

TAROT
of
Baseball

by Robert Kasher
Artwork by Beverley Ransom

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The Nine Inning Game of Life

Introducing the Tarot of Baseball

It's the bottom of the ninth inning of the game of life, the bases are loaded, you are losing a close game, there are two outs and the count is three and two against you. Where can you, the batter in this game of life, look to for a sign as to whether you should swing away at the next pitch or hold off in the hopes of getting a walk? The Tarot of Baseball is an attempt to give you just that sign.

Many arcane forms and techniques have been used over the years to explain why an all-star shortstop suddenly drops seventy points in batting average after signing a multi-year, multi-million dollar contract. As well, many other questions of baseball lore remain unresolved despite much meditation and some occasional thaumaturgy. Are stolen bases really worth the effort? Is a poor hitting defensive shortstop better than a good hitting, poor throwing right fielder? Do beards really affect the performance of a relief pitcher's curve ball?

The Tarot of Baseball does not purport to offer the definitive answer to these perplexing questions, but it does offer to provide the sincere Seeker with more than just a few tired sports clichés pointing the way along the road of life. Before it can do so, the student of the Tarot of Baseball must learn about the meanings behind the cards and the methods of determining how those meanings interact when they are read in the Nine Inning Game of Life.

The Tarot is an ancient form of divine meditation in which

the essentials of life were distilled into a pack of 78 cards and 156 meanings whose interactions and random exchanges are seen as metaphors for life. Future generations turned these metaphors into a time-honored method for divining the future, telling fortunes, and eliminating much common boredom through the playing of card games.

Baseball, on the other hand, is a modern game that has eliminated much common boredom, whose interactions and random exchanges have become standard metaphors for the state of modern life. The Tarot of Baseball aims to take baseball one step further by creating a divinatory system through which the metaphors divined from baseball can be used for meditating on the state of modern life, allowing us to divine the future in the same way that the lore of the Tarot has worked for what are otherwise common playing cards.

An understanding of these unique symbols and their meanings has given us a unique opportunity to master the inner meaning and spiritual depth of some of the more arcane aspects of the game. These symbols are the picture forms of inner athletic thought, doors leading to the hidden on-deck circle of the mind. The study of them can be a fascinating pursuit in itself.

While the cards were not created for the vulgar and mundane divination of who is going to win the game tomorrow, they can help us map out the general play-by-play of the scorecard of destiny in an inning-by-inning fashion. When the cards are laid out for reading (see Play Ball! section, p. 94), the way in which the cards fall and the relation of one card to another helps reveal the hidden nature of the big game of life: the big plays, the foul balls, the wild pitches, and the occasional perfect game. If one is in a slump, the cards will reveal it. Per-

haps it is necessary to narrow the batting stance or look more closely at those pitches just nicking the outside corner of the strike zone of opportunity.

Many of the clues to the true meaning of life, which arise from the subconscious mind only when one has consumed beer and eaten hot dogs on a hot summer's night while watching a close-fought game, can be glimpsed in a reading. There are true treasures here for those seeking wisdom and guidance. Out of some unknown power in the cards, revelation upon revelation teaches some of the most important lessons of the game: October comes only once a year, catcher's uniforms really are uncomfortable, and one can eliminate the tragedy of athlete's foot if one uses the proper ointment.

The Tarot of Baseball can't tell you what ointment to buy, but it will give you insight into those extra-inning games that seem to make up all too much of fate's long 162-game schedule that each of us seems to play our way through. Study one's pitches, correct a bad batting stance, or learn how to call for a pop fly; perhaps the Tarot of Baseball will provide you with the guidance for a winning season—and maybe even a shot at winning in the World Series of life.

Please note that I have used the Eden Grey and Rider-Waite Tarot decks as the analogues for both the Major League and Minor League Arcana symbolic structure.

The Major League Arcana

Before attempting to divine the future by means of the Tarot of Baseball, it is best to get to know the meanings of all 78 cards. One has to know the strengths and weaknesses of all the players before getting the most out of a starting line-up. Like the Tarot of yore, the Tarot of Baseball offers a variety of possible methods for divination and play. It can be used for meditating on the future, for playing ball games, or in some cases for meditating on the future in the context of playing a ball game.

Like the traditional Tarot, the Tarot of Baseball is built on the interweaving of metaphors and meanings. Each reading is a new poem of meaning and myth drawing upon the basic icons of the game. The Seeker lends a present context to the symbols and aphorisms, and can divine a sense of how the future might unfold through the interplay of the cards in the layout. The Seeker focuses on how the meanings of the Tarot of Baseball cards intersect time via their placement in the card layout. In other words, baseball is life, and life is baseball.

While the book and cards both exist in order to provide you with quick reference to the card meanings, it helps if you can familiarize and memorize as much of the deck as possible before attempting divinations. This is because the subconscious mind can often see meanings and connections in the process of reading the cards only when it is fully cognizant of those meanings—and besides, you look more like you know what you are talking about if you don't have to constantly refer to the book all the time.

0
THE ROOKIE
– *The Fool* –



The Rookie is walking down a country road by a park. We don't know if he's been sent back to the Minor Leagues for further polishing by the parent club or if he is on his way to join them in the Big Leagues. He has a smile on his face and a carefree look of innocence. He wears a yellow baseball cap and white uniform. A golden retriever puppy barks at his feet as he is about to cross a small rocky stream in the park. In the background are trees, playgrounds and open greens on which one might vaguely see a game of pickup baseball being played.

Divinatory Meaning: The subject of this reading faces a choice in life requiring one to move ahead in the face of a variety of obstacles and the possibility of failure. It is a choice stemming from deep desire or obsession or perhaps from a naive lack of knowledge of current business practices. (3 & 2 COUNT)

Reversed: The choice may be faulty. Narcissism and self-importance may hide the realization that a long-desired goal wasn't possible or worth the effort. (STRIKEOUT)

I THE TRAINER

– *The Magician* –



The Trainer is standing in an upright position wearing a white golf shirt and dark blue slacks. He stands behind a training table with his right hand upraised and a tube of liniment opened at both ends, with ointment escaping from both sides. On the training table are a baseball, a bat, a glove, a cap, and a playbook covered with arcane baseball symbols. These signify the four suits of the Minor League Arcana. Above his head floats a barbell, symbol of eternal workouts. His left hand is outstretched and open in an opposite direction to that of his right hand. The training table is surrounded by assorted paper, litter, and various pharmaceutical vials. This represents the cultivation of muscles and the elimination of aches and pains. The Trainer represents the personal will in its union with the team's desire that will allow players to play through the pain and keep injuries at bay while keeping winning streaks alive. His is the knowledge that keeps players healthy and maximizes the physical abilities of a player's body.

Divinatory Meaning: Will, mastery of physical pain, ability to get the most out of one's physical resources. The ability to take direction from the owner and ensure that the player will be able to physically perform. (SINGLE)

Reversed: The use of pharmaceuticals for destructive ends. Weakness, indecision, addiction, injury. (ERROR)

II THE GIRLFRIEND/WIFE – *The High Priestess* –



The Girlfriend/Wife of the ballplayer sits in a comfortable armchair in a living room watching the ballplayer on a tele-vised game. There are two side tables on either side of her. On the black one is the last letter written by her ballplayer boyfriend/husband. On the white one is a picture of the team. She is dressed in a bathrobe that has the white color and blue pinstripes of the baseball team's home uniform, and her t-shirt reads GO TEAM GO on it over her breasts. Her hair is contained in a blue baseball cap. On her lap is the baseball rulebook and a scorecard. One end table, the black one, is burnt and represents the negative life principle. The other end table, the white one, has just been cleaned and represents the positive life principle.

The Girlfriend/Wife represents both the supporting and dis-tracting principles of the mind. She is the balance that can keep the player on a winning streak or tip the player overboard into a slump. The wallpaper of the house is decorated with happy faces (female) and fists with thumbs up (male), symbols indicat-ing the constant contradiction of life.

Divinatory Meaning: Hidden influences at work. Support, concern for one's well-being from others, mysterious good luck. Healthy sensual enjoyment. (DOUBLE)

Reversed: Egotism, conceit, worry, a potential jinx to good play. Sensual distraction. Guilt. (DOUBLE PLAY)

III or IV
**THE OWNER/
 THE OWNER'S WIFE**
– The Empress/Emperor –



A matronly woman wears a long, plain but elegant dress with a pattern that includes all the various baseball symbols woven into it with large baseball-shaped earrings. In her hand is a miniature bat which she is holding like a wand. She wears a tiara studded with 22 baseballs (symbolic of the 20 teams of the original Major Leagues and the two leagues of baseball). She is sitting in a reclining chair with a large stuffed pillow on it inside the owner's private box. She wears a string of seven baseball-shaped pearls and on the side of her chair is an oversized glove for catching foul balls. Next to the glove is a foam rubber hand with an outstretched index finger and the logo NUMBER ONE on it. Behind her is a wall mural of past baseball greats.

While the Girlfriend/Wife of the player typifies the naive love of the innocent drawn to the game, the Owner's Wife symbolizes an active intuition of the game as well as a powerful influence on not simply the player, but the owner and the management of the team. She can be the symbol of maternal interest or coquettish interference.

Divinatory Meaning: Maternal support, material wealth, a sound supportive understanding. Emotional steadiness and a source of patronage for athletes, artists, writers. Positioned among negative cards, this card might indicate a tendency to waste money. (WALK)

Reversed: Interference, wastefulness. A tendency to be over-impressed with stars rather than good fielding rookies. Possibility of team in-fighting and disruption. (STRIKEOUT)

III or IV
THE OWNER/
THE OWNER'S HUSBAND
– The Emperor/Empress –



The Owner sits in an armchair in his private box wearing a sports jacket, slacks and an open-necked Arrow shirt. In his left hand is the pen, the Owner's mighty sword for signing contracts or issuing waivers. The ends of his armchair have two green baseball caps sewn into them, and two large dollar signs are engraved into the back cushion of the armchair. Sitting upright, the Owner is a commanding presence even when his team is mired in last place. Hanging on hooks behind the seat are two baseball gloves, and on the wall is a baseball uniform with the number one on it. The pinstripes that cover the uniform are tiny linked dollar signs. The Owner represents thought and reason, the business side of the game in both its good and bad aspects. In instances where the owner is a woman, use the Owner's Wife card for Card III, and use this one as the Owner's Husband.

Divinatory Meaning: Leadership, decision-making authority, ultimate power, potential for obtaining profitable television rights. The domination of profit motive over mere love of the game. Adequate attention to the building of a good farm system. (THREE RUN HOME RUN)

Reversed: Capricious use of power, an inability to put together a winner, emotional immaturity, bad press. A willingness to trade good pitching for bad hitting. An unwillingness to develop talent. (TRIPLE PLAY)

V
THE COMMISSIONER
– The Hierophant –

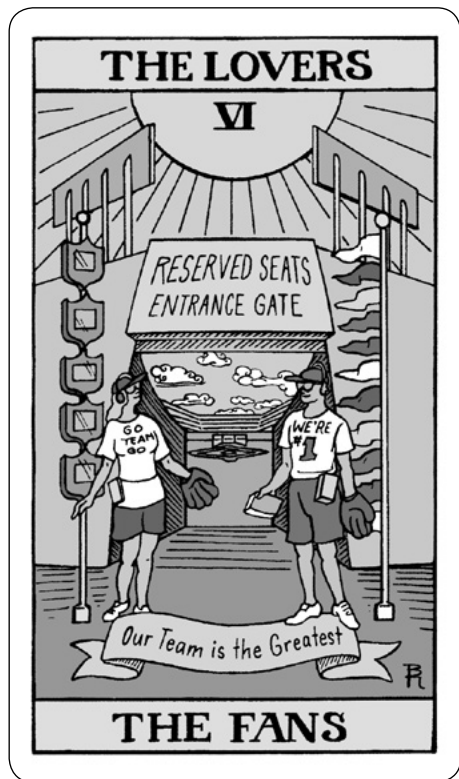


The Commissioner of baseball is seated in his throne of office, a stiff high-backed chair, wearing a conservative pinstriped suit with blue tie, and a small baseball bat tie-pin. On the desk in front of him is an open copy of the Official Rules Of Baseball and a Triple Crown Award trophy. On the wall behind him are eight different colored baseball hats hanging like hunting trophies. He is seated between two trophy cases containing a series of plaques. At the foot of his desk are the crossed bats of authority surrounded by nine stars. Before him sit two worried-looking, sweat-soaked owners. His left arm is raised to silence objections while his right arm is writing notes in his book. In one trophy case sits a television monitor, symbol of instant replay. In another is a small model of a satellite dish, symbol of lost television rights, and two black sox, symbols of baseball corruption. The Commissioner represents the traditional power structure ruling the game and is the master of the arcane lore of the game. His is the ultimate authority in the matter of rules, regulations, and franchise ownership.

Divinatory Meaning: Preference for formality and ritual in the game. Conservativeness and obeisance to its trappings. The pretentiousness of the ruling order. Conformity, fines, interference in personal life. Public opposition to drug use while privately condoning it for sports health purposes. Hypocrisy. (CALLED THIRD STRIKE)

Reversed: Unconventionality; a joker of surprising power stuck in the deck; openness to new ideas. True love hidden amidst formal trappings. Possible instability as the owners move to remove him from power. (HIT AND RUN SINGLE)

VI THE FANS – *The Lovers* –



A man and a woman stand in front of a baseball stadium with a large sign over their heads saying RESERVED SEATS ENTRANCE GATE. In the background we see the green fields of an old-fashioned baseball stadium. The Fans are both wearing shorts, baseball caps, and t-shirts stating “We’re Number One” and “Go Team Go.” They both have on headphones (to better follow the play-by-play of the game), baseball gloves (to catch any foul balls), and sunglasses (because they only go to day games). The man is holding a small notepad for autographs. At the bottom is a banner proclaiming, OUR TEAM IS THE GREATEST. Behind the man, the pole that supports the sign has a series of eleven pennants (symbols of league championships). The pole behind the woman is studded with five plaques (symbols of World Series victory). This card is the card of the true love of the game, no matter who is playing or what place your team is in.

