

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

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



