Trump Day at the end of each Season and then 2 Trump Days at the end of the Year. On Leap Year we would add the extra Trump Day at the end of the second Season. This would keep the solstices in their proper places in relation to the Zodiac Month count. Notice in the following chart how the Red Suits indicate the growth of the Light, and the Black Suits indicate the fading of the Light. This is an example of a 4-year Perpetual Tarot Calendar. Every 4 years it completes a cycle through the Trumps and Court Cards and then begins again.

A Perpetual Tarot Calendar

[New Months Named After Zodiac Houses]

Old Date	Pip Card	Court Card/Trump Day	Comments
Dec. 20		1. Magician; 6. Lovers; 11. Justice; 16. Tower	
Dec. 21		2. Priestess; 7. Chariot; 12. Hanged Man; 17. Star	
			(New New Year's Eve)
	♄ (Capricorn Begins)		(Winter Solstice)
Dec. 22	A Cups	Child of Cups, Discs, Wands, Swords	
Dec. 23	2 Cups		Christmas Eve
Dec. 24	3 Cups		Christmas Day
Dec. 25	4 Cups		
Dec. 26	5 Cups		
Dec. 27	6 Cups		
Dec. 28	7 Cups		
Dec. 29	8 Cups		
Dec. 30	9 Cups		
Dec. 31	10 Cups		(old New Year's Eve)
Jan. 1	A Discs		(old New Year's Day)
Jan. 2	2 Discs		
Jan. 3	3 Discs		
Jan. 4	4 Discs		
Jan. 5	5 Discs		
Jan. 6	6 Discs		
Jan. 7	7 Discs		
Jan. 8	8 Discs		
Jan. 9	9 Discs		
Jan. 10	10 Discs		
Jan. 11	A Wands		
Jan. 12	2 Wands		
Jan. 13	3 Wands		
Jan. 14	4 Wands		
Jan. 15	5 Wands		
Jan. 16	6 Wands		
Jan. 17	7 Wands		
Jan. 18	8 Wands		
Jan. 19	9 Wands		
Jan. 20	10 Wands		

♊ (Aquarius Begins)

Jan. 21 A Swords
 Jan. 22 2 Swords
 Jan. 23 3 Swords
 Jan. 24 4 Swords
 Jan. 25 5 Swords
 Jan. 26 6 Swords
 Jan. 27 7 Swords
 Jan. 28 8 Swords
 Jan. 29 9 Swords
 Jan. 30 10 Swords
 Jan. 31 A Cups

Feb. 1 2 Cups

(New Valentine's Day?)

Feb. 2 3 Cups

Feb. 3 4 Cups

Feb. 4 5 Cups

Feb. 5 6 Cups

Feb. 6 7 Cups

Feb. 7 8 Cups

Feb. 8 9 Cups

Feb. 9 10 Cups

(New Valentine's Day?)

Feb. 10 A Discs

Feb. 11 2 Discs

Feb. 12 3 Discs

Feb. 13 4 Discs

Feb. 14 5 Discs

Feb. 15 6 Discs

Feb. 16 7 Discs

Feb. 17 8 Discs

Feb. 18 9 Discs

Feb. 19 10 Discs

♋ Pisces Begins

Feb. 20 A Wands

Feb. 21 2 Wands

Feb. 22 3 Wands

Feb. 23 4 Wands

Feb. 24 5 Wands

Feb. 25 6 Wands

Feb. 26 7 Wands

Feb. 27 8 Wands

Feb. 28 9 Wands

[Feb. 29 --/10 Wands

(Old Leap Day)]

Mar. 1 10 Wands/A Swords

Mar. 2 A/2 Swords

Mar. 3 2/3 Swords

Mar. 4 3/4 Swords

Mar. 5 4/5 Swords

Mar. 6 5/6 Swords

Mar. 7 6/7 Swords

Mar. 8 7/8 Swords

Mar. 9 8/9 Swords

Mar. 10 9/10 Swords

Mar. 11 10 Swords/A Cups

Mar. 12 A/2 Cups

Mar. 13 2/3 Cups

Mar. 14 3/4 Cups

Mar. 15 4/5 Cups

Mar. 16 5/6 Cups

Mar. 17 6/7 Cups

Mar. 18 7/8 Cups

Mar. 19 8/9 Cups

Mar. 20 9/10 Cups

Mar. 21 10 Cups/--

(Spring Equinox)