Divinatory Meaning: The constant struggle of the true fans between blind love and reasoned criticism of how their team plays. Attraction, the beauty of the game, and the harmony between the inner and outer life. Choosing a team to cheer on means a responsibility to see it through no matter what the circumstances. (3 & 2 COUNT)

Reversed: A possible move to a town with a different team and the consequences of split loyalties. Quarrels over player trades and lack of patience with rookie shortstops. The possibility of having supported the wrong team. (FOUL BALL)

VII THE BULLPEN CAR – *The Chariot* –



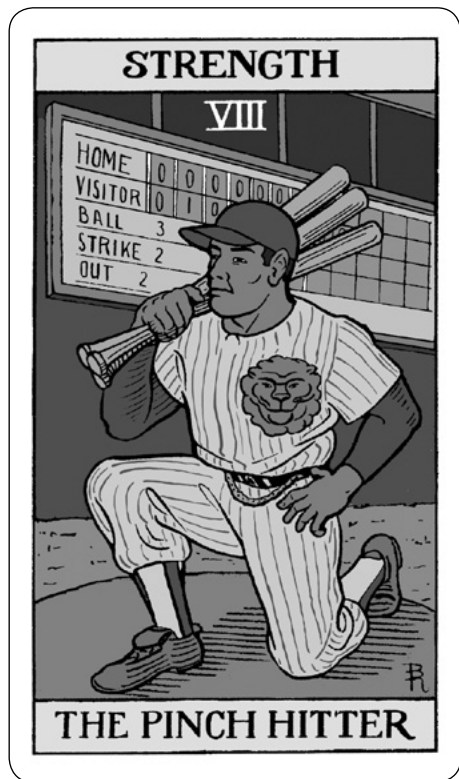
A large baseball-shaped golf cart drives onto the playing field. In its center, looking like a conquering general, stands the relief pitcher, ball in his right hand, glove on his left hand. A canopy on the cart is supported by four baseball bat-shaped struts. The logo on the front of the chariot displays the acronym DARP, an award for Digestion Aid Relief Pitcher. One tire is black, one tire is white, symbols of stern justice for opposing batters and mercy for the starting pitcher. The awning is covered with stars. Behind the cart you can see the bleachers of the ballpark and the bullpen gate being closed, a symbol of shutting the door on opposing batters.

The Bullpen Car symbolizes the response of heaven to prayers for relief and a belief in the temporal power of the fresh arm. The relief pitcher drives the Bullpen Car through the strength of his will to strike out opposing batters and through the magic of his change-up pitch to force them to hit ground balls. The tension of circumstances may, however, weaken his arm and induce a high fastball that will give up the game-winning home run.

Divinatory Meaning: Conquest, triumph over the opposition, keeping the threatening forces of opposition at bay. Large contracts await the successful relief pitcher whom the Bullpen Car takes to triumph. (GROUND OUT)

Reversed: Sudden loss of the ball game, total embarrassment at walking in the winning run. Being caught making a balk or throwing a spitball. (HOME RUN)

VIII THE PINCH HITTER – *Strength* –



A batter stands on one knee in the on-deck circle with three bats over his shoulder. He looks from left to right. In the background is a scoreboard indicating nine innings of play, three balls, two strikes, two outs. The Pinch Hitter holds all the cards in his hand. He can win the game with one swat of his bat as well as keep it alive or extinguish the final hope of his team. He is the symbol of eternal life in the Big Leagues, the savvy veteran who can still find a role for himself even after he can no longer run in the outfield or make defensive gems and assists. Lions are his logo and around his waist is the chain of a pocket watch, symbol of the timeless verities of the game. The sky is dark and the lights of the stadium are on.

Divinatory Meaning: The power of the spirit to play overcoming the ravages of time and the physical wearing down of the body. The ability of all to play a role of importance in the game. Wisdom and knowledge of opposing pitchers. The triumph of the spirit over the base physical attractions of youth. (CLUTCH SINGLE)

Reversed: The abuse of name recognition and fan-drawing appeal for big money contracts at a time when real ability has faded. The alienation of rookies and creation of locker room cliques among veterans. Loss of nerve. (POP FOUL)

IX THE MONEY PLAYER

– *The Hermit* –



The Money Player is wearing a blue uniform with gray pin-stripes with a navy blue warm-up jacket over it with all of the baseball symbols: ball, bat, glove, and (in his case) a dollar sign. He does not wear a cap. He is walking from one stadium in the background to another. He carries over his shoulder a bat with a glove hanging on it. A ball is held in his other hand, a play-book is tucked under that arm. He wears plain black baseball shoes with large, noticeable cleats in them. In the background the sun is setting and the sky is gray. The Money Player is always alone, no matter what the team. He never warms up to his teammates for he knows he might soon be playing against them. He notes their strengths and weaknesses with critical precision but never offers his opinion on anything except contract negotiations. He may not be a team player, but the Money Player is a clutch performer and top notch ballplayer. He rarely makes mistakes in the field. He is the consummate professional both in his ball playing and post-season business activities. Beloved of armchair fantasy managers everywhere.

Divinatory Meaning: Silent council, ability to come in off the bench and play without mistakes. Possible journeys, travel. The attainment of material goals while sacrificing spiritual beliefs. An end to innocence and naiveté. (SACRIFICE FLY OR SINGLE)

Reversed: A taciturn and surly nature. Lack of team spirit. Readiness to stab one's friends in the back. Greed, foolish statements to the press. Personal stats take precedence over team well-being. (FLY OUT)

X THE SCORECARD – *Wheel of Fortune* –



The Scorecard is spread against the blue skies of the perfect game day weather. There are six figures surrounding the Scorecard. At the bottom right is the Manager of Bats, looking over the Scorecard in his hands. At the bottom left is the Umpire, the figure of authority and fairness in the game, looking out squarely from the card. At the top left, a fan looks over the Scorecard for answers as to who will be in the upcoming line-up and how they have been performing. At the top right is the Pitcher of Balls in a warm-up jacket looking over the Scorecard for enlightenment as to the hitters he will be facing. Standing at the top of the Scorecard is the scorekeeper, who supervises the definition of what really is a hit and what is an error. Underneath, lounging on a divan in his office, is the General Manager, looking at the big Scorecard to see who he should trade and who he should keep. These figures typify the unchanging reality of baseball in relation to the ever-changing performance of teams and players. Rotation of players and team positions may change, but the laws of cause and effect that govern the game remain the same.

Divinatory Meaning: Good fortune, success to the home team, an improvement in batting averages, many strikeouts for the starting pitcher. Unexpected turn of luck. (TRIPLE)

Reversed: The game will have it ups and downs. This may be the visiting team's day. The slump continues. The General Manager may decide your stats no longer justify your salary. (INFIELD FLY)

XI THE UMPIRE – Justice –



The Umpire stands upright behind home plate wearing the traditional mask and chest protector of his profession (symbolizing protection from dissenting opinions and the narrow focus needed to concentrate on the specific actions in front of the Umpire). He is dressed in black with only the white of his shirt peeking out from underneath. Behind him are the box seats of the stadium. His left arm is upraised to indicate an out; his right arm points to the left field foul line indicating the ball is fair. The two foul lines lead outwards from his two feet pointed in the two perpendicular directions at the foot of home plate, indicating the Umpire's omniscient impact on the matter of what is fair and foul in any given game. Behind stretches a banner with the slogan KILL THE UMP, indicative of the constant pressure to implement justice that exists in the game. The Umpire is the symbol of temporal justice and therefore wears no blindfold. His black uniform shows that no attempt at coloring his judgement should be made.

Divinatory Meaning: Balance in personality, even-handedness and objectivity. An inability to be corrupted by the pressures of the game. Interviews with friendly sportscasters.
(2 & 2 COUNT)

Reversed: Too quick in judgement. Injustice, bias against teams whose catchers write books critical of his judgement.
(BALL)

XII THE HUNG-UP MAN – *The Hanged Man* –



The Hung-Up Man is a runner suspended between second and first. That line drive that was supposed to drop on the hit and run was caught by the second baseman, who is turning to throw the ball back to first and complete the double play. The runner (wearing a gray uniform with red pinstripes and a red cap, symbolizing that the home team is in a road game) is attempting to turn back to first base while the momentum of his body is carrying him to second. The opposing fielders are wearing white uniforms with blue pinstripes and blue caps, symbolizing a clear sky and an open field to making the play. His legs form an X that marks the spot of his predicament. There is a nimbus of embarrassment around his face as he realizes he should have waited that extra second for the ball to drop before leaving the safety of his base. The character symbolizes an immediate change of mind forced by circumstances that have probably caused it to happen too late to make a difference.

Divinatory Meaning: Surrender to one's fate and the realization that doing small things right really does make a difference in the course of the game. May mean a dawning wisdom, hard-won experience or the sudden understanding of prophecy. Also means suspended decisions and a pause in one's progress. More careful judgement is needed in making decisions. (FOUL)

Reversed: Absorption in physical matters. Pre-occupation with oneself. Bad judgement. (THROWN OUT)

XIII

THE GENERAL MANAGER

– *Death* –



That mysterious traveler, the General Manager, drives a convertible car along a freeway. He is traveling between ballparks, checking out opposition players and his own Minor League teams. A car phone is held to his left ear. His car is black, his golf shirt is red. His head is balding and he wears sunglasses. Dangling from his rearview mirror is a dollar sign that symbolizes the ties that bind players to his office. From his radio antenna flies a pennant with a bat. A golden glove, a ball, and a playbook are on the seat next to him. Waving to him vainly as he drives by are a player, an owner, and a fan. All are powerless before this driver—they are prostrate before him while an agent awaits his coming with clasped hands. This card represents the death of the old team—not necessarily physical death, but the death of old ways of doing business whether for good or bad. The elimination of star players for good rookies and draft choices. A change from an offensive power game to a defensive one based on good pitching or vice versa. He is the agent of change who realizes that first place can only be achieved through a real regeneration of the team.

Divinatory Meaning: Transformation, change. Sometimes radical change followed or preceded by great transformations. The change may simply be in consciousness or major stars may be traded. (STRIKEOUT)

Reversed: Temporary stagnation with tendency toward inertia. Image of furious activity while nothing really changes. (STRIKEOUT)

XIV THE UTILITY PLAYER

– *Temperance* –



The Utility Player is the jack of all trades, the manager's dream in a 24-player roster. He can play infield or outfield and on rare occasions can even be called on to catch. The Utility Player stands in the field with a glove on his left hand, a ball in his right, which he is throwing back and forth. He has wings on his back and a halo around his head. He is standing in the middle of a ballfield indicating that he can play in all areas. A bat rests against his leg, suggesting his ability to hit coming off the bench. In the background are the fences—he can hit for power as well. The Utility Player allows the manager to temper or modify his line-up in ways he might otherwise be unable to. The sun is shining high on the green of the field and the Utility Player wears a white uniform with green pinstripes indicating good hit, good field. This is the union of skills and a diversity of abilities to play the game as defined in the image of a single player.

Divinatory Meaning: Good management, a diversity of skills, a wide range of interests and openness of minds. An ability to participate in successful combinations. (SACRIFICE)

Reversed: Possibility of doing too many things poorly. Over-extending oneself without allowing for adequate preparation or experience. (POP BUNT OUT)

XV
THE BASE STEALER
– *The Devil* –

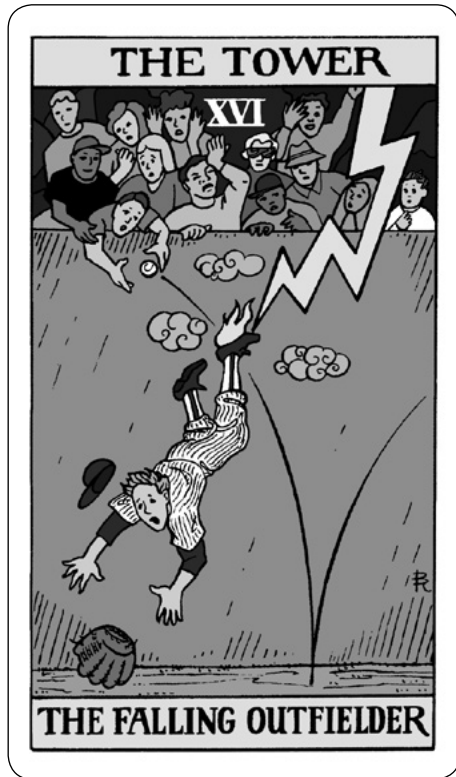


The Base Stealer stands like a giant on an oversized pillar-like second base. Chained to that base are the first and second baseman, who are unable to throw him out. The Base Stealer wears his purple cap backwards like a catcher, symbolizing his ability to thwart the peg to second. The fielder's uniforms are the gray of failure, while the runner's is pure white, indicating no need to even slide. A streak of flame extends along the first base baseline, while the Base Stealer looks toward third base indicating plans to steal it as well. In the background the field seems small and black indicating the size of field that the Base Stealer sees when he makes his run. His right hand is upraised in a wave to his fans. The Base Stealer seems like a wild card that can help the team win, but his efforts can as often as not lead to an unexpected out and the quick end to a rally as well as the beginning of one.

Divinatory Meaning: Domination of the material aspects of the game. Speed is the essence of activity. Raw physicality overwhelms sensible base running. The black magic of the unexpected runner on second, now in scoring position. Extraordinary efforts. (STOLEN BASE FOR ANY RUNNER)

Reversed: Knowledge of opposing pitcher's pick-off move sometimes leads to overconfidence. May mean a tendency toward indecisiveness. Being caught out (see also The Hung-Up Man). (ONE RUNNER PICKED OFF)

XVI THE FALLING OUTFIELDER – The Tower –



Struck by lightning, the black-capped Falling Outfielder tumbles in center field as the sky darkens and the fly ball bounces by, untouched by his glove. A fan who can't believe what has happened slaps his head in disgust in the bleachers behind the Outfielder, while another fan reaches to grab the ball with fan interference in order to hold the opposing runner to a ground rule double. The Outfielder's cap tumbles off his head and flames emanate from his foot. The Falling Outfielder is only one of the names of this card; others include The Foolish Outfielder, The Bad Luck Outfielder and The Error-Prone Outfielder. This is the kind of play that can break open the ball game with an extra base hit possibly driving in two or even three runs. The card indicates a break-up in the momentum of the game, a lead being squandered by poor defensive judgement. It can also symbolize that flash of consciousness that can accompany both illumination and stupidity. It can also illustrate the illumination of the truth about one's abilities or limitations. The baseball cap falling from the head reveals the Outfielder's surprise at the turn of events and his hope that the video replay monitor was off.

Divinatory Meaning: Overthrow of the existing modes of life, a re-ordering of one's existence. Conflict, unforeseen catastrophe, accidents. Can also mean comeuppance for the egotistic; a selfish ambition about to be exposed for what it is. (TWO BASE ERROR)

Reversed: Oppression, imprisonment on the bench because of goofing up another play. A loss of status in future contract negotiations. A potential for being traded. (ONE BASE ERROR)

XVII THE STAR PLAYER – *The Star* –



Seven eight-pointed stars surround the Star Player in a halo of flashbulb lights going off. He stands behind the stadium at the runway to the team locker room giving interviews to a group of reporters. A newspaper with the headline STAR LEADS TEAM TO VICTORY AGAIN is seen in the lower right hand corner. A television camera and monitor shows the Star on a black and white screen in the same pose he is in on the card. He wears a simple white uniform with yellow edging. The night sky behind him is lit by the lights of the stadium. The newspaper reporter with the flash camera wears the brown suit of thoughtful judgement of his profession while the television sportscaster wears the light, neutral, uncommitted blue of his profession. The Star pours his comforting baseball cliches into the microphones of the attendant reporters. In his hand he signs an autograph for an unseen fan, symbolizing autographs for fans everywhere. This card represents the nature of a perpetually renewing creation. He is also sometimes known as “The Franchise.”

