

FRENCH CARD SUITS SYSTEM

This self-identification system is based on four main virtues, which are represented using the four French playing card suits: Diamonds (♦), Hearts (♥), Spades (♠), and Clubs (♣).

The virtues are divided into individualistic and communitarian ones:

A virtue is individualistic when it deals with one's relationship with self-awareness — that is, with one's own body, mind, and being.

A virtue is communitarian when it deals with one's relationship with others — that is, the ability to understand, help, and collaborate/manipulate.

REDS: SUITS OF INTELLIGENCE

DIAMONDS ♦ (Individualistic)

The suit of Diamonds represents the virtue of intelligence from the perspective of general knowledge and logic.

It describes your capacity and willingness to learn, your talent and training in logic, and your current ability to read and understand both objective and subjective dilemmas.

Keys:

- Study
- Curiosity
- Awareness

HEARTS ♥ (Communitarian)

The suit of Hearts represents the virtue of intelligence from an emotional perspective.

It describes how you react to your emotions, how you perceive, handle, and manipulate your own feelings and those of others — as well as the reasons and means through which you act.

Keys:

- Empathy

- Flexibility
 - Emotionality
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BLACKS: SUITS OF STRENGTH

SPADES ♠ (Individualistic)

The suit of Spades represents the virtue of strength from a physical, bodily, and subjective perspective.

It describes physical abilities, self-esteem, one's dedication to health, and the consistency in protecting and improving it.

Keys:

- Agility
- Commitment
- Skill

CLUBS ♣ (Communitarian)

The suit of Clubs represents the virtue of strength from a communal and courageous perspective.

It describes one's communication skills within a group, the ability to lead or to follow orders for the common good, and the capacity for self-sacrifice.

Keys:

- Communication
 - Courage
 - Understanding
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FUNCTIONS

This system has a complex network of conditions of existence and four ways to classify oneself:

- the four subtype positions,
 - the 52 subtypes and 13 scores,
 - the Joker
 - the individualistic/communitarian and growing/shrinking/stagnation states.
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4 SUBTYPE POSITIONS

These are simple: the four suits are arranged in order from the one with the highest subtype score or most relevant / most appealing to one's personality (in case of equal scores).

Thus, the four positions serve as a ranking, and are named as follows:

1. Master
 2. Expert
 3. Student
 4. Beginner
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52 SUBTYPES AND 13 SCORES

To determine the order of suits within the four positions, one uses the card ranks as scores:

Low Tier Affinity (LTA)

- Ace / 1 → No affinity with the virtue
- 2 → Intermediate
- 3 → Basic knowledge of the virtue

Mid Tier Affinity (MTA)

- 4 → Studying the virtue

- 5 → Intermediate
- 6 → Intermediate
- 7 → Good understanding of the virtue

High Tier Affinity (HTA)

- 8 → Practical mastery of the virtue
- 9 → Intermediate
- 10 → Hyperfixation on the virtue

Greatest Tier Affinity (GTA)


- Jack / 11 → Mastery of the virtue
- Queen / 12 → Complete understanding of the virtue
- King / 13 → Complete affinity with the virtue

This system functions as a progression line, meaning it's always variable. Each stage of the subtypes represents a goal for the individual, based on their virtues.

JOKER

Depending on the total sum of the group suits — that is, the suits of Strength and suits of Intelligence — one determines whether they are a Black Joker (greater affinity with Strength virtues) or a Red Joker (greater affinity with Intelligence virtues).

 = Red Joker → greater affinity with Intelligence virtues

 = Black Joker → greater affinity with Strength virtues

In case of an equal score, as with subtypes, the most relevant or appealing virtue determines the Joker type.

INDIVIDUALISTIC / COMMUNITARIAN

Based on the total sum of the individualistic and communitarian suits, one determines whether a person is dominantly individualistic or dominantly communitarian.

- i = dominantly individualistic
- c = dominantly communitarian

This is specified together with the Joker type.

In case of equal scores, as with subtypes, the most relevant or appealing virtue determines the dominant one.


GROWING / SHRINKING / STAGNATION

This indicates whether one's affinity with a virtue is growing, declining or stagnating.

- g = growing
- s = shrinking
- S = stagnation

This is specified alongside the suit's subtype.

In essence, a complete understanding of this system would lead to a typing similar to the following example:

c  [J♥s{9♣S{8♦S{5♠g]

CONDITIONS OF EXISTENCE

The conditions of existence between the suits are based on the subtypes and the meanings of the suits, in order to ensure the most coherent typing possible.

Below are the fundamental affinity levels required for the suits to coexist coherently.

These conditions apply in cases of HTA+ with a suit.

Rule No.1:

To have an HTA+ with the Hearts (♥) suit, it is mandatory to have an MTA+ with the Clubs (♣) (ability to communicate with others) and the Diamonds (♦) (ability to understand and read others).

It is also required to have a score higher than 2 in Spades (♠) (confident or pretty privilege).

To have a GTA+ in Hearts (♥), one must have HTA+ in both Clubs (♣) and Diamonds (♦) for the same reasons listed above.

An MTA+ in Spades (♠) is also required for the reasons listed above.

Rule No.2:

To have an HTA+ in Clubs (♣), it is mandatory to have an MTA+ in Hearts (♥) (communication with others) and Spades (♠) (basic self-confidence in actions).

A score higher than 2 in Diamonds (♦) (minimum leadership ability) is also required.

To have a GTA+ in Clubs (♣), one must have HTA+ in both Hearts (♥) and Spades (♠) for the same reasons listed above.

An MTA+ in Diamonds (♦) is also required for the same reasons listed above.

Rule No.3:

To have an HTA+/GTA+ in Diamonds (♦) or Spades (♠), you do not need support from other suits, since they are individualistic suits based on one's own self.

This means that communitarian suits depend on the individualistic ones, and therefore achieving a higher score in the individualistic suits is naturally more difficult, as it relies on inner growth.