

16 Permutations of the Cups Focus Card (General Dignities by Suit):

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| Water-Water-Water: | Well-dignified but static |
| Water-Water-Fire: | Neutral per GD; strengthened by “energy flow” (2 Waters trump 1 Fire) |
| Water-Water-Air: | Well-dignified per GD; complementary opposites produce opportunity |
| Water-Water-Earth: | Well-dignified and moderately dynamic |
| Fire-Water-Water: | Neutral per GD; strengthened by “energy flow” (2 Waters trump 1 Fire) |
| Air-Water-Water: | Well-dignified per GD; complementary opposites produce opportunity |
| Earth-Water-Water: | Well-dignified and moderately dynamic |
| Fire-Water-Fire: | Ill-dignified |
| Fire-Water-Air: | Fairly strong per GD; Fire and Air combine to offset Fire-Water weakness |
| Fire-Water-Earth: | Well-dignified per GD; complementary opposites produce opportunity |
| Air-Water-Fire: | Fairly strong per GD; Fire and Air combine to offset Fire-Water weakness |
| Air-Water-Air: | Well-dignified and dynamic |
| Air-Water-Earth: | Neutral per GD; moderately strong due to individual compatibility of suits to Water |
| Earth-Water-Fire: | Well-dignified per GD; complementary opposites produce opportunity |
| Earth-Water-Air: | Neutral per GD; moderately strong due to individual compatibility of suits to Water |
| Earth-Water-Earth: | Well-dignified and stable |