Divinatory Meaning: True ability, consistency, constancy. The ability to deliver the clutch hits in a tight situation; to come up with strikes when necessary if he's a pitcher; to make the catches right at the fence. Good health and a lack of debilitating injuries. (TRIPLE)

Reversed: Stubbornness about his play. Unwilling to DH when asked. Won't rest during a slump. Aging breeds doubts. (HITS INTO DOUBLE PLAY)

XVIII
THE BLEACHER BUM
– *The Moon* –

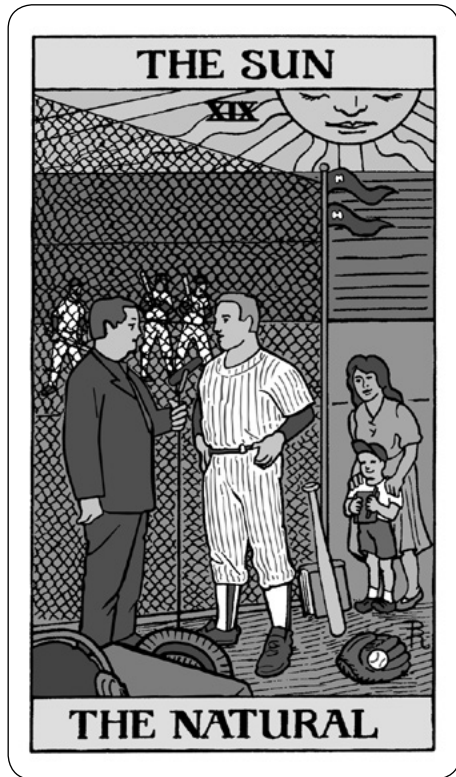


We see the Bleacher Bum on a starry night with a full moon hanging in the darkened sky over the right field fence. We do not see his full face since it is covered by an eclipse of the beer can, but he is wearing a loud red and orange print shirt and plaid Bermuda shorts. In his right hand he holds a foaming beer which he is quaffing into his mouth. A policeman dressed in dark blue with a billy club in hand is seen in the right part of the card coming down the aisle to check on him to make sure he isn't up to any mischief. A banner is hanging over the top of the Bleacher area of the stands. On either side of the Bleachers are two pillars. A collection of garbage and assorted detritus washed up by the tides of the Bleacher Bum's voracious appetite can be seen at his feet. In this card we see the conflict between the wild and domesticated nature of mankind, between the forces of order and anarchy, and the sense of ascendancy in consciousness required to move beyond such conflicts. We also see the horror that a total lack of color co-ordination can cause.

Divinatory Meaning: May mean bad luck is on the horizon. Unforeseen perils lurk as a result of rash action. Secret foes may have egged you into an action you will later regret.
(DROPPED POP-UP)

Reversed: Emotional storms will be weathered, the hangover will be overcome. Imprisonment will be avoided at a price. Someday a major embarrassment will seem rather funny.
(INFIELD SINGLE)

XIX THE NATURAL – *The Sun* –

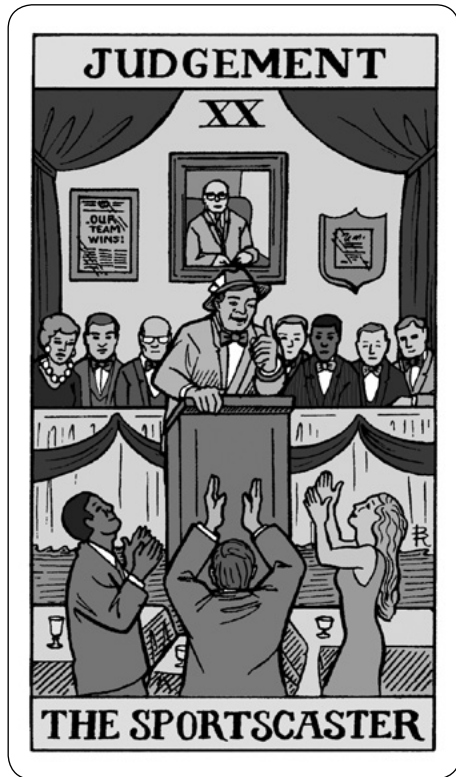


The Natural stands on the baseball field behind the batter's cage talking to a single sportswriter about his ability to play the game. His team is taking batting practice before the game. They are all dressed in white uniforms with red pinstripes and red caps—symbolic colors of a home team with roots in the traditions of baseball that go back to the very origins of the sport. The Natural's bat is casually leaning against the side of the batting cage along with his glove, a ball, and a playbook. It is a bright sunny day for batting practice. The television camera focuses in on The Natural, who looks a lot like a cross between a movie star and a champion surfer. In the background a mother and child wait patiently yet expectantly for an autograph. Two red pennants flutter lazily from the top of the batter's cage. It is the first game of the season, a time for renewal and hope. The Natural, who is in his first year in the Big Leagues, is a player on whose shoulders many of the team's hopes rest. Will he hit for average and power as he did last year in Triple A, or will he prove unable as yet to confront Big League pitching and hitting?

Divinatory Meaning: Attainment and material happiness as a result of a major signing bonus. A good marriage and supportive friends in the dugout. A past record of achievement and future prospects of continued success. (DOUBLE)

Reversed: Slump on the horizon. An inability to adjust to high, tight fastballs. Possible injury from spikings. Adultery possible from having too many groupies. (TAGGED OUT)

XX
THE SPORTSCASTER
– Judgement –



A sportscaster stands in front of a podium addressing a group of diners at the Annual Team Appreciation Dinner. Seated at the head table alongside him are the Owner, the Owner's Wife, the Manager of Gloves, the Coach of Balls, the Star, the Natural and the Steady Veteran. The men are wearing suits and ties, and the Owner's Wife wears a gown of deep blue with a string of baseball-like pearls. The Owner wears a blue sports jacket, the Manager and Coach wear brown suits (the color of earthy language and oaths), the Star wears a beige suit (color of good taste and big contract money), the Steady Veteran wears a pinstripe blue suit, and the Natural wears a showy green one. The Sportscaster wears a light blue sports jacket. Behind him is a picture of the Commissioner of baseball and a World Series plaque, as well as a reproduced, framed page one headline from a newspaper, proclaiming "OUR TEAM WINS!" The audience at the bottom of the card is standing and applauding with their arms over their heads. The Sportscaster brings with him the words of judgement that can improve or destroy a team's morale in the long chase to the pennant.

Divinatory Meaning: Awareness of the team's good points and bad points. Objectivity; close scrutiny; a critical but tempered understanding by an outsider, not a mentor. A change in perspective. (1 & 1 COUNT)

Reversed: Failure to find out what really went wrong. Abuse of office in pursuit of a story. Disillusionment, vindictiveness. (2 & 2 COUNT)

XXI THE STEADY VETERAN – *The World* –



The Steady Veteran stands crouched and ready, a glove on his left hand. He is awaiting the next play, always aware that it may come his way, always knowing what the right thing to do with the ball will be, and prepared to call for it if he can catch it. The Steady Veteran may not hit the home runs like the Star, or have the potential to be a franchise player like the Natural, but he is there contributing to the team day in and day out. He takes a strike for the Base Stealer and drives in the insurance runs for the starting pitcher. He handles the tough put-outs for the relief pitcher and helps the Coaches of Bats and Gloves with advice and encouragement for the Rookies. Like the Utility Player, he is the hidden strength of the ball team and has known the ups and downs of glory and failure. Most importantly, he knows how to win. He is surrounded in this card by a wreath of confetti, symbolizing the ticker tape parades of past championship celebrations. In the top left corner is a picture of this ballplayer's girlfriend/wife; in the top right corner is a pigeon, emblem of the presence of the eternal bird; in the bottom left, a dog, for the dog days of summer; in the bottom right, a bull, symbol of the judgements he's had to endure. He wears a gray uniform with navy blue pinstripes representing his steadiness even in road games.

Divinatory Meaning: Completion of apprenticeship, reward for one's true worth, security in one's sense of self-esteem and self-value. An ability to triumph in all undertakings. Might also mean travel if the franchise is looking to make a trade. (SINGLE)

Reversed: Fear of being traded. Long-term contract with losing team. Stubborn pride and refusal to change. (FLY OUT)

The Minor League Arcana

The Suits of the Minor League Arcana

BATS (WANDS)

Bats are one of the two male symbols of power that make up the game. Bats make up the male physical power of the game, while balls make up the male spiritual or intellectual side. Bats are symbols of both the possibilities and limitations of physical strength and ability, enabling the player to either power the ball over the left field fence or pop out futilely to the catcher. They are symbols of offensive skill and capability, the tools of the warrior as he steps up to the plate to face battle with the opposing team. The bats in the cards are always made of wood, suggesting a connection with the life force and natural capability as opposed to the synthetic powers present in aluminum. Their position in relation to other cards will determine a hit or an out, a strike or a ball, a game-winning home run, or long, loud flyout to end the game.

GLOVES (CUPS)

Gloves are one of the two female symbols of power. Gloves are a defensive symbol of physical ability. They muffle the loud and ostentatious crack of the bat and provide the support needed for the pitcher against the offensive threat of the hitter. Good fielding can't score runs, but it can prevent them and keep a lead secure. This suit indicates a love of the fundamentals of the game, pleasure in physical performance and a knowledge of the opposing batters' hitting patterns. Errors, however, have a way of creating unnecessary runs.

BALLS (SWORDS)

Balls are the defensive, male intellectual side of the game. Used by pitchers to keep the hitter at bay, to get a strikeout, a ground ball to the infield, a pop-up or a flyout. The ball is also the symbol of the passage of control in the game from pitcher to hitter, from hitter to fielder, between fielders and back to the pitcher again. The ball is the medium through which all elements of the game are united in a universal whole as in the crystal ball of the fortune teller. While the bats are basically used for transforming physical power into offensive run-scoring opportunities, the ball requires the blending of the physical and the intellectual by all who come in contact with it. From the pitcher who must know what pitch to throw and in what combination, to the hitter who must know what to look for and to time his swing in relation to it, to the fielder who must know where in the field to go with the ball when he gets it.

CAPS (PENTACLES)

Caps represent the female intellectual side of the game. While they may seem merely decorative, they also protect the player from the sun, symbolize the colors of the teams, and cover the intellect needed to win the game. Caps are seen as a symbol of the offensive spirit of the game; though unlike any other suit, they can be important for defensive purposes as well depending on the kind of reading one is making of the game of life. Caps represent an attempt to intellectually colonize and conquer the game, knowing all one can know about an opposing team's strengths and weaknesses, developing a strategy for keeping batters on their toes and putting runners in scoring position. They can also mean transformation and even symbolize a locker-room war if a defensive-minded, bunt-oriented manager is put in charge of a slow-footed, power-hitting team.

Suit of Bats



ACE OF BATS

A hand appears out of a cloud holding a classic wooden slugger's bat with the logo facing out. In the distance is a baseball field surrounded by a prairie cornfield. There is a small amount of pine tar on the bat, and the natural wood grain is very evident.

Divinatory Meaning: The beginning of the ball game. The bat held in the hand is the symbol of offensive creation. All runs start with a batter either through contact with the ball or by scaring a pitcher into unnecessary wildness. The birth of a life or of a new course in life. For hitters with a good average, it could mean the birth of a fortune. For rookies it could mean an inheritance or a possible injury to a starting player that leads to an unforeseen opportunity. (SINGLE)

Reversed: The call-up may not materialize due to financial needs for the Minor League franchises. Clouded joy, false starts, poor batting stance. (GROUND OUT)

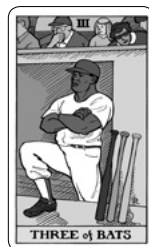


TWO OF BATS

The on-deck hitter looks out upon the stadium with two bats in his hands, one light colored, one dark colored. He is surrounded by the on-deck circle, which is lit by the stadium lights during an evening game. This veteran hitter is concentrating on the game at hand, watching carefully for what the pitcher has to offer to the batter ahead of him. He holds a bag of rosin in one hand, the bats in the other.

Divinatory Meaning: Interest in the science of the game. A studious nature, careful instincts, perhaps a conservative nature. Generally a player of skill and experience who has become a well-established star. (DOUBLE)

Reversed: Physical ailments, inability to get into the game yet. Impatience or a need to wait longer than seems necessary. (HIT INTO DOUBLE PLAY)



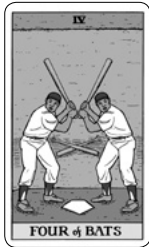
THREE OF BATS *"The Slugger"*

A calm, stately-looking man, the slugger stands at the top of the dugout stairs. Beside him, leaning against the dugout, are three bats: one black, one brown, one beige. The slugger is looking out at the field, contemplating what he will be called upon to deliver this inning.

Will there be runners on base? Does his team need power or just contact to the weak side of the field? Worse yet, might he be asked to bunt?

Divinatory Meaning: Practical help from a successful hitter. The ability to ignite a rally. Many commercial sponsorships gained from good name recognition and a sober off-the-field demeanor. (TRIPLE)

Reversed: Beware of help offered from someone older and more experienced. There may be treachery or at least disappointment. A tendency to over-hit the ball. Inability to learn new skills. (BUNT POP-OUT)



FOUR OF BATS

"The Switch Hitter"

The switch hitter is seen in mirror images in hitting stance at home plate. The two bats form a V. Behind the batter(s), two more bats on the field form an X. The numbers signify regular monthly cycles ($15 - XV \times 2$ switch-hitters = 30), half-month cycles (15), every other day

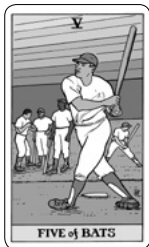
and every other week cycles, or in numerical terms $1+5=6$ which multiplied by 2 gives you 12 months. Since switch-hitters are notorious for hitting either right-handed or left-handed pitching consistently better on a regular basis, the subject can use their own manual preferences to determine this aspect of the switch-hitter's performance should this card come up in the reading.

Divinatory Meaning: The coming of romance, a tendency toward coupling, balance, harmony. Prosperity based on many at-bats and the ability to avoid being platooned.

(FIELDER'S CHOICE)

Reversed: Here the meaning remains unaltered: harmony, romance, many opportunities for good at-bats.

(FIELDER'S CHOICE)



FIVE OF BATS

"Batting Practice"

Five batters are seen standing around home plate taking batting practice. One is shown hitting. One is talking with another player (not holding a bat but mimicking one) and practicing his stance, another is swinging, and the fourth one looks on at this scene, his bat at his side.

Each of the hitters is trying to improve his game, overcome a difficulty, compete better with each other and against other teams.

Divinatory Meaning: Strenuous competition both among peers and in combat against opponents and other competitors. Trying to climb the corporate ladder, gain recognition for one's abilities. Be wary of contradictions in the way affairs are going; there may be unexpected bad luck from trying too hard. (FLY OUT)

Reversed: Competition leads to the improvement of one's ability. Sharpness and experience lead to improvement in material matters. Hard work breaks the batter out of the slump. Look at making contact, not hitting home runs. (SINGLE)



SIX OF BATS

"The Infield Fly"

A hitter takes a mighty swing and the ball goes up into the air as the infield readies itself in the background to make the catch. If a runner is on, the infield fly rule is in effect and the meaning of the card remains the same whether the card is reversed or not. The reversed meaning can only

be read if no one is on base. Five bats form a pentacle within the batting circle in the on-deck area. The view of the field and players is from above and behind the batter.