♈ Aries Begins

[Mar. 21 LYIC Day

Knight of Swords (Leap Years) 18. Moon]

Mar. 22 IC Day

Knight of Cups (Galahad), Discs, Wands

3. Empress, 8. Strength, 13. Death

Mar. 22 --/A Discs

Mar. 23 A/2 Discs

Mar. 24 2/3 Discs

Mar. 25 3/4 Discs

Mar. 26 4/5 Discs

Mar. 27 5/6 Discs

Mar. 28 6/7 Discs

Mar. 29	7/8 Discs	
Mar. 30	8/9 Discs	
Mar. 31	9/10 Discs	
Apr. 1	10 Discs/A Wands	(Old April Fool's Day)
Apr. 2	A Wands/2 Wands	
Apr. 3	2/3 Wands	
Apr. 4	3/4 Wands	
Apr. 5	4/5 Wands	
Apr. 6	5/6 Wands	
Apr. 7	6/7 Wands	
Apr. 8	7/8 Wands	
Apr. 9	8/9 Wands	
Apr. 10	9/10 Wands	
Apr. 11	10 Wands/A Swords	
Apr. 12	A/2 Swords	
Apr. 13	2/3 Swords	
Apr. 14	3/4 Swords	
Apr. 15	4/5 Swords	
Apr. 16	5/6 Swords	
Apr. 17	6/7 Swords	
Apr. 18	7/8 Swords	
Apr. 19	8/9 Swords	
Apr. 20	9/10 Swords	
Apr. 21	10 Swords/A Cups	Leap Year ♃ Begins
	♉ Taurus Begins (Normal Year)	
Apr. 22	A/2 Cups	
Apr. 23	2/3 Cups	
Apr. 24	3/4 Cups	
Apr. 25	4/5 Cups	
Apr. 26	5/6 Cups	
Apr. 27	6/7 Cups	
Apr. 28	7/8 Cups	
Apr. 29	8/9 Cups	
Apr. 30	9/10 Cups	
May 1	10 Cups/A Discs	(May Day)
May 2	A/2 Discs	
May 3	2/3 Discs	
May 4	3/4 Discs	

May 5 4/5 Discs
 May 6 5/6 Discs
 May 7 6/7 Discs
 May 8 7/8 Discs
 May 9 8/9 Discs
 May 10 9/10 Discs
 May 11 10 Discs/A Wands
 May 12 A/2 Wands
 May 13 2/3 Wands
 May 14 3/4 Wands
 May 15 4/5 Wands
 May 16 5/6 Wands
 May 17 6/7 Wands
 May 18 7/8 Wands
 May 19 8/9 Wands
 May 20 9/10 Wands

May 21 10 Wands/A Swords

(II Leap Year Gemini Begins)

II Gemini Begins (Normal Year)

May 22 A/2 Swords
 May 23 2/3 Swords
 May 24 3/4 Swords
 May 25 4/5 Swords
 May 26 5/6 Swords
 May 27 6/7 Swords
 May 28 7/8 Swords
 May 29 8/9 Swords
 May 30 9/10 Swords
 May 31 10 Swords/A Cups

Jun. 1 A/2 Cups

(June Marriage time)

Jun. 2 2/3 Cups

Jun. 3 3/4 Cups

Jun. 4 4/5 Cups

Jun. 5 5/6 Cups

Jun. 6 6/7 Cups

Jun. 7 7/8 Cups

Jun. 8 8/9 Cups

Jun. 9 9/10 Cups

Jun. 10 10 Cups/A Discs

Jun. 11 A/2 Discs
 Jun. 12 2/3 Discs
 Jun. 13 3/4 Discs
 Jun. 14 4/5 Discs
 Jun. 15 5/6 Discs
 Jun. 16 6/7 Discs
 Jun. 17 7/8 Discs
 Jun. 18 8/9 Discs
 Jun. 19 9/10 Discs
 Jun. 20 10 Discs/--

(Summer Solstice)

