

How To Read The Carrot

The ancient knowledge of rabbits is profound and mysterious, but, surprisingly, the Carrot Cards are not intended to predict the future. No, the Rabbits of Old believed in free will and knew that as long as a bunny could choose which way to hop, the future would remain undecided.

Yet it is at our risk that we treat tomorrow as equally favoring all possibilities. Our plans are not unlimited but controlled by circumstances— at times ruined, at times aided by the world around us. And what will that world be like? Just as springtime’s meadow was planted in the fall, and the evening’s storm was formed in the mountains the day before, the present guides us in considering what has not yet been decided. By gaining clarity on the subtle clues of the metaphysical landscape around us, we will be quicker and surer in our travels toward our goals.

The Carrot helps us explore the Psychic Meadow of our potential tomorrows, to understand the Mystical Burrow that is the foundation of our possibilities, to Sniff the Supernatural winds for hints of what may come. This describes the three basic readings of the Carrot Cards.

Getting Started

The person seeking enlightenment should be the one to shuffle the cards (seven times on first use) and cut the deck. If the meaning of any card dealt remains unclear, two additional cards can be dealt to clarify its meaning.

The meaning of the cards does not change depending upon their positioning (upright or reversed). A carrot is still a carrot even when you are upside down.

Allow one day to pass before seeking guidance from the cards on the same question. Otherwise there will be confusion and dissatisfaction.

A Good Old Rabbit Game: Nose Bonk!

Rabbits know the expression: “All work and no play makes a bunny a hair slow,” and for this reason, they make time for play as well as prediction.

In Nose Bonk! the Carrot deck is shuffled and divided between two players. Each player places one card face up on the table. This is called a “nose bonk,” and the player with the higher numbered card takes both cards. Nose bonking continues until one player has all of the Carrots.

Game exception: There is an exception to this normal course of play. If either one of the cards placed is a double number (11, 22, 33, 44) then a “binky” has occurred. Each player then places three more cards face down in rapid succession (a “flop”) and then turns over a fourth card. The player with the highest number on the fourth card takes all the cards of the binky. If one of the fourth cards is a double number, then three more cards are placed down and a new fourth card is

turned over to decide who gets all of the cards. Binkyng continues until the deciding fourth card is no longer a double number.

Sniff The Wind

The simplest Carrot reading is to Sniff the Wind by asking for insight and then dealing a single card from the deck. Remember that the card you pull will reveal only rabbit wisdom, so for example, don't ask how you will do on a test. Instead ask: "Carrot Cards, please reveal the cosmic weather of my test environment."

No.	The Card	The Winds
1	apples	windfall
2	babies	new joy/babies
3	badger	arrogance
4	the bare bush	shortage
5	the burrow	good ending, happily ever after
6	the butterfly	mystery
7	the carrot	wealth
8	the child with greens	unpredictability
9	cows	casual friends
10	dandelions	just reward
11	dew on grass	rare treat
12	dog on leash	distraction
13	double carrot	the mystical
14	ears	warning
15	the fast dog	clear danger
16	the fence with a hole	hope
17	footprints in the snow	clues from the past
18	the fragrant field	bounty
19	the fresh burrow	hard work
20	hawk in the sky	mortality
21	hawk legs	high risk
22	the hoe	disruptive change
23	icy path	treachery
24	kicking	bravery
25	lawnmower	temporary blindness
26	the litter mates	family
27	the many rabbits	friendship/allies
28	the mechanical trap	need for intelligence
29	the moon	passage of time
30	the path	easy choices
31	the pen	loss of freedom
32	the rabbit feet	self-reliance
33	rabbit in the air	quickly/soon

34	the rabbit pair	romance
35	rain	necessary discomfort
36	rainbow	the hidden world
37	the river	necessary risk
38	the rolling rabbit	fun
39	roots	solidity
40	the safe burrow	safety and rest
41	the setting sun	urgency
42	the slow dog	minor danger
43	snow	expected challenge
44	the standing rabbit	alertness/vigilance
45	the stone wall	insurmountable obstacle
46	the stuffed rabbit	falseness
47	the sun	oneness
48	thick fur	investment
49	thistles	sufficiency
50	thorn bush	hiding
51	tunnel in the garden	happy accident, chance
52	whiskers	awareness
53	the winter landscape	patience
54	the wolf	the bad ending

Psychic Meadow

To delve into your Psychic Meadow, shuffle and cut the deck, and deal three cards—one to the left, one to the center, and one to the right. The leftmost card is your current State. The center card is a critical Action that will lead to the third or rightmost card being an Outcome of that Action. Remember, however, this is your meadow, not your destiny.