Divinatory Meaning: Indefinite delay, fear of giving victory to the opposition. An easy out. The batter is getting under the ball of life and not concentrating on the fundamentals of his or her swing. (POP-UP)

Reversed: The ball drops in, the player has a chance to redeem himself and help his team. Triumph after battle. Unexpected good news, perhaps an annuity or an inheritance. (TEXAS LEAGUER)



SEVEN OF BATS

"The Beaning"

Seven batters, each with a bat in hand, rush the pitching mound in anger. The batter who was up was hit in the head by a fastball and the hitters want retribution for what they feel was an intentional beanball by the opposing pitcher.

The infielders are also running in, their arms and gloves waving in the air while the pitcher stands his ground on the pitcher's mound, his hands on his hips. Beanballs are serious business, a call to arms, perhaps even a bench-clearing brawl.

Divinatory Meaning: A batter holding his own against adversaries. The conflict one is in may require serious defense but success will come with perseverance. Courage in the face of difficulties. An attack thwarted, a serious accident survived. (HIT BATSMAN)

Reversed: Perplexity at the turn of events, embarrassment, anxiety. A decision made rashly and with poor judgement. (HIT BATSMAN-PITCHER THROWN OUT OF GAME—AN EXTRA BASE FOR RUNNERS ON BASE)

EIGHT OF BATS



A blue bat rack holding nine bats has eight different bats seen against the slate gray of the dugout walls. One bat is missing from the rack, as it is being used by the hitter who is up. The bats are all wooden and are different colors and combinations of black, brown, tan, and blonde.

Divinatory Meaning: A journey, either material or spiritual, as one aims at achieving a specific goal or succeeding in an activity or undertaking. An end is seen to

sacrifices with the promise of a reward. Haste toward an end, hope of a specific result, movement of runners or destiny in a promising direction. Could be the arrows of unselfish love. (SACRIFICE FLY)

Reversed: Arrows of jealousy, quarrels, disputes over a strategy. The feeling of being taken advantage of by someone close, a relative or a co-worker, (FOUL POP)

NINE OF BATS



"The Long Fly"

A ball is seen headed for the fence. The center fielder is jumping to grab it. On the outfield wall we see three separate sections, one in right field, one in center field, one in left field. It is Bat Day at the stadium and nine different bats (three in each outfield section) are seen sticking out from the crowd, pointing to the ball's progress. The ball is headed for the top of the one in center field. The crowd stands on its feet in anticipation.

Divinatory Meaning: Strength in reserve. If one is attacked, one provides a stout defense. Getting all of the ball with one's swing. Finally connecting for the big one, success, physical attainment. (HOME RUN)

Reversed: A surprising outcome, major disappointment. An adverse result to one's actions. Displeasure. A sudden ill wind blows in from center field. (LONG, LOUD FLY-OUT)



TEN OF BATS

"Bat Day"

It is Bat Day at the stadium and a rack of eight bats is seen in the background as one fan is handed a bat and another fan is seen walking away with one. It is daytime and the stadium gate is crowded with expectant fans. Bat Day is a celebration of generosity from management as well as being a symbol

of the manipulation of popular opinion.

Divinatory Meaning: One who is carrying a burden, but is happy to have received a gift. A goal has been reached and now plans can be made for future activities. (BATTER GETS ON VIA AN ERROR)

Reversed: Treachery, manipulation. Realizing that one has been made to do something one would otherwise not have done. The wrong signals were given—or the right signals were ignored. (THIRD STRIKE FOUL BUNT)

UMPIRE OF BATS



The Umpire of Bats is the first base umpire. He makes all the calls on whether a right-handed batter has broken his swing or not and whether the ball is foul or fair along the first base line.

Divinatory Meaning: Plagued by indecision and inconsistency, the subject is given to unnecessary anxiety about ability. Ability is not what is in question; it is consistency and concentration

that is needed. (POP BUNT)

Reversed: A faithful father, good at talking with the press. Faithful to the game and a welcome force in the locker room. He may appear childish at times, but is friendly and loquacious and not immature. A sunny nature and disposition. (SACRIFICE)



PITCHER OF BATS

The Pitcher of Bats is the relief pitcher. The relief pitcher wears a gray uniform with blue pinstripes and a blue cap. He looks down off the mound as one batter goes back to the dugout and a new one comes on to face him. The opposing team has decided to substitute in order to compensate for his strengths, but the relief pitcher is a warrior called upon to fulfill a task and he plans to throw strength against strength in his efforts.

Divinatory Meaning: The ability of youth to create conflict and rivalry is tempered by its stamina to come in fresh in the late innings of the game. This card can mean the departure of a starting player, flight, a change of residence. It can also mean a successful passage through a difficult crisis. (LINEOUT)

Reversed: Divided attention and/or inexperience on the part of the pitcher leads to an inability to read the catcher's signs properly. Poor choice of pitches leads to a big fat one for the batter to hit. (DOUBLE, HIT IN THE LEFT FIELD CORNER, IF RUNNER IS ON FIRST HE SCORES)



COACH OF BATS

The Coach of Bats is seen giving instructions to a young rookie at spring training camp. He represents a clean swing, a clear eye, and the experience of age. The Coach of Bats is pointing to the rookie's grip on the bat, thus emphasizing the importance of the fundamentals of the ball game. The hitting coach is important to the long-term ability of the team to stay on their hitting game.

Divinatory Meaning: Attention to details is rewarded with success. Domestic bliss, marital happiness, a supportive and understanding spouse or mate. Good advice will come from an older, honorable person. Success in long-term undertakings. (GROUND RULE DOUBLE)

Reversed: A virtuous but too strict person of authority enters your life. Be careful of opposition and jealousy from unexpected quarters. Deceit and perhaps duplicity. Change of life crisis (FOUL TIP HELD BY CATCHER ON THIRD STRIKE)



MANAGER OF BATS

The home team manager with a large navy blue M on his uniform stands on the steps of the dugout with a bat in his hand. In the background is a scoreboard. It is a close game, so far no runs have been scored, two runners are on, two are out. The Manager of Bats knows his chances of winning are diminishing and

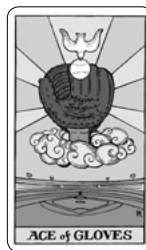
hopes that a major score will occur to save the day.

Divinatory Meaning: A large, paunchy, dark-haired bear of a man possessed with enterprise and authority. He is honest and conscientious, and can at times be impassioned and noble. This card betokens a successful strategy and a good outcome to the game. (THREE RUN HOMER)

Reversed: A severe and unyielding man, strict in his judgements and severe in his attitudes. A cause of quarrels. Advice that should be ignored. A boss or person of authority may soon be fired if this reading is done in New York. (CALLED THIRD STRIKE)

Suit of Gloves

ACE OF GLOVES



A golden glove is held by a hand issuing from a cloud. Its golden gleam spreads across the cloud in five rays. Underneath is a green playing field. A dove bears a ball in its beak to the top of the mitt. The words MAJOR LEAGUE are stitched into the palm of the glove.

Divinatory Meaning: Abundance in all things. Defensive skills are the best in the league. Love, joy, and good career prospects await the defensive star even if the batting average dips. A special spiritual relationship may be described here. (PUT-OUT)

Reversed: Instability, an overturning of the present order of things. An unexpected mistake. A batting slump leads to a loss of focus in the field. (ERROR)



TWO OF GLOVES

The shortstop and second baseman are seen conversing over second base. They are the major forces of the defense in the infield, the double play combination that must work together if the team's fielding capabilities are to prove sound. Behind them is the second base umpire. Ball are being exchanged by them both.

Divinatory Meaning: May be the beginning of a love affair or long-term friendship. A spiritual union and meeting of minds as well as a material partnership. Harmony, co-operation, partnership. (DOUBLE PLAY)

Reversed: False love, an unstable relationship. Throws by the second baseman that are too violent. Quarrels over territory and responsibilities. (SINGLE UP THE MIDDLE)



THREE OF GLOVES

The three outfielders are all shown in repose in their respective positions in right, center, and left fields, gloves in hand. The left and center fielders both field with their left hands, while the right fielder fields with his right hand. The field is green, the warning track is brown, the outfield fence is blue.

Divinatory Meaning: Conclusion of a current matter at hand in success. Victory, a happy outcome to a matter, abundance. A healing to come. (FLY-OUT)

Reversed: Excess of physical enjoyment and pleasures of the senses lead to a bad hangover, rubbery legs, and a missed fly ball. (TRIPLE IN THE GAP)



FOUR OF GLOVES

Seated on the bench, the utility player contemplates a variety of gloves. He has on a second baseman's glove but next to him on the bench are a catcher's mitt, a first baseman's glove, and an outfielder's glove. All are right-handed in various shades of tan. The dugout is painted blue-gray. He wears a white uniform with black pinstripes and a black cap.

Divinatory Meaning: Discontent with the environment, unsure as to what role one should be filling. Hesitancy about embarking on a new venture. Dissatisfaction with current state of affairs can

lead to a re-evaluation of one's career. (ERROR)

Reversed: New position, new relationships, a trade to a contender and a chance at new success. May only mean passing novelty. (GROUNDOUT THIRD TO FIRST)



FIVE OF GLOVES

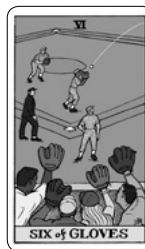
"The Texas Leaguer"

A mysterious figure in black, the second base umpire stands in the middle as the left fielder, shortstop, third baseman, second baseman and center fielder all converge on a pop fly that is falling into the gap between them. No one has called for the ball, and a chance for a sure out

may become a hit instead.

Divinatory Meaning: Vanity leads to loss, failure. Too many committee meetings fail to resolve the crisis, too many cooks spoil the broth. A divided inheritance falls short of expectations. May mean the bitterness and frustration of a marriage from too many outside involvements. (BLOOP SINGLE)

Reversed: Hopeful expectations, new alliances, return of an old friend at a time of crisis. (POP-UP)



SIX OF GLOVES

"The Hot Corner"

We see the third baseman fielding a pop-up in the hot corner. He shores up the defense on the left side of the infield trying to keep balls from going up the line into extra base hits. Besides the glove on the third baseman and the shortstop we see four gloves on various fans in the third base

box seats. Also present in the picture are the third base coach

and umpire. The whole scene looks like a baseball game from the golden days of the 1920s and the players wear antique gray and white uniforms with black pinstripes and black and white boxed baseball caps symbolizing the ancient times before the advent of color television.

Divinatory Meaning: A card of the past and a return to the memories of childhood. Perhaps a trip to a childhood home or a contemplation of past goals and interests that have changed. It may mean the renewal of an old friendship or a recommitment to a forgotten challenge. Possibility of an inheritance or gift from the past. (POP FOUL)

Reversed: Living in the past, nostalgic, clinging to outworn symbols and associations. An inability to break free of childhood obsessions and accept the world on its own terms. (DOUBLE UP THE LINE)



SEVEN OF GLOVES

A collection of seven golden gloves and numerous other trophies adorn the basement room of a star player. The memorabilia that lines the walls have various dates to them marking the year of the award or the championship. Pennants, pictures of all-star line-ups and plaques adorn the wall as well.

A fan is seen from behind looking at this assortment of baseball riches with his hands spread. There are clouds around this tableau representing the imagination of the fan.

Divinatory Meaning: The subject of the reading is like the fan. This Seeker has had many dreams and visions but they are like baseball fields of the mind, great dreams but little has been attained. The forces of will have been scattered and unproductive. (LINE DRIVE SINGLE)

Reversed: A project is envisioned that will be brought to fruition. It is time to pursue one's dreams actively by concentrating on what is important. Hard work will lead to athletic success. (LINE DRIVE OUT)



EIGHT OF GLOVES

"The Sandlot"

A bench at a Little League ballpark is seen covered with five gloves, and three gloves lie beneath. A man (a father of one of the boys or perhaps a former coach) is seen from behind leaving the tableau and walking away with a blonde wooden bat in hand. He wears a white

T-shirt and blue jeans. The sun is shining at high noon. The man is walking away from previous happiness. In front of him is the parking lot.

Divinatory Meaning: The end of a failed undertaking. Abandoning the present situation. May indicate a disappointment in love. The subject may also be abandoning childish dreams for a higher spiritual attainment. (SLOW ROLLER FOR AN OUT, IF OTHER RUNNERS ARE ON BASE, THEY ADVANCE)

Reversed: Joy, feasting, merriment, daydreaming. The material burdens of training and a grueling schedule of games are abandoned for a bit of rest and recreation during the All-Star break. (PLAYER IS PULLED FOR A PINCH RUNNER AFTER BEING WALKED—ANOTHER CARD SHOULD BE PICKED)



NINE OF GLOVES

The manager stands in front of his starting line-up of nine players for a photograph to appear in a local newspaper. It is the end of spring training and the full-time players have been determined for their positions. Each is wearing his glove and they surround the manager in a semi-circle behind his back. He is pacing forward. They all wear white

uniforms with black pinstripes and black caps.

Divinatory Meaning: The current structure of one's life is set. The career path is unfolding well, professional skills are being recognized. Victory, well-being, good physical health and vigor. (LINE DRIVE OUT)

Reversed: Mistakes, imperfections in present plans, overindulgence in food and drink may lead to being dropped from the line-up for rookies or traded for veterans. (PASSED BALL)



TEN OF GLOVES

"Glove Day"

It is Glove Day at the ballpark and fans are being handed baseball gloves at the entrance to the park. It is the afternoon, and two flag poles with colorful pennants flapping in the wind frame the park entrance. Ten gloves are in evidence, having been collected by happy fans from a stadium attendant.

A man and woman look on the scene with bemusement and a sense of wonder. Two children are seen near them jumping for joy.

Divinatory Meaning: A happy family life, good fan support, friendship, lasting success, happiness to come. Friends will support you even in times of stress or bad slumps. (HELD FOUL TIP)

Reversed: Loss of friendship, betrayal by fans, chances of a family quarrel, empty stadium. Insincerity among those who claim to be friends. (DROPPED THIRD STRIKE)



UMPIRE OF GLOVES

The second base umpire is the Umpire of Gloves. We see him with the second baseman tagging a runner's foot, which is on the base. Is he safe or out? Did the runner reach the base in time, or did the tag get there first? The fielders are looking at the umpire, the field representative of justice in defensive matters and plays of the glove. One hand is by his side, the other is beginning to go up. On the field by the base is a dead fish that has been thrown onto the ball field, an emblem of the difficulty of making these decisions and the unpopularity of the umpire.

Divinatory Meaning: Studious, thoughtful judgements. Not quick to make a decision, but accurate and willing to render a service as a mediator. Support in a legal matter. (PICKOFF—SAFE)

Reversed: Obstacles, deception, the blindness of others around you to the reality of a situation you are faced with. Isolation. (PICKOFF—OUT)



PITCHER OF GLOVES

The Pitcher of Gloves is the middle relief pitcher. He has been called in early because the starting pitcher has been unable to get batters out; or it's late in the season and every run counts in the pennant race; or perhaps an unexpected injury has occurred. No matter what, the middle reliever has a thankless job of getting

the team back into the game after it has given up a lot of runs, or holding what remains of a dwindling lead with many innings yet to go. We see him on the mound kicking up, ready to pitch. He is contemplative, not combative, philosophical about his position and his worth to the club. He bears his cross with dignity. He wears a winged blue baseball cap indicating the flakiness necessary to do this position, and a gray uniform with blue trim for the many appearances on the road he needs to make.