☉ Cancer Begins

Jun. 21 IC Day **Queen of Cups, Discs, Wands** **(Normal Years)**
4 Emperor, 9 Hermit, 14 Temperance,

Jun. 20 LYIC Day **Queen of Swords** **(Leap Year)**
19 Sun

Jun. 21 LYIC Day **20 Judgement** **(New Leap Day)**

Jun. 22 A Wands
 Jun. 23 2 Wands
 Jun. 24 3 Wands
 Jun. 25 4 Wands
 Jun. 26 5 Wands
 Jun. 27 6 Wands
 Jun. 28 7 Wands
 Jun. 29 8 Wands
 Jun. 30 9 Wands
 Jul. 1 10 Wands
 Jul. 2 A Swords
 Jul. 3 2 Swords
 Jul. 4 3 Swords
 Jul. 5 4 Swords
 Jul. 6 5 Swords
 Jul. 7 6 Swords
 Jul. 8 7 Swords
 Jul. 9 8 Swords
 Jul. 10 9 Swords
 Jul. 11 10 Swords
 Jul. 12 A Cups

Jul. 13 2 Cups
Jul. 14 3 Cups
Jul. 15 4 Cups
Jul. 16 5 Cups
Jul. 17 6 Cups
Jul. 18 7 Cups
Jul. 19 8 Cups
Jul. 20 9 Cups
Jul. 21 10 Cups

♌ Leo Begins

Jul. 22 A Discs
Jul. 23 2 Discs
Jul. 24 3 Discs
Jul. 25 4 Discs
Jul. 26 5 Discs
Jul. 27 6 Discs
Jul. 28 7 Discs
Jul. 29 8 Discs
Jul. 30 9 Discs
Jul. 31 10 Discs
Aug. 1 A Wands
Aug. 2 2 Wands
Aug. 3 3 Wands
Aug. 4 4 Wands
Aug. 5 5 Wands
Aug. 6 6 Wands
Aug. 7 7 Wands
Aug. 8 8 Wands
Aug. 9 9 Wands
Aug. 10 10 Wands
Aug. 11 A Swords
Aug. 12 2 Swords
Aug. 13 3 Swords
Aug. 14 4 Swords
Aug. 15 5 Swords
Aug. 16 6 Swords
Aug. 17 7 Swords
Aug. 18 8 Swords

Aug. 19 9 Swords
 Aug. 20 10 Swords

♍ Virgo Begins

(Virgo begins with Cups.)

Aug. 21 A Cups
 Aug. 22 2 Cups
 Aug. 23 3 Cups
 Aug. 24 4 Cups
 Aug. 25 5 Cups
 Aug. 26 6 Cups
 Aug. 27 7 Cups
 Aug. 28 8 Cups
 Aug. 29 9 Cups
 Aug. 30 10 Cups
 Aug. 31 A Discs
 Sep. 1 2 Discs
 Sep. 2 3 Discs
 Sep. 3 4 Discs
 Sep. 4 5 Discs
 Sep. 5 6 Discs
 Sep. 6 7 Discs
 Sep. 7 8 Discs
 Sep. 8 9 Discs
 Sep. 9 10 Discs
 Sep. 10 A Wands
 Sep. 11 2 Wands
 Sep. 12 3 Wands
 Sep. 13 4 Wands
 Sep. 14 5 Wands
 Sep. 15 6 Wands
 Sep. 16 7 Wands
 Sep. 17 8 Wands
 Sep. 18 9 Wands
 Sep. 19 10 Wands

♎ Libra Begins

(Autumn Equinox)