No.	The State	The Action	The Outcome
1	windfall	thankfulness	wealth
2	new joy, babies	live in the moment	new life
3	arrogance	try something new	limiting of options
4	shortage	conservation	want
5	good ending, happily ever after	humility	what you should want
6	mystery	slight changes	confusion
7	wealth	use of resources	wealth
8	unpredictability	unknown	uncertain
9	casual friends	just passing through	short term contentment
10	just reward	work	justice
11	rare treat	relax	temporary happiness
12	distraction	distraction	below average
13	mysticism/ religion	focus, be mindful	fear/eternal reward
14	warning	vision	wisdom

15	clear danger	running	continued danger
16	hope	a decision	what you hope
17	clues from the past	learn	vision
18	bounty	workings of nature	fulfillment
19	hard work	hard work	satisfaction
20	mortality	reassess	peril
21	bad luck	endurance	bad luck
22	disruptive change	being flexible	change
23	treachery	caution	a fall
24	bravery	action	confidence
25	temporary blindness	keep walking	chaos
26	family	restoration	acceptance
27	friendship, allies	sharing concerns	support
28	need for intelligence	smart decision	will of the brain
29	passage of time	waiting	return of equilibrium
30	easy choices	go with the flow	a free pass this time
31	loss of freedom	loss of freedom	loss of freedom
32	self-reliance	faith	strength
33	quickly, soon	fast work	something soon
34	romance	romance	romance
35	necessary discomfort	plan	new beginning
36	the hidden world	hope	awe
37	necessary risk	challenge	growth
38	fun	recreation	happiness
39	solidity	hang on	permanence
40	safety and rest	resting	peace
41	urgency	immediate action	soon to be revealed
42	minor danger	delay	irritation
43	expected challenge	following through	a test
44	alertness	alertness	control
45	impossible obstacle	stopping	frustration of purpose
46	falseness	wasted time	a victory that feels like defeat
47	oneness	meditate	understanding
48	investment	investing	one of the few survivors
49	sufficiency	moderation	what you need
50	hiding	laying low	no one knows
51	destiny/fate, chance	leverage the situation	luck
52	awareness	empathy	knowledge
53	patience	slowing	less than hoped
54	bad ending	great trials	bad

Mystical Burrow

Here, shuffle and cut the deck; then deal three cards vertically in front of you. The uppermost card represents the people in your life or those behind you: supporters or people from your past. The center card characterizes you in your current decision space. The lowermost card reveals the people in front of you: challenges or new acquaintances.

No.	The Card	The Person
1	apples	a rich heir
2	babies	a baby
3	badger	a bully/passive aggressive person
4	the bare bush	a needy person
5	the burrow	closest friend
6	the butterfly	a person who keeps things simple
7	the carrot	a rich person
8	the child with greens	a fickle person
9	cows	a selfish person
10	dandelions	an ethical person
11	dew on grass	a transforming person
12	dog on leash	a self-destructive person
13	double carrot	a superstitious person
14	ears	a teacher
15	the fast dog	an enemy
16	the fence with a hole	a persuadable person
17	footprints in the snow	the departed
18	the fragrant field	a soul mate
19	the fresh burrow	a hard-working person
20	hawk in the sky	a predator
21	hawk legs	a tragic person
22	the hoe	an agent of change
23	icy path	a person who cannot be trusted
24	kicking	a brave person
25	lawnmower	a crazy person
26	the litter mates	a family member
27	the many rabbits	a social person
28	the mechanical trap	a devious person
29	the moon	an old person
30	the path	a lazy person
31	the pen	a criminal
32	the rabbit feet	a resourceful person
33	rabbit in the air	a new person
34	the rabbit pair	an attractive person
35	rain	a practical and focused person
36	rainbow	an unapproachable person
37	the river	a tempter/temptress
38	the rolling rabbit	a fun person
39	roots	an authority/principal/boss

40	the safe burrow	a good parent/spouse
41	the setting sun	a very old person
42	the slow dog	a dumb person
43	snow	a remote power
44	the standing rabbit	a thoughtful person
45	the stone wall	a stubborn person
46	the stuffed rabbit	a hollow person
47	the sun	a centered person
48	thick fur	a prudent person
49	thistles	a helpful stranger
50	thorn bush	an ally
51	tunnel in the garden	an open minded person
52	whiskers	a smart person
53	the winter landscape	a competitor
54	the wolf	a dangerous person

Remember:

Your fate is not in the stars but in your heart.

To receive a larger instruction sheet showing the card meanings, visit the Internet location:

www.readthecarrot.com

K. MERIWETHER BAXTER and his wife live and garden in Wisconsin where they have had an opportunity to study closely the ways of the rabbit and vice versa.

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