Divinatory Meaning: A young man with light brown hair and hazel eyes, of high intelligence and melancholy nature. He is the bearer of messages in a close situation. His presence may indicate a romantic proposition or an invitation to a friend's house. May indicate that a shower or bath is imminent. (FLYBALL AT THE FENCE CAUGHT BY LEFT FIELDER)

Reversed: All propositions should be carefully looked into. There may be fraud or deceitfulness in his career. Rivalry or envy of the starting pitcher could lead to runners who were not his responsibility scoring. (FLYBALL IN THE GAP—DOUBLE)



COACH OF GLOVES

The Coach of Gloves is seen crouching down on the field giving a rookie infielder some tips. In the background a ball can be seen in the air arcing over the outfield from left fielder to right fielder. The ball's perihelion is at the center of the coach and the infielder. Puddles of water are on the field indicating a recent

rain-out leading to extra practice for the team. The coach is instructing his apprentice to make a play incanting the ancient formula, "Two hands, always use two hands to get the ball."

Divinatory Meaning: The Coach of Gloves is supportive and domestic. His is the position that provides the underpinning of the ball club's defense, but defense is rarely recognized as an important part of the game. This is a card of carefulness and conservatism, hard work and just rewards. It may also mean undeserved lack of recognition. (THROW TO CUT-OFF MAN—IF PREVIOUS RUNNER IS ON BASE, HE IS OUT)

Reversed: May be a good coach in some ways but is sometimes perverse. Will set up outfielders wrong on some power hitters. Will bring the defense in when they should be playing back. May indicate dishonesty through a subtle but effective method of throwing ball games. (THROW TO CUT-OFF MAN—ERROR)



MANAGER OF GLOVES

A manager is shown lecturing his team with a ball in one hand and a glove in another. This is a manager who believes in the fundamentals of the ball game, getting the details right. If you keep the other team from scoring, you can get a one run lead to hold up. He is surrounded by nine players, all crouching. On the horizon at

the end of the field, one can see a ship at sea, indicating a playing field of some windiness and a potential for a chill affecting the bat, or it could indicate a practice field at spring training in Florida.

Divinatory Meaning: The manager has light brown hair and hazel eyes. He has not come up through the school of hard knocks but takes a cool, intellectual approach to the ball game. He is friendly and his influence is kindly disposed to the subject of the reading. May indicate a chance at the Big Leagues coming

out of your performance in spring training. (LEAPING CATCH FOR AN OUT)

Reversed: A man of violent mood swings. He is single from a recent divorce and is a workaholic. His temperament may push his team too hard, blaming players for problems they cannot control. (LEAPING CATCH AT WALL—BALL GOES IN FOR A HOME RUN)

Suit of Balls

ACE OF BALLS



A ball is seen hurtling from the pitcher's mound to the plate looking like the head of a comet followed by its speeding tail. The ball is very large, the pitcher behind it small. Below it is home plate, behind it is the pitcher's mound. The Ace of Balls is the fastball; tongues of flame surround it, heralding the descent of the

spirit of control. The ball is the medium by which the game is played, speeding between the players either by throw or by hit.

Divinatory Meaning: A great force in love as well as hatred. Control is essential to harnessing the power of the pitch and making it work to one's advantage. An excessive degree of everything. May mean conquest of others, triumph and power; may also mean fertility. (FASTBALL STRIKE)

Reversed: Too much power may lead to disaster. The opposing team may catch on to your arm motion. (FASTBALL DOWN THE MIDDLE HIT FOR HOME RUN)

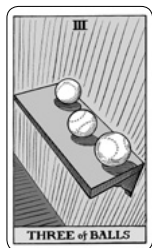
TWO OF BALLS



The umpire takes the ball from the catcher, ostensibly to look at it; and at the same time, throws another ball back to the pitcher. The umpire is blindfolded, a common icon of the umpire's position signifying that justice is blind. The batter's foot can be seen on the outside of the batter's box as he takes time out, but the batter himself is not visible.

Divinatory Meaning: Balanced forces, stalemate, indecision. Perhaps a temporary truce in the midst of a crisis. Family quarrels may be halted. (I & I COUNT)

Reversed: Release, movement of affairs, getting on with the game after a temporary interruption. Caution against dealings with lawyers or judges. (I & I COUNT)



THREE OF BALLS

Three balls of slightly different sizes all sit on a shelf. They are symbolic of the three different sized balls used in baseball. Different sized balls are used by the Major League, Double-A, and Little League. While balls may all seem alike, they are made to different sizes and for different purposes.

The differences are minute but can be important.

Divinatory Meaning: No matter what the ball, the result remains the same. The pitcher strikes out the batter. Mastery of a situation, control of another person. A perfect use of the tools at hand. (STRIKEOUT)

Reversed: A meeting with one whom the pitcher has compromised. Perhaps this batter was hit on his last at-bat and is now looking for revenge. Perhaps the batter is a particular nemesis. Pitch him carefully. (THREE BALLS)



FOUR OF BALLS

"The Walk"

A pitcher lies in repose on a dugout bench. On the floor are four balls lined up in a row. Behind the pitcher on the gray walls of the dugout, a sign reads WALKS WILL COME BACK TO HAUNT YOU. The pitcher covers his face with one hand and holds a wilting flower in the other. His blue pitching jacket is zipped up. The pitcher has been pulled from the game.

Divinatory Meaning: Sorrow, separation from game plan, delay in getting the inning done with. If this is the lead-off batter, this could be a long inning. The Seeker is faced with a situation where re-establishing control over life is of paramount importance. (WALK)

Reversed: Rest from strife, retreat, solitude. Convalescence after illness. Possible exile to the bullpen for a starting pitcher. (WALK)



FIVE OF BALLS

A pitcher looks scornfully from the mound as two batters from the opposite team head toward the dugout. A ball is in his hand, and a ball is being tossed from the third baseman to other members of the infield. A catcher has a ball being readied to throw and two balls lie on the third base line. Storm clouds fill the sky above as the visitors come up to bat.

Divinatory Meaning: Conquest over others through physical strength and athletic capability. May mean a threat of a close

inside fastball to hitters who crowd the plate.
(STRIKEOUT)

Reversed: Weakness shows through the bravado. Hitters are making good contact with the ball even though they aren't connecting yet. Stormy weather ahead. Pitcher is fighting a dead arm. Perhaps the Seeker should ask for help or relief.
(FULL COUNT)



SIX OF BALLS

A limousine carries a pitcher away from a benefit dinner. On the side it says SIX BALLS LIMOUSINE and there are six baseballs in a row. The back window is down and the pitcher is in dress uniform, gray with black pinstripes, signing an autograph book. A camera with flashbulb is seen and a crowd of people line

the street to get a look.

Divinatory Meaning: Passage away from everyday demands, perhaps a trip or a holiday in the off-season to cap the successful conclusion of a long period of work. Success after anxiety. You may be sent as a representative to an undertaking. (FOUL BALL)

Reversed: Unfortunate comment at the benefit is picked up by the press, creating difficulties for you. Be careful about public statements. A journey can quickly turn into a trade, a vacation into early retirement, veneration into contempt. (FOUL BALL)



SEVEN OF BALLS

A fan is shown running away with five balls in his hands while two remain lying on the ground. Various spring training exercises and practices are going on around him while he looks around guiltily to make sure he isn't caught. No one at the baseball camp has seen him yet.

Divinatory Meaning: Uncertainty about what a situation may call for. A need to be watchful and alert to the possibility of being a victim of criminal activities. Uncertainty in current affairs, a plan that may fail. (ERROR ON PICK-OFF THROW—IF RUNNER IS ON FIRST, HE ADVANCES ONE BASE—IF NO RUNNER ON FIRST, IT IS A BALL)

Reversed: Good advice from the catcher. Take heed of counsel and instruction from friends and co-workers. (PITCHOUT—IF RUNNER IS ON BASE HE IS OUT—IF NO RUNNER, THEN IT'S A BALL)



EIGHT OF BALLS

A baseball player in full uniform is seen sitting on a dunking machine at a carnival. He is from an opposing team and his gray uniform says VISITORS on it. He has come to help with a charity benefit. Various fans are readying balls to be thrown at him. We see two balls in

people's hands and six more on the counter between them in a row. The ballplayer is being a good sport. So far his uniform is dry.

Divinatory Meaning: The Seeker of the reading is stuck in a situation of their own making and does not know which way to

move. Bondage to a bad relationship, waste of energy in trivial demands, possible censure at the hands of colleagues. (A LONG COUNT LEADS TO A DOUBLE)

Reversed: Freedom, relaxation from fears, realization that an ensuing disaster may not be all that bad after all. Getting out of a tough inning is now possible. New hope comes that things will change for the Seeker. (A LONG COUNT LEADS TO A POP FLY)



NINE OF BALLS

A young boy is seen sitting on a bed with his head in hands. Above his bed is a shelf with nine balls on it, each one signed by one of the starting players of his favorite team. They have all been collected by him, souvenirs caught at various baseball games, and all have been signed by the team players. He is grieving

because he has agreed to trade one of his treasured balls for a rare baseball card of one of his favorite players. He can't decide which ball to part with. Posters of baseball players wearing each of the major colors (black, blue, red and green) adorn his room.

Divinatory Meaning: Inability to make a choice in an important matter. Doubt and worry. Desolation, failure, delay. The pitcher may be out of rhythm and may need special help from the catcher. (BREAKING BALL THROWN FOR A SINGLE)

Reversed: The pitcher is taken out of the game. Could mean imprisonment, suspicion, accusation, shame. Contract negotiations for next year will be harder than expected. A bad decision has been made that will lead to loss. (HIGHFAST BALL HIT FOR GROUND RULE DOUBLE)



TEN OF BALLS

A player is being carried out of the game on a stretcher. He has been knocked unconscious by a ball. Ten balls lie scattered on the playing field as he is borne away. The uniforms are old-fashioned Cleveland Indian uniforms. The player may be Ray Chapman. Fans look on in shocked horror. The scene is one of desolation and sorrow.

Divinatory Meaning: Sudden misfortune. May mean pain, injury, burdens to bear. May mean having to take someone's place at work, the end of a romance, the destruction of an illusion or fantasy. (INJURY TO PLAYER)

Reversed: Temporary advantage. Profit derived from tragedy. Power temporarily obtained. (INJURY TO PLAYER, SUBSTITUTION NEEDED)



UMPIRE OF BALLS

The home plate umpire is the Umpire of Balls. Unlike the Umpire card in the Major League Arcana, this large squat figure is not wearing a full chest protector, but only a mask with a yellow shirt and black sports jacket. He has his hands in his pockets. The ball is square in the mitt of the catcher and the bat can be seen across the center of the plate. Was it a ball or strike? Did the batter swing through or hold up, not breaking his wrists, and checking his swing? The Umpire of Balls is the arbiter of last resort on the field, and while he has the support of three other umpires, they must defer to his better judgement in all matters of conflict.

Divinatory Meaning: An active, middle-aged, brown-haired,

brown-eyed man or woman. The card symbolizes a lively intelligence, vigilance, scrutiny of details, a final decision on matters for good or evil. (HANGING CURVE FOR A STRIKE)

Reversed: An unprepared state as unforeseen events suddenly transpire. An obscure rule is discovered by a manager and the umpire must make a decision for which he is ill-prepared. A lack of preparation in work will quickly be detected. (HANGING CURVE FOR A BALL)



PITCHER OF BALLS

The starting pitcher on the mound is just finishing a full windup for a pitch. The ball is seen leaving his hand and heading toward the catcher. The shortstop can be seen crouching on his right, the second baseman on his left. He is a southpaw and his delivery is that of a classic overhand fastball thrower. It is a sunny

afternoon and the playing field is lush with green grass. This starting pitcher throws hard and sometimes recklessly, scattering opposing batters and instilling fear into their hearts.

Divinatory Meaning: A dark-haired, brown-eyed man, strong and domineering with a thick moustache. Someone about to rush headlong into the life of the Seeker. Could stand for skill, bravery, courage or recklessness and abandonment. (CHANGE-UP FOR A STRIKE)

Reversed: Incapacity, extravagance, braggadocio. The pitcher has just signed a fat long-term contract and is prepared to slide into mediocrity. (CHANGE-UP FOR A BALL)



COACH OF BALLS

The pitching coach is seen in the dugout talking to a young relief pitcher in between innings. He is gripping a ball, showing him how to throw a knuckleball. The pitching coach wears metal-rimmed glasses and has patches of gray hair visible underneath his baseball cap. He and the young rookie both wear red pitching jackets and red uniforms with white pinstripes. The young rookie looks boyish and is sweating. The pitching coach wears his pitching jacket but looks cool, calm, and collected.

Divinatory Meaning: A gray-eyed, gray-haired man of great experience and a subtle, keen intelligence. May signify aloofness, acquaintance with sadness. Those who can't do, so often teach. It may time for the Seeker to pass on some information to Others. (KNUCKLEBALL FOR A FOUL POP-UP)

Reversed: A man of set opinions. May mean dealings with narrow-minded authority, intolerance, and even bigotry. An unwillingness of someone in authority to listen to you. He wants you to do things his way and won't accept any reasons not to. (KNUCKLEBALL FOR A WILD PITCH)



MANAGER OF BALLS

The Manager of Balls is seen on the pitching mound. He is taking the ball from one pitcher and giving it to another. The night is over for one pitcher, but just beginning for the new one. We can't tell if the team is winning or losing, or if the game is close or out of reach, but the manager has made his decision and will stick with change over keeping things the same.

Divinatory Meaning: A man of dark brown hair and brown eyes. He has the power of life and death over his club, and bears the responsibility for victory and defeat. His is the final authority for the team on the field. Change is brewing at work that will alter the plans of the Seeker, not necessarily for the better, but not necessarily for the worse either. (PITCHING CHANGE)

Reversed: A man who can be cruel and callous in his actions and judgements. He may leave a starting pitcher in too long, hurting his arm, or take him out too early costing him a sure victory. Caution in dealing with figures of authority is recommended. (PITCHING CHANGE)



Suit of Caps

ACE OF CAPS

A large blue cap is held in an open hand. On it is the number one and the word HOME. Underneath the floating cap is an empty baseball field. The field is verdant, the sun is just rising in the east. A new day of baseball playing is about to begin.

Divinatory Meaning: Perfect attainment of your plans. A new beginning that will lead to ecstasy, felicity and bliss as well as prosperity and wealth. (PERFECTLY EXECUTED SQUEEZE PLAY)

Reversed: Corruption of character by too much success leads to arrogance and selfishness. The evil side of riches. (BATTER STRIKES OUT)



TWO OF CAPS

"The Double Steal"

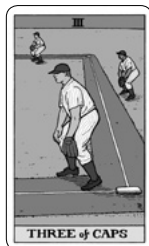
The double steal is the Two of Caps. Two runners are both dashing from their bases, one from first to second, the other from second to third. These are the only two players visible on the field. Their two black caps are flying off their heads, they wear gray uniforms with black pinstripes. The double steal is a difficult but exciting play to execute. It requires elements of good timing, surprise, and perfect synchronization of the base runners.