Sep. 20 IC Day

King of Cups, Discs, Wands, Swords

5. Pope; 10. Wheel; 15. Devil; 21. World

Sep. 21 A Swords
 Sep. 22 2 Swords

Sep. 23 3 Swords
Sep. 24 4 Swords
Sep. 25 5 Swords
Sep. 26 6 Swords
Sep. 27 7 Swords
Sep. 28 8 Swords
Sep. 29 9 Swords
Sep. 30 10 Swords
Oct. 1 A Cups
Oct. 2 2 Cups
Oct. 3 3 Cups
Oct. 4 4 Cups
Oct. 5 5 Cups
Oct. 6 6 Cups
Oct. 7 7 Cups
Oct. 8 8 Cups
Oct. 9 9 Cups
Oct. 10 10 Cups
Oct. 11 A Discs
Oct. 12 2 Discs
Oct. 13 3 Discs
Oct. 14 4 Discs
Oct. 15 5 Discs
Oct. 16 6 Discs
Oct. 17 7 Discs
Oct. 18 8 Discs
Oct. 19 9 Discs
Oct. 20 10 Discs
♏ Scorpio Begins
Oct. 21 A Wands
Oct. 22 2 Wands
Oct. 23 3 Wands
Oct. 24 4 Wands
Oct. 25 5 Wands
Oct. 26 6 Wands
Oct. 27 7 Wands
Oct. 28 8 Wands
Oct. 29 9 Wands

Oct. 30 10 Wands
Oct. 31 A Swords
Nov. 1 2 Swords
Nov. 2 3 Swords
Nov. 3 4 Swords
Nov. 4 5 Swords
Nov. 5 6 Swords
Nov. 6 7 Swords
Nov. 7 8 Swords
Nov. 8 9 Swords
Nov. 9 10 Swords
Nov. 10 A Cups
Nov. 11 2 Cups
Nov. 12 3 Cups
Nov. 13 4 Cups
Nov. 14 5 Cups
Nov. 15 6 Cups
Nov. 16 7 Cups
Nov. 17 8 Cups
Nov. 18 9 Cups
Nov. 19 10 Cups
♐ Sagittarius Begins
Nov. 20 A Discs
Nov. 21 2 Discs
Nov. 22 3 Discs
Nov. 23 4 Discs
Nov. 24 5 Discs
Nov. 25 6 Discs
Nov. 26 7 Discs
Nov. 27 8 Discs
Nov. 28 9 Discs
Nov. 29 10 Discs
Nov. 30 A Wands
Dec. 1 2 Wands
Dec. 2 3 Wands
Dec. 3 4 Wands
Dec. 4 5 Wands
Dec. 5 6 Wands

Dec. 6 7 Wands
Dec. 7 8 Wands
Dec. 8 9 Wands
Dec. 9 10 Wands
Dec. 10 A Swords
Dec. 11 2 Swords
Dec. 12 3 Swords
Dec. 13 4 Swords
Dec. 14 5 Swords
Dec. 15 6 Swords
Dec. 16 7 Swords
Dec. 17 8 Swords
Dec. 18 9 Swords
Dec. 19 10 Swords

Dec. 20 IC Day 1. Magician; 6. Lovers; 11. Justice; 16. Tower

Dec. 21 IC Day 2. Priestess; 7. Chariot; 12. Hanged Man; 17. Star

(New New Year's Eve)

♄ (Capricorn Begins)

(Winter Solstice)

The Pip or Spot Cards: Abstract Patterns of a Universal Process

The Pip Cards are so called because they simply represent the small numbers from one to ten. The word pip refers to a small seed such as a grape seed. Ancient peoples used small pebbles and seeds for counting. Even today we find games such as the Oriental game of go and the African game of **Mancala** that use small pebbles as tokens. Traditionally the pip cards look like the little diagrams we see in most elementary arithmetic textbooks and have similar functions. These texts concretely represent the numbers with sets of objects. The Pip Cards therefore are flash cards for these numbers. The suit symbols are laid out on the cards in a mostly symmetrical fashion that is easy to remember visually.

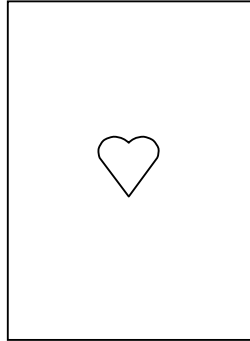
The Poker deck contains the most traditional arrangement for these objects. I believe that this arrangement goes back to Chinese cards that were developed for gambling purposes. Gambling card games teach people to calculate and remember numbers. In ancient times the Chinese wrote characters, numbers, and token symbols on slips of bamboo or wood. These strips could be sewn together into long scrolls of strips that could be rolled up. Such scrolls became the earliest books in China. After the invention of paper in the Han Dynasty the Chinese wrote and painted on paper scrolls. They also developed techniques of folding and sewing the scrolls into books with pages and began experimenting with block printing. This led to the printing of playing card designs on slips of paper. At the same time the Chinese continued to use game tokens made of various other materials. These evolved into the popular modern Chinese games of Chess, Dominoes, Chinese Checkers, Mahjong, and so on. Mahjong is actually very similar to Rummy-type games played in the West, except that the players use plastic tiles instead of paper cards. The Mahjong tiles definitely show the two suits of Discs and Wands. Other suits and "court" cards in the game involved Chinese characters. Foreigners who learned about such games had no inclination to figure out the Chinese characters, so they substituted other symbols.

Although I can not prove it, I suspect that card games using the pips spread Westward during the Mongol Dynasty. Gradual westward spreading would bring them into the early Ottoman Turkish Empire around the 13th and 14th century. From there the Italians picked up the games and adapted them to their cultural milieu.

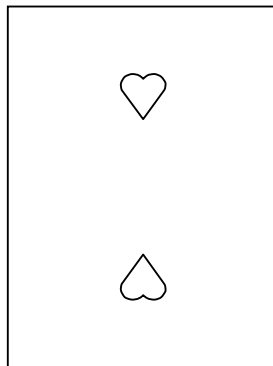
To understand the process underlying the pip cards we should study the geometry of the pips as they are laid out on the poker cards and the traditional Mahjong tiles.

Here are the ten pip cards using "Hearts" as a representative suit.

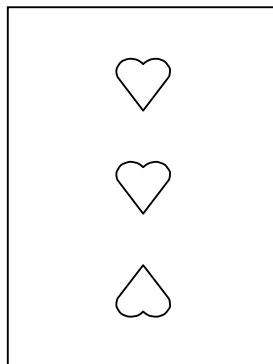
The Pips



The Ace has a single pip sitting in the center of the card to represent the element of the suit in its purity. It also represents the potential of developing the properties of that element.

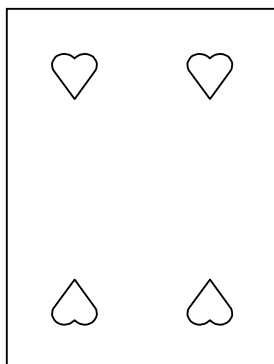


The Deuce has two pips at opposite ends of the card representing the polarization of the element into two contrasting aspects.

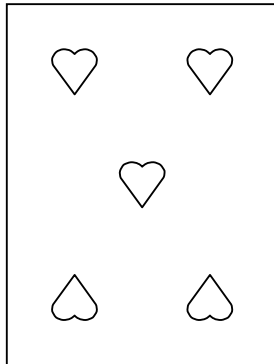


The Trey adds a third pip in between the two polarized aspects. This integrates the

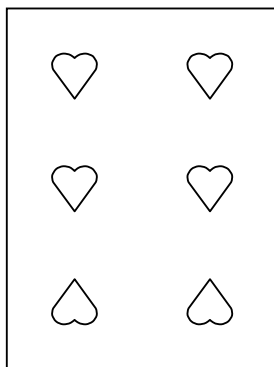
opposing pair back into a unified whole. For example, the metal substance of a coin unifies the two opposite sides of the coin.



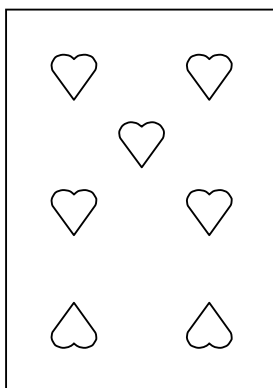
The Four Spot has a pip or spot in each corner of the card. This represents space. Four non-coplanar points define a three-dimensional space, and the pips in the corners of the card represent the corners or supporting pillars of a house or pavilion. The Four Spot is therefore a card about preparing a space in which some activity may take place, the stage on which a play will unfold. The particular suit of the card tells what kind of space and what kind of activity is involved.



The Five Spot has a fifth pip in the middle of the space that the Four Spot defines. In this respect the Five Spot is like the Trey. It enlivens a middle region that connects the previous polarization and separation. At this point in the process we step onto the stage that we have prepared. We are now committed to participate actively, to get involved at the center of action and develop the process. We have "jumped in". However, we still do not know for sure where to go with this activity. If we just stay within the fixed stage, we move around but go nowhere.