Divinatory Meaning: The Seeker wishes to achieve harmony in the midst of change. Solidarity with fellow workers leads to

joint efforts that bear success. (DOUBLE STEAL SUCCESSFUL; IF NO BASE RUNNERS, THE BATTER GETS ON BASE VIA A DROPPED THIRD STRIKE)

Reversed: Forced friendships lead to tension and anxiety.

An inability to handle two situations at once leads to partial failure. Avoid taking on too much. (RUNNER AT SECOND THROWN OUT)



THREE OF CAPS

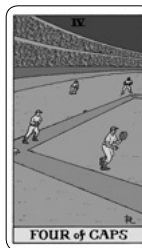
"Infield Shift"

The Three of Caps sees the infield shift to the right. Three ballplayers on the infield are seen; the shortstop, the second baseman, and the first baseman. They are spread from second base to first in order to compensate for a

left-handed hitter's propensity to pull the ball to the right. The card shows preparation and concentration on the game at hand, a use of intelligence and experience to carry out one's craft.

Divinatory Meaning: Skill and mastery of one's trade or craft, art or labor. It can mean nobility or experience, a well-known renown, even glory. It is a card of construction, material increase, steady work. (GROUND BALL TO INFILDER FOR OUT)

Reversed: Mediocrity in workmanship, a tendency toward the use of clichéd ideas and attitudes that leads to incompetence, pettiness, and weakness. (SINGLE TO THE OPPOSITE FIELD)



FOUR OF CAPS

In the Four of Caps, the infield has shifted to the left and all four players are playing in. It is late in the game and the visiting team in the field is trying to keep the home team from scoring a go-ahead run by playing in. A ball deep to left field will score the runner on third anyway, so the fielders must play for the ground out or

short pop fly. We see the third base-man, the shortstop, the second baseman and the left fielder.

Divinatory Meaning: Clinging to material possessions, trying to avoid giving up things one holds dear. May indicate a miserly character, but may also indicate an unexpected inheritance or gift from good fortune by being in the right place at the right time. (GRINDER TO SHORTSTOP; IF BASES ARE LOADED, HE THROWS THE RUNNER OUT AT HOME)

Reversed: Setbacks in material aspirations. Chance of a loss is imminent in earthly matters. Obstacles to improvement in standings, delay in winning streak, opposition is successful in competition. (FLY TO DEEP LEFT LEADS TO DOUBLE; IF WINNING RUN IS ON IN THE NINTH, IT IS THE GAME WINNER)



FIVE OF CAPS

"The Intentional Walk"

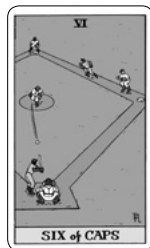
An intentional walk is being given to the batter who is up at the plate in the era before the rules change. The catcher is far out on the turf signaling with his mitt for the ball to be high and outside. The batter holds his bat lackadaisically; the first baseman and the second baseman

both have their hands and gloves on their hips waiting for the

pitcher to complete the play.

Divinatory Meaning: Material trouble leads to actions that are painful but necessary to prevent a further loss or diminishment of resources. Loneliness, destitution, an unexpected double given up at a bad time in the game with the top of the line-up at bat. (WALK)

Reversed: Success in a difficult undertaking. A sacrifice of something that could have benefited oneself works out to be to the good of the team. (WALK LEADS TO FORCE OUT ON NEXT PLAY)



SIX OF CAPS

"Hit and Run"

We see on the field the batter at the plate, the catcher, the pitcher, the first baseman, the second baseman, and a runner on first with a lead-off single. The hit and run play has been called for, and the runner is going as the ball heads toward the batter. The batter's job is to

make contact, either advancing the runner or protecting him from being thrown out at second.

Divinatory Meaning: Philanthropy, generosity, gifts. The Seeker is in a position of relative wealth and success and can help others with his generosity. Giving has its own rewards and leads to success for all and the improvement of the whole team's chances for success. (SINGLE TO LEFT ADVANCES ANY RUNNERS ON BASE BY TWO BASES RATHER THAN ONE)

Reversed: Unwillingness to be generous leads to tragedy and suspicion of intentions. Could provoke envy, bad feeling, a sense that the Seeker is unfair in business dealings. (BALL TO BATTER, RUNNER IS THROWN OUT CAUGHT STEALING IF ON BASE)



SEVEN OF CAPS

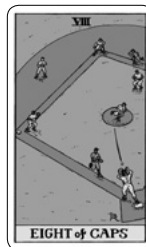
"Squeeze Play"

It is late in the game and the infield is in. The squeeze play is called for. The catcher, pitcher, third baseman, and shortstop are all visible as are runners on second and third. The batter is preparing to lay down a bunt as the runner from third is already running down the line

in the hopes of scoring. The squeeze play is one of the most exciting in baseball, and is a play in which all elements of offense and defense require peak awareness and acuity.

Divinatory Meaning: Growth through effort and hard work. Ingenuity combines with skill to lead to successful efforts as long as the Seeker concentrates on the play at hand and doesn't let one's attention wander. May indicate possible delay of game if the team is using the squeeze to tie the game. (BUNT FOR A SINGLE, IF RUNNER IS ON THIRD HE SCORES)

Reversed: Cause for anxiety leads to impatience and failure. Material success will not be achieved unless one patiently works for it. (BUNTED FOUL ON THIRD STRIKE LEADS TO OUT)



EIGHT OF CAPS

"The Rundown"

A player is caught in a rundown from third base to home. He has tried to go too far on a single and is now caught trying to press his advantage too far. The catcher is backed by the pitcher, the third baseman by the left fielder. Also visible is the shortstop and second baseman who is at second base. A runner is seen advancing from first to second as a result of the rundown at

third. The runners wear gray uniforms with green pinstripes and green caps, the fielders wear white uniforms, red pinstripes and red caps.

Divinatory Meaning: Apprenticeship and lack of experience in work leads to a bad decision where one oversteps one's boundaries and causes success to turn to failure. (SINGLE FOR HITTER—HOWEVER, IF THERE ARE RUNNERS, THE ONE WITH THE BEST CHANCE OF SCORING IS THROWN OUT)

Reversed: While a failure has occurred, the Seeker has learned something valuable and uses failure to help a co-worker improve their situation. There is a silver lining in the cloud. (HITTER ADVANCES TO SECOND ON SINGLE IF RUNNER IS ON—HOWEVER, IF RUNNER IS CLOSE TO SCORING HE IS STILL THROWN OUT)



NINE OF CAPS

"The Pinch Hitter"

A pinch hitter is called for. Eight players are sitting on the bench, but one gets up to take the place of the batter walking back from the on-deck circle. The pinch hitter is a veteran player—he has played the game for a long time and knows his role. He can come off the

bench in tight situations and give the team an important boost at a critical time. He is not necessarily a power hitter, but can make good contact and can be called upon to get the job done.

Divinatory Meaning: Completion, well-being, material success and social esteem are the result of success awaiting the Seeker's career and life. May mean a postponement in retirement plans as the Seeker is called upon to lend experience to a new task. (HOME RUN OFF THE BENCH)

Reversed: Dissipation of skills, erosion of abilities leads to a voided project, bad faith, perhaps an unexpected early retirement, even a layoff. Possible loss of job or friendship. (STRIKEOUT)



TEN OF CAPS

A manager stands in front surrounded by his starting line-up of nine players arranged in a semi-circle behind him. Present in front of the tableau are a bat, a glove, a ball, and a cap, all of the symbols of the game. A pennant and a World Series trophy are also visible. A large black Labrador Retriever, the team's mascot, sits patiently at the manager's side.

Divinatory Meaning: You are part of an established team of success and accomplishment. This is a card of gains, wealth, security, and achievement. It may refer to the maintenance of continuity in success or the establishment of new long-term accomplishments. May mean the successful purchase of a new house or car. (TRIPLE)

Reversed: Chance of a family misfortune or injury. The veteran starting line-up is strong but can prove fragile without a good bench to back it up with. (LINE OUT, DOUBLE PLAY IF RUNNER IS ON BASE)



UMPIRE OF CAPS

The third base umpire is the Umpire of Caps. He has the most involvement with close plays at third where the caps are usually flying as well as following foul and fair balls along the line, whether a ball is a home run or a foul ball. He backs up the plate umpire's decisions at home.

He ensures that judgements are fair and correspond to the rules of play. He is shown in the card arguing with the manager of one of the teams on the playing field over whether a player was really safe or out. The umpire looks resolute, staring fixedly at the animated manager with no expression on his face. The runner's red cap lies on the ground in front of them.

Divinatory Meaning: A careful and diligent dark-haired, dark-eyed man. The meaning may be that a bearer of messages or tidings may soon be coming. This card has special meaning for those who are academically inclined. It implies strong resources of reflection, patience, and scholarship. (FIELDER'S CHOICE)

Reversed: The Seeker is constantly finding himself or herself surrounded by people whose opinions do not agree with the Seeker's. Unfavorable news. Unavoidable gossip, (FIELDER'S CHOICE)



PITCHER OF CAPS

The Pitcher of Caps is the spot starter. He is shown warming up on the mound with his blue pitching jacket still on. He is called upon to fill gaps in the starting rotation as needed by the Manager of Caps. His is not a steady job, nor an enviable position since he is under pressure to perform, but without

access to steady work to keep his pitching sharp. Few pitchers move from spot starting to regular work; most are lost in the morass of middle relief.

Divinatory Meaning: A dark-haired, dark-eyed man who is deliberate and methodical and has no illusions about what life has to offer. May betoken a transitional change in one's life, a

tendency for struggle to continue but without real catastrophe occurring either. This card symbolizes patience, utility, laborious toil, responsibility. May mean the working through of a difficult matter. (1 & 1 COUNT)

Reversed: Inertia, idleness, stagnation. The coming to a close of a phase of the Seeker's career or life. A stagnation that may be the result of carelessness. (3 & 1 COUNT)

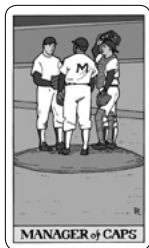


COACH OF CAPS

The third base coach is the Coach of Caps and the Coach of Signs. He is shown in his coach's box making a sign to the batter to hit away on the next pitch (two fingers on right hand are up, left hand touching cap). His uniform is covered with a variety of baseball symbols including balls, bats, and gloves. He is a liberal coach in terms of hitting, conservative in terms of running.

Divinatory Meaning: A thoughtful and intelligent black haired, black-eyed man, a creator of plays and actions. In a pinch, he can take over the manager's position and is in a trusted and valued position. He uses his talents and influence well. (HOLD RUNNERS FROM ADVANCING MORE THAN ONE BASE ON A SINGLE)

Reversed: Duties neglected due to an over-dependence on others, one's superiors in particular, for leadership and inspiration. Suspicion and mistrust mix with competitiveness to create a worrisome brew. The Seeker should undertake to develop a greater sense of self-reliance. (HIT AWAY LEADS TO GROUND OUT, DOUBLE PLAY IF RUNNER IS ON FIRST)



MANAGER OF CAPS

A manager is meeting with his pitcher and catcher on the pitcher's mound. It is late in the game, and the score is very close. He is not removing the pitcher, but wants him to walk this batter to get to the next hitter who will probably be an easier out. This manager plays the percentages and strategizes every

move he makes in the game. He is noted for his intelligence and skills, but can be cold and calculating in his judgements. He is also noted for his mastery of sabermetrics and record of success.

Divinatory Meaning: Tough situations call for clear, well-thought-out decisions. These may be difficult times, but the use of careful reasoning will lead to success if one follows the path with the best odds of succeeding. (INTENTIONAL WALK)

Reversed: Perverse use of talents leads to suspicions that the Manager may be throwing the game in order to pay off his gambling debts. Be wary of games of chance at this point in time, particularly if they are associated with one's work. (INTENTIONAL WALK)

Play Ball!

Basic Methods of Divination with the Tarot of Baseball

Amaze your friends! Astound your enemies! Mesmerize your pets! The Tarot of Baseball provides the key to the Door of Knowledge of many of life's important questions and allows you to play a game of baseball in the process. Be wary of pale imitators and expansion team draft choices! These are the only true Tarot of Baseball cards.

It is best to keep your cards wrapped in a silken baseball jacket or a team pennant in order to protect their vibrations. Do not let others use your cards or handle them. Do not flip these cards or trade them. Only the Reader and the Seeker should handle these cards.

When asking questions of the cards, make your mind as passive as possible when shuffling and laying out the cards. Think of yourself as a baseball fan for a last place team, watching your team play in the ninth inning of the last game of the year. Allow the card meanings given to you in this book to interact with each other in your mind. You will find that, like a seeing eye single, they will seek their own hole in the infield of your consciousness, bringing the runner of illumination home and providing the clutch hit of meaning to your queries.

When shuffling the deck, concentrate first on the question you wish to have answered, and second on the last baseball game you were really interested in. Only the highest forces of the athletic spirit of illumination should be allowed to surround this procedure. Lady Luck and her ill-fated suitor, Bad Timing, should be sought out in equal measures to balance the forces

at play. A good farm system will beat a big payroll any day of the week. One should not try to stack the deck or you may be banned from the game for life by the Commissioner himself.

Before examining the cards in detail, glance at them in general and all at once in order to see if any random connections might readily present themselves in your cranial arena. Use this as a guide to examining the more detailed interplay of your cards as you play through the specific game or inning of meaning that you seek. You can take a reading as an examination of the next pitch facing you in life or as the whole game ahead of you. There is no set period of time; each reading is a snapshot of a phase of life as a whole, dependent entirely on what the Seeker may wish to query.

Attempt to place your question within the language of baseball. If you have a query as to work, think about making the team, winning the game, being part of the starting line-up. If it's romance—will you strike out or hit a home run? Who will your next teammate or opponent be? In time, thoughts like this will be as natural to you as newly mown turf in a Grapefruit League stadium.

It should also be pointed out that the greatest diviners of the Tarot of Baseball were not as interested in knowing what would happen next in their specific game as they were in meditating upon the meaning and forces that shape all the players, plays, and results revealed by the activities of these cards.

After laying out the cards and reading them by the methods suggested in this book, if the Seeker feels they do not answer his or her question, then try asking if the cards haven't perhaps answered a deeper question or concern instead. It often happens that the cards will ignore the obvious in order to examine the truer meaning of the query, while seeming to be merely confusing.

If this still does not satisfy the Seeker, find out if the Seeker really is a baseball fan after all, or if they are in fact a closet foot-

ball nut with nothing to cheer for in the summertime. If all else fails, give a Bronx cheer and tell the Seeker in your most serious voice that the cards have decided that it is in the best interests of the Reader and Seeker that the future not be revealed at this time, and that due to technical difficulties the broadcast of this game will be delayed.

There is as of yet no Domed Stadium of the mind, and rain-outs can still occur, especially early in the season as one gets used to working with these cards. Never be afraid to spend some time on the bench when you are in a slump. Always feel free to put off until tomorrow what you are too lazy to do today.