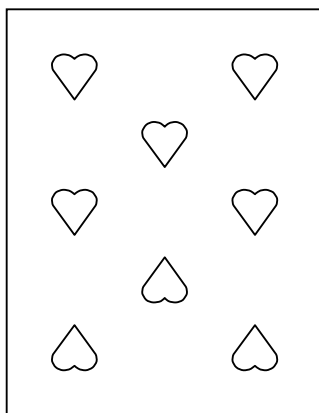


The Six Spot is like a doubling of the Trey. It shows the pips arranged in two parallel rows. This forms a pathway. We now have a direction that we can take for our further development of this element. The Six is all about establishing a long-term mission in terms of this particular element -- something that will really take us somewhere. We have not yet started out to achieve it. Nevertheless, the laying out of a mission gives a direction to life and the possibility of going somewhere. So, in its own way, it is a step. The difference between a goal and a life mission is that a goal can be achieved, but a life mission, in the broader sense, can never be accomplished. It opens out indefinitely as a path into the future. A person can follow a life mission all his life and it will continue to grow and expand, but never reach an end. A life mission is an end in itself. It is something you do for the sake of the joy of doing it rather than for the sake of obtaining something. Study this pip layout. Can you see the road leading upward? The way leading downward? It also allows sideways paths and diagonals. The path is the medium between where you are now and where you would like to go. This is the connection between the Trey and the Six.

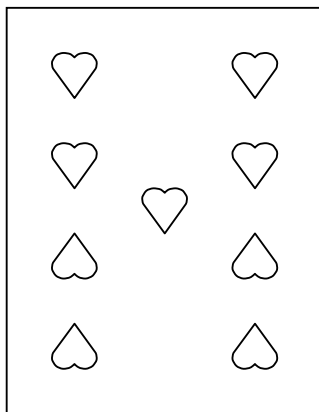


The Seven is the most active of all the pips. Here you set out on the path that you have created. You are moving forward. This is the first and only pip card that is

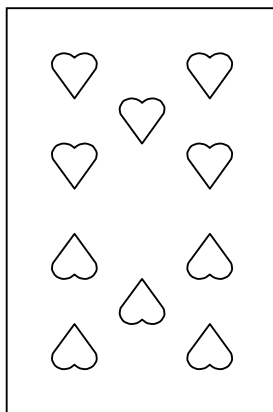
unsymmetrical. So its energy is out of balance. We may find that we are moving too slowly or too fast, or that things are getting too complicated, or even out of control. This card challenges you to master skill in action. The Seven has you on the Stage of the Five, but now the stage extends adding a sense of distance. You can also locate Four, Three, Two, and One in this card. With its unique asymmetry it is the most complex of the cards.



The Eight is a card that shows signs of progress and success. There may even be a temptation to compromise and consider the goal reached. But the level of fullness is still cramped and compressed. The two pips in the middle may even block each other. Traffic on the path is now heavier, so this is a layout that stresses management. As a project grows in size it faces a trade-off. It must sacrifice some of the flexibility of the early phase when there was lots of space to move around in. In its place must come organization so that growth can continue in an orderly way and not give way to chaos. Sometimes we may have to make radical changes to facilitate further progress. The Eight is like a compressed version of the Ten. But something is still missing.



The Nine Spot shows affluence with respect to the suit element. However the ninth pip sits in the middle between two rows of pips and is alone. This represents personal success. This is an excellent achievement, but something else important is still missing. The missing piece turns up in the Ten Spot. There you find companionship to share your success. This brings a greater measure of fulfillment.



The Ten Spot is the card of completion and fulfillment. The layout of the pips forms two Five Spots. It also forms a path of Eight pips with two partners in the middle sharing. Although the number of steps we divide a process into is always somewhat arbitrary, the choice of Ten Steps allows us to explore considerable detail while not becoming overly complex. Ten is the number that completes the fingers on two hands for a handshake. It is the base of our counting system. Ten is also the number that returns to emptiness (0), but with a sense of unity (1). Our choice of Ten Fingers as our counting base, while an arbitrary one, does serve us well. However, there is no reason to limit our self in this regard.