The Bat and Ball Method

The Ancient Hot Stove League Layout

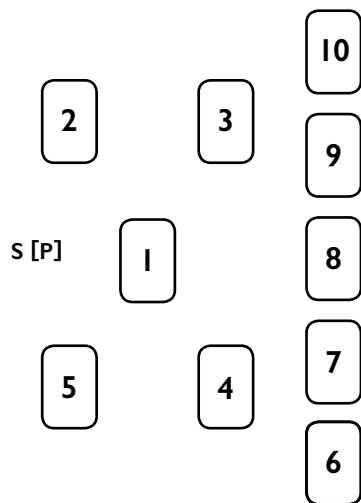
The Ancient Hot Stove League Method is used less these days than the Game of Life Method, but its layout goes back to early days of baseball divination and incorporates the two basic symbols of activity in the game: the ball, typified by five cards in a circular layout on the left; and the bat, typified by four cards set in a straight line on the right. While the bat is taller than the ball, the ball is denser and wider than the bat, symbolizing the two forces through which the energy of the game is derived, transferred and displaced.

FIRST STEP

The first step is to select from the deck a card to represent the Seeker. If you are older than 35 and male, select a Manager, if under 35 and male, select a Pitcher. If over 35 and female, select a Coach, if under 35 and female, select an Umpire. Blonde hair and blue eyes, select a Bat; light brown hair and hazel eyes, select a Glove; dark brown hair and brown eyes, select a Ball;

black hair and dark eyes, select a Cap. Depending on whether you wish to be hitting or pitching, put the selector card at either the ball (pitching) or the bat (hitting) end of the field (card layout). The card should always be placed upwards and taken out of the deck before shuffling. This is the Significator card.

If the Seeker is looking for a hit, or wishes to engage in understanding a creative activity or personal initiative, then they are the Batter Up. If the Seeker is determining what actions will occur in life, or what forces in life are aligned against them, the Seeker is the Pitcher on the Mound.



*The Bat and Ball Method: The Ancient Hot Stove League Layout.
This is the basic layout that should be adopted for the reading.*

SECOND STEP

In the next step, ask the subject of the reading, the Seeker, to shuffle the rest of the deck. Ensure that the deck is cut and reversed a number of times so that some of the cards will be reversed.

As the subject shuffles, make sure they concentrate on the play at hand. If a Batter, the Seeker should think about what pitch they will be expecting to hit, what future event they would like to have occur. If a Pitcher, the Seeker should think about where to pitch this hitter in order to get an out, what kind of pitch to make, what future event it would be desirable to prevent from happening or change the course of by his or her actions. This can be spoken aloud in a chanting fashion ("Batter, batter, batter," "Let's throw it past him," etc., etc.) or left unspoken in the Seeker's mind.

Other "fans" are allowed to be present during these readings, but heckling should be kept to a minimum.

THIRD STEP

After shuffling the deck, the Seeker should cut it into three separate piles. If the Seeker is a southpaw, the deck should be cut with the left hand, with the right hand for right-handers.

FOURTH STEP

The Reader will now pick up the deck in the opposite direction from how it was cut so that the bottom pile will now be on top and the top pile will be on the bottom. This is known as the League Parity cut. Always keep the cards facing downwards. If cards should become visible, have the deck reshuffled.

THE READING

Place the Significator Card (either Batter or Pitcher) in the appropriate place, and then turn up the first card from the deck. This is the hard-packed core of the ball.

Card 1

The first card represents the atmosphere surrounding the question being asked, its setting and the influences affecting it. The Reader should say, "We're playing hardball now."

Card 2

Turn up the second card and place it in the upper left corner of the ball side of the layout. The second card is the grip card and it shows what forces may be opposing or interacting with the environment surrounding the Seeker's question. This card is always read as right side up because the grip always is held over the ball. The Reader should say, "The pitcher grips the ball."

Card 3

Turn up the third card and place it in the upper right hand corner of the ball side of the layout. The third card is the filling of the ball and shows the past basis of the matter at hand, the historic factors that have led to the current concerns of the Seeker. The Reader should say when placing the card down, "The pitcher takes his sign."

Card 4

Turn up the fourth card and place it at the bottom right hand corner. The fourth card is the stitching of the ball, showing the influences that have recently passed in the Seeker's life in a more general nature that ties his or her inquiry together. The Reader should say when placing the card down, "The pitcher winds up."

Card 5

Turn up the fifth card and place it at the bottom left hand corner. The fifth card is the cover of the ball, and it shows the influences that may come into the Seeker's life. The Reader should say when placing the card down, "The pitcher throws the ball."

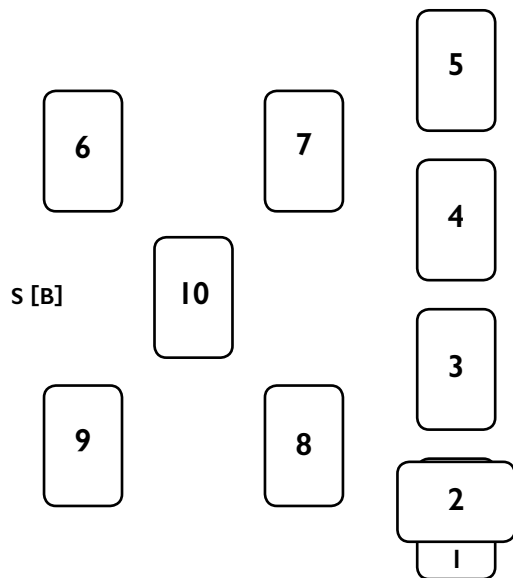
Cards 6, 7, 8, 9, 10 (The Bat)

Turn up the Sixth, Seventh, Eighth, Ninth and Tenth cards and place them in a row from bottom to top, starting one card length below the ball and finishing one card length above. The sixth card is the knob of the bat, and it represents a matter immediately before the Seeker. The seventh card is the neck of the bat, and it represents the negative feelings, anxieties, fears and weaknesses of the Seeker in the matter at hand. The eighth card is the emblem of the bat, and it represents the Seeker's emotional environment and support network of family and friends and their influences. The ninth card is the grain of the bat, and it represents the Seeker's hopes and desires in the outcome of the matter at hand. The tenth card is the head of the bat, and it tells what the outcome of the situation will be in relationship to the cumulative result of all the influences at hand in the reading. When the cards are all laid out, the Reader should then say, "The batter is up."

The process is now completed, but should it happen that the last card seems unconnected to the rest of the reading, then a pinch hitter can be substituted. If the reading still seems unclear, then the whole process should be started again using the Pinch Hitter as the Significator card instead of the previous one used.

If many of the cards present in the layout are from the Major League Arcana, then there is a strong indication of powerful outside influences at work in the Seeker's life. If the majority of cards are from the Minor League Arcana, then keep in mind that Bats may indicate business dealings, Gloves may indicate emotional life, Balls may indicate conflict or a tight pitcher's duel, Caps will indicate club politics and backroom deals.

Two Managers facing each other indicate a conference, two Coaches facing each indicate gossip or runners on base, two Pitchers indicate nostalgia or memories, and two Umpires indicate a fight or dispute. If the tenth card is either a Court Card (Manager, Coach, Pitcher, Umpire) or a card from the Major League Arcana, it indicates that the outcome of the matter at hand may be subject to another's will or authority and that the Seeker will have to sit anxiously on the bench awaiting the outcome of the game.



If you are batting instead of pitching, then lay out the cards as shown above.

For the Batter Up, apply the meanings in the same way numerically for each of the different positions, reading from right to left rather than left to right. The Reader should substitute the following incantations for the Batter Up.

CARD 1: "The batter steps up to the plate."

CARD 2: "The batter grips the bat."

CARD 3: "The batter readies the bat."

CARD 4: "The batter looks out at the pitcher."

CARD 5: "Here comes the wind-up."

CARDS 6-10: "Here comes the pitch."

AN EXAMPLE READING

with The Ancient Hot Stove League Layout

NOTE: Before reading any further, pick out the following cards and place them in the order outlined below so that you have a visual sense of how the cards will look in the layout. Develop your own reading first and then compare it with the reading presented here.

CARD 1: Two Of Gloves (reversed)

CARD 2: Ace Of Caps (reversed)

CARD 3: The Natural

CARD 4: Six Of Balls

CARD 5: Coach Of Caps

CARD 6: Coach Of Bats

CARD 7: The Utility Player

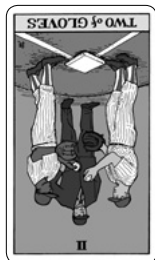
CARD 8: Four Of Balls

CARD 9: Ten Of Gloves

CARD 10: The Hung-Up Man (reversed)

In this reading, the Significator is the Manager of Bats, a man over 35, blonde and blue-eyed. His question is being asked in the defensive mode, and the Seeker is the Pitcher on the

Mound. He asks, "What will my emotional life be like in the near future?" He is, in fact, concerned about a liaison he had on the road when his team was playing in Spokane, though he does not tell the Reader this part.



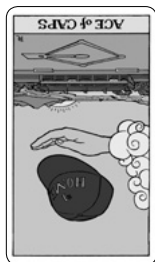
CARD 1: Two of Gloves (reversed)

The aura or environment surrounding the question.

Divinatory Meaning: False love, an unstable relationship.

Reader's Comments: "It would seem from this card that you are concerned about the sincerity of someone's expression of love for you and how it will affect your emotional life."

Note that the lack of many Major League Arcana cards indicates that the Seeker will be in control of his own destiny. The higher proportion of Gloves and Caps and the nature of the Seeker's desire to pitch rather than bat indicates a defensive posture and attitude underlying the reading.



CARD 2: Ace of Caps (reversed)

The forces opposing the situation.

Divinatory Meaning: The perfect attainment of your plans that will lead to ecstasy and bliss.

Because this is the Grip Card we will read this card as though it were right-side up, not reversed.

Reader's Comments: "Your hope is that this relationship can lead to a fulfillment of your emotional and sensual desires, and this hope conflicts with your basic fears of being embarrassed or made to appear foolish."



CARD 3: The Natural

The long-term past basis of the matter at hand.

Divinatory Meaning: Attainment and material success, a good marriage and supportive friends.

Reader's Comments: "Your success in your career and your renown has given you unexpected opportunities. You are led to your dilemma because your current family life is good, yet somehow you want more."



CARD 4: Six of Balls

Influences that have recently come into play.

Divinatory Meaning: Passage away from everyday demands, a trip or a holiday.

Reader's Comments: "Your concerns relate to events that came up during a recent trip."



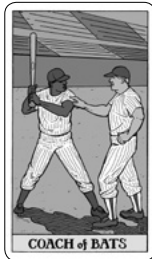
CARD 5: Coach of Caps

Influences that may come into being.

Divinatory Meaning: A thoughtful and intelligent dark-haired, dark-eyed woman who is creative, trusted, and influential.

Reader's Comments: "A dark-haired, dark-eyed woman of creativity and intelligence will play an important role in determining your future security."

Note that because of the nature of the question dealing with emotional concerns, this may denote a woman in the Seeker's life.



CARD 6: Coach of Bats

The matter immediately before the Seeker.

Divinatory Meaning: Domestic bliss, marital happiness, a supportive and understanding spouse.

Reader's Comments: "This card indicates your question directly affects your spouse and your domestic happiness."

Note that we have a particularly interesting situation here. Because we have two Coaches facing each other together, we have a situation where a communication between the two may be of major concern to the outcome of this reading. The fact that one Coach is in the ball while the other is in the bat indicates forces in opposition. The fact that the Significator is the Manager of Bats while the Coach of Bats is brought up indicates that this situation directly affects spouse and home life.



CARD 7: The Utility Player

Negative feelings, anxieties, concerns of the Seeker in the matter at hand.

Divinatory Meaning: A wide range of interests and an open mind. An ability to participate in successful combinations.

Reader's Comments: "The Seeker is worried that his strengths and abilities in social situations may be causing him more emotional problems than he would like."



CARD 8: Four of Balls

The opinions of friends and relatives in the matter at hand.

Divinatory Meaning: Sorrow, separation, long-term crisis brewing.

Reader's Comments: "Your friends and family are worried that something major is bothering you which may have major implications for everyone in your life."



CARD 9: Ten of Gloves

Your own hopes.

Divinatory Meaning: A happy family life, support, friendship, lasting success, happiness to come.

Reader's Comments: "You hope that the outcome of this situation will lead to domestic happiness, a return to the security you experience with your family."

Note how this card matches up with Card No. 3, indicating the influence of the long-term past rather than the short-term past in the Seeker's hopes.



CARD 10: The Hung-Up Man (reversed)

The total influence of all the cards.

Divinatory Meaning: Absorption in physical matters. Pre-occupation with yourself.

Reader's Comments: "Although your hopes indicate one path before you, your own desires are stronger than you realize. Pre-occupation with the sensual and with yourself will lead to continued problems and concerns."

The Game of Life Spread

The Game of Life Spread allows you to play out a variety of questions and different situations you may be facing in life. Here, the first important thing to know is, is your team in the field or up at bat? Are you facing forces of opposition against your efforts at the plate or are you looking to hold a lead? You can play one inning of your future life, or a whole game, examining where the possibilities before you may lead.

Depending on whether you are left-handed or right-handed, the Significator should be placed on either the left or the right of the pitcher (make sure it matches with where the throwing arm of the pitcher would be going from the pitcher's perspective). As with the Ball and Bat Layout, the Significator should be chosen from among the Minor League Arcana Court Cards.

FIRST STEP

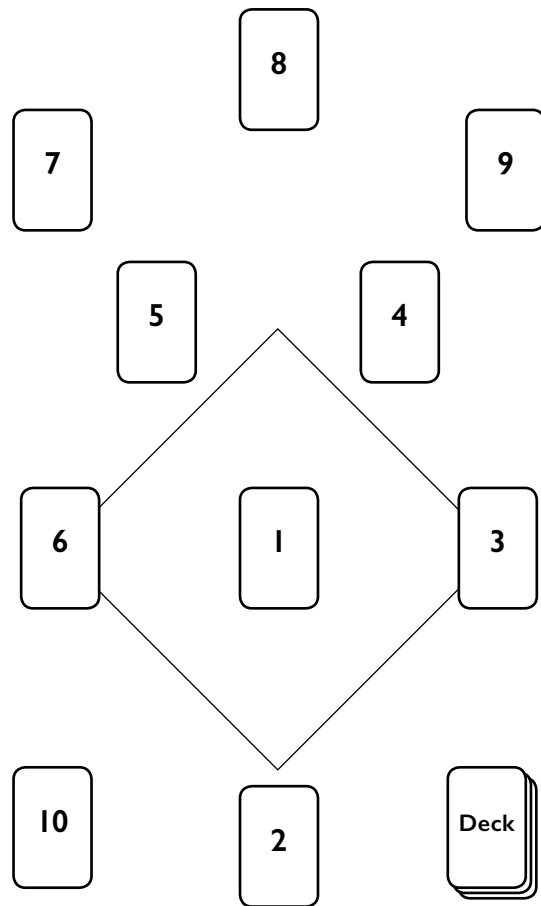
Choose the Significator card and place it by the pitcher on the mound. The Seeker should then shuffle the deck and consider the question to be answered. In this case, it should relate to what other people plan to do to the Seeker or how outside events will affect the Seeker's life.

SECOND STEP

After shuffling the deck, the Seeker should then cut the deck three times toward the left for southpaws, or toward the right for right handers. The Reader should then pick up the three piles, making sure the second pile is reversed from the other two.

THIRD STEP

Lay out the first nine cards in the order outlined above. Then place the deck behind the Number 2 card, the catcher. This is where the batters will be coming up to face the pitcher. The



The Game of Life Spread

forces in the field are aligned in support of the pitcher and represent a variety of forces that work toward helping the Seeker fulfill his or her destiny. They include:

CARDS NUMBER 1 and 2 (The Battery)

The basic engine of the game, the intellectual and spiritual strength, the highest ideals and aspirations of the Seeker.

CARDS NUMBER 3, 4, 5, and 6 (The Infield)

The defensive strength of the ball team, the moral and physical depth, the material needs and interests of the Seeker.

CARDS NUMBER 7, 8, and 9 (The Outfield)

The traditions of baseball, the subconscious, underlying emotional background of the Seeker. Influences from the past affecting the present.

Each card has its own individual meaning as well:

CARD 1 (The Pitcher): The Seeker's intelligence and drive.

CARD 2 (The Catcher): The signal giver, the influence of the father.

CARD 3 (The First Baseman): Security, wisdom, the influence of the mother, protective and steady.

CARD 4 (The Second Baseman): Virtues, good qualities.

CARD 5 (The Shortstop): Physical and intellectual capabilities.

CARD 6 (The Third Baseman): Health, sense of charity and concern for others.

CARD 7 (Left Fielder): Love, lust, desire.

CARD 8 (Center Fielder): Artistic and creative sensibilities.

CARD 9 (Right Fielder): The imagination.

A **tenth card** can sometimes be chosen. It is called the **STADIUM CARD** and remains the same whether the Home Team is pitching or hitting. The tenth card represents the physical body or earthly environment in which this game is being played. It

should be placed at the lower left. This should be read only after the other cards are interpreted. The Stadium Card's importance should not be underestimated. Whether you are playing on natural turf or artificial, with pulled-in fences or wide open spaces, the Stadium Card can make a big difference to your team's ability to score runs or defend against the opposition. The remaining cards should be placed 'on deck' (lower right). From these cards opposing batters will be chosen.

When the Seeker goes on the offense and comes up to the plate to bat, the set-up remains the same—but the deck should be shuffled once again, and the visiting team should then be laid out. The defensive and offensive alignments change with each inning for both teams. Each inning means a new question from the Seeker either about what the Seeker desires and wants to make happen, or what the Seeker is concerned about and wants to prevent or cope with. Each inning ends when three outs occur from among the batters who are either facing the Seeker's team or hitting for it.

Please note: The Seeker's questions should be spoken out loud at the beginning of each inning.

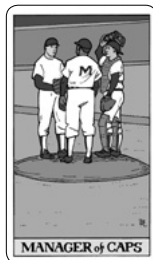
EXAMPLE READINGS

with *The Game Of Life Spread*

PHASE I – OPPONENTS AT BAT



For this reading, the Querent is a light brown-haired, hazel-eyed woman over the age of 35. The best significator card would be the **Coach of Gloves**. During this phase the Querent is playing defense, and the query deals with how she will protect the advancement of her career.



CARD 1: Manager of Caps

Important aspect of the Seeker's intelligence.

Divinatory Meaning: Tough decisions call for clear, well-thought-out decisions.

Use your clear mind and ability to concentrate to focus on your goals.



CARD 2: Seven of Balls

An influence from your father.

Divinatory Meaning: Uncertainty about what a situation may call for. A need to be watchful in order to avoid being a victim.

Don't jump to quick conclusions, remain careful and uncommitted.



CARD 3: Pitcher of Gloves

An influence from your mother.

Divinatory Meaning: A bearer of messages, may indicate a romantic proposition.

A message from your mother may indicate an ally, perhaps support from someone significant in your past or present.



CARD 4: Eight of Gloves

Useful virtues.

Divinatory Meaning: The Seeker is abandoning childish dreams for a higher spiritual attainment.

You are able to avoid being attached to old habits and ideas. Be prepared to jettison them when called upon to do so.



CARD 5: The Trainer

A useful physical or intellectual capability

Divinatory Meaning: Ability to master physical pain and get the most out of one's physical resources.

Be prepared to grin and bear it if you are put in a demanding situation.



Card 6: The Star Player

Aspect of health or charitable attitude toward others.

Divinatory Meaning: Consistency, constancy, well-being. Good health and a lack of debilitating injuries.

Good Health will be a major benefit in your quest



Card 7: The Bullpen Car

Influence of love, lust or desire.

Divinatory Meaning: Keeping threatening forces at bay, potential conquest and triumph.

Don't allow temptation to get in the way of your goals. Keep potential suitors at bay if it seems they will disrupt your career development.



Card 8: Manager of Balls

Influence of artistic and creative sensibilities.

Divinatory Meaning: Change is brewing at work that will alter the plans of the seeker.

Change coming out of one's creative self will play a useful role in career success



Card 9: Coach of Balls (reversed)

Influence of the subconscious or imagination.

Divinatory Meaning: A virtuous but too strict person of authority enters the Seeker's life.

Staying Focused is good, but allowing it to make you conservative in your judgements could be bad because of the importance of your creativity as indicated by the previous card



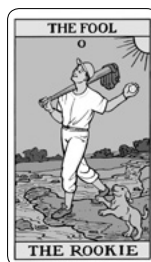
CARD 10: Five of Bats (reversed)

The surrounding environment.

Divinatory Meaning: Competition leads to betterment Hard work gets the batter out of a slump.

Your work environment is competitive, but if you work hard within it you will benefit not simply at work but in other parts of your life as well.

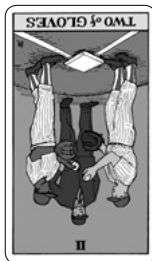
These are the forces surrounding the Seeker's concerns. The next cards drawn, the batters, will be specific crises she will be facing. When determining the meaning of a given at-bat, consider it in the context of the above team support.



BATTER ONE: The Rookie

Divinatory Meaning: The Seeker is facing a variety of obstacles requiring tough choices. Desire may play a role here.

Given the strengths and weaknesses of your team, this card indicates a potential romantic or sexual entanglement. Avoid it if you wish to stay on track. (3 & 2 COUNT)



BATTER TWO: Ten of Gloves (reversed)

Divinatory Meaning: False love, an unstable relationship. A throw from the second baseman that may be too hard.

The love interest identified above remains persistent. Stay on track and avoid entanglement, (SINGLE UP THE MIDDLE, RUNNER ON FIRST, NOBODY OUT)



BATTER THREE: The Money Player (reversed)

Divinatory Meaning: A person of taciturn or surly nature with a lack of team spirit.

A person of taciturn nature attempts to wreck the good working environment you are a part of. Stay within yourself and maintain good control. Keep your pitches over the plate. (FLY OUT, RUNNER STAYS ON FIRST, ONE OUT)



BATTER FOUR: Two of Bats (reversed)

Divinatory Meaning: Physical ailments may limit your ability to get into the game.

Try to avoid allowing a minor sickness to keep you from your work. Being out of the line-up may lead to a loss of an important opportunity at this point in your career, (BATTER HITS INTO DOUBLE PLAY, INNING IS OVER)

When the inning is over in terms of batters hitting, it means the end of this particular phase of the Seeker's concerns. The Seeker can now move to an offensive mode, examining what initiatives she may want to take in the face of the opposing team.

PHASE 2 – HOME TEAM AT BAT

The Significator card is the same as above, only now instead of pitching, the Querent is hitting. A new query is made, this time about what kind of romantic initiatives (if any) she should take at this time in her life. In this case we will use the same cards as we used for the first reading in the Game of Life. Their meanings and positions remain the same, only now they are embodied in forces the Seeker needs to overcome or control. Normally you would bring the team that was in the field into the dugout and shuffle a new layout before bringing the Significator up to bat (Card 10, the Stadium, would remain the same), but in this case we will simply assume that the forces supporting the Seeker at the top of the inning are now arrayed against her at the bottom. Instead of facing batters, we now face a series of pitches until three outs occur and the inning is over. Again, the meanings of the cards that are now turned over as pitches should be considered in the context of the team's strengths and weaknesses facing the Seeker in the field of life.



PITCH ONE: The Fans

Divinatory Meaning: Attraction to the game is paramount to the harmony of the inner and outer life. Choosing a team to cheer means taking the responsibility to support it no matter what.

This means you will naturally be attracted to people who share your work or career goals.

Given the forces present in the field, this may not work to your advantage. Avoid natural desires at this time if they occur in a work context. (3 & 2 COUNT)



PITCH TWO: Ten of Gloves

Divinatory Meaning: A happy family life, friendship, happiness to come.

Look to your close friends and family for emotional support—you may find a good and lasting romantic liaison. (HELD FOUL TIP THIRD STRIKE, ONE OUT)



PITCH THREE: The Scorecard (reversed)

Divinatory Meaning: The game will have its ups and downs, the slump may continue.

Your emotional life will continue to be inconsistent. Don't let it worry you, as it is only a short-term phase, (INFIELD FLY OUT, TWO OUTS, NO RUNNERS ON BASE)



PITCH FOUR: Ace of Caps (reversed)

Divinatory Meaning: Corruption of character by success leads to arrogance and selfishness.

Avoid allowing career success to go to your head, or it will leave you feeling lonely and unwanted, (BATTER STRIKES OUT, THIRD OUT, INNING OVER)

Since this last card is an inning-ending reading, this card is of particular importance to the Seeker. Overall the reading should be taken as showing that the Seeker needs to separate her career life from her emotional life, even though she is drawn to combining the two.

NINE INNING GAME OF LIFE

The Seeker can continue to play through the full Nine Inning Game of Life if desired, but must ask a new question each time he or she is in the field or at bat. If the home team and visitors are tied at the end, play out into extra innings until one side finally wins out. This will give a particular significance to the readings that come in that inning. (See *Playing a Game of Baseball* below for how to determine runs.) In some cases, instead of asking a particular question, the Seeker may simply wish to play through a series of innings to see what concerns may logically be unfolding within his or her destiny and to get an overall feel for what life may have to offer at this point in time.

Playing A Game Of Baseball Using The Cards

At any time, using the Nine Inning Game of Life Method, you can also play a simple game of baseball and in turn follow the progress of that game. The layout essentially follows the progression of the Game of Life, but without making a query of the cards. Just follow the notes at the end of each card meaning given in this book and keep track of hits, runs and outs for each team up.

A sample inning is played as follows:

Pick out your starting pitcher card. This card must come from one of the pitcher cards available. Then choose your team players. Shuffle the remainder of the deck. Your opponent can cut and reverse the deck up to three times during the shuffling. Lay out your first card and check the baseball meaning.

Let's assume your opponent is at bat first. Your pitcher is represented by the Pitcher of Gloves. Choose any eight cards to be your team. You can also choose four or more cards to sit on the bench. Don't forget that meanings can be reversed on the field of play! Each card is then assigned a position in the field (e.g., catcher, first base, second base...).

In this case the home team is:

- CARD 1: Manager of Caps
- CARD 2: Seven of Balls
- CARD 3: Pitcher of Gloves
- CARD 4: Eight of Gloves
- CARD 5: The Trainer
- CARD 6: The Star Player
- CARD 7: The Bullpen Car
- CARD 8: Manager of Balls

You can now choose an additional five (or so) bench players and add three additional pitchers. Once a bench player is substituted for a regular card, the regular card cannot be used again in the game. Form the remaining cards into a deck. Don't forget that your team in the field deprives your opponent of certain hitting strengths in the deck but can also lead to certain fielding weaknesses, should a ball be hit to them.

Your opponent then draws cards representing the batters up at the plate. For example:

- BATTER 1: THE ROOKIE — 3 & 2 COUNT
- BATTER 2: TEN OF GLOVES (REVERSED) — SINGLE UP THE MIDDLE, RUNNER ON FIRST, NOBODY OUT
- BATTER 3: THE MONEY PLAYER (REVERSED) — FLY OUT, RUNNER STAYS ON FIRST, ONE OUT
- BATTER 4: TWO OF BATS (REVERSED) — BATTER HITS INTO DOUBLE PLAY, INNING IS OVER

When the inning is over in terms of batters hitting, then total up hits, runs, errors, etc. After nine innings, if the game is tied, go into extra innings until a winner is declared.

Strategy comes into play in a variety of ways. As an example: You can set your pitcher up either rightside up or in reverse. This will cause the meanings of your opponent's cards to be either the same or reversed (in other words, a reverse pitcher causes a reverse batter to be read as a rightside up batter, and so forth).

If a ball is hit to a specific position you can take the meaning of that position to override the meaning of the hit; however, on the next at-bat that a ball is hit to a specific position, your opponent can take the opposite tack if he or she so wishes. For example, a hit to the Four of Caps lands at shortstop. Its baseball playing meaning is "Fly to deep left leads to double. If winning run is on the ninth inning,

it is the game winner.” If the left fielder is the Eight of Caps and the opposing team did not use a pitching decision, then they can then use a fielding decision of the Eight of Caps, changing this play into “Single for hitter. However, if there are runners, the one with the best chance of scoring is thrown out.” Likewise, in a straight pitch, if you choose your pitcher card meaning to override the batter’s card, then the batter can choose your pitcher card meaning the next time a pitch is made.

Here is one possible scenario. The Coach of Caps is at the plate being pitched to by the Pitcher of Caps. Both are right-side up. On a previous pitch, the home team took the Pitcher of Caps meaning (1 & 1 count) to override the Nine of Caps (home run from off the bench). On this pitch, the batter decides to go with the Coach of Caps’ meaning (single), but could have chosen the Pitcher of Caps’ meaning (1 & 1 count) if the batter’s meaning would have led to an out.

As innings go by, you can substitute any of your bench players or your relief pitchers, but once a player is taken out of the game he can’t be reintroduced. Pitchers cannot be reintroduced to the side from which they have been taken out, but since there are only four pitchers, the opposite side can continue to use a pitcher that their opponent has relieved until they themselves take that pitcher out. Your opponent can choose any team configuration they want (they can choose the same players you have), but *any similar players chosen by both teams cannot be substituted* except pitchers, unless you are playing with two separate decks.

For the home team at bat, follow through the above procedures for the home team. At the end of each team’s at-bat, reshuffle and cut the remaining meld cards before the first at-bat. Do the same if, in the unlikely event that you don’t get three outs through the course of your at-bat, you go through the deck.

About the Author and Artist

Robert Kasher is a Hawaiian-Canadian writer whose books include *DaKine Sound: Conversations with the People Who Make Hawaiian Music*, *The Complete Toronto Handbook*, *Shopping Ontario’s Farms*, and *EthnicToronto*. His great-grandfather was a Hawaiian Kahuna, and Robert has been a student of both the arcane and esoteric arts and baseball since childhood.

Beverly Ransom is an anatomical, scenic, children’s and courtroom illustrator whose works include *Fundamentals of Therapeutic Massage*, *Practical Joint Assessment* and *City Safari*. Her father, “The Puzzle King,” is one of Canada’s great authorities on games, puzzles and cards.

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