♦ Ring 1 (Red(+))

Residues: mod2=1, mod3=1, mod4=1, mod6=1, mod8=1

Card Move: Odd parity: place red suit; use projection.

Natural Analogy: Hydrogen-like single valence; primitive root (Ace).

Upward Projections → rings: 3, 8, 12, 16, 24

Downward Reductions → mod 2 = 1, mod 3 = 1, mod 4 = 1, mod 6 = 1, mod 8 = 1

Conversion Notes: Mirror pairing: ring 13. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♦ Ring 2 (Black(−))

Residues: mod2=0, mod3=2, mod4=2, mod6=2, mod8=2

Card Move: Even parity: place black suit; use reflection.

Natural Analogy: Binary state initialization (spin up/down).

Upward Projections → rings: 3, 8, 12, 16, 24

Downward Reductions → mod 2 = 0, mod 3 = 2, mod 4 = 2, mod 6 = 2, mod 8 = 2

Conversion Notes: Mirror pairing: ring 14. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♦ Ring 3 (Red(+))

Residues: mod2=1, mod3=0, mod4=3, mod6=3, mod8=3

Card Move: Triplet phase: Snap contradictions; prepare OMPS for later flip.

Natural Analogy: DNA codon triplet — base-4, mod-3 stability.

Upward Projections → rings: 3, 6, 8, 12, 16, 24

Downward Reductions → mod 2 = 1, mod 3 = 0, mod 4 = 3, mod 6 = 3, mod 8 = 3

Conversion Notes: Mirror pairing: ring 15. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♦ Ring 4 (Black(−))

Residues: mod2=0, mod3=1, mod4=0, mod6=4, mod8=4

Card Move: Even parity: place black suit; use reflection.

Natural Analogy: Square tiling symmetry; Z■×Z■ pose.

Upward Projections → rings: 6, 8, 12, 16, 24

Downward Reductions → mod 2 = 0, mod 3 = 1, mod 4 = 0, mod 6 = 4, mod 8 = 4

Conversion Notes: Mirror pairing: ring 16. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♦ Ring 5 (Red(+))

Residues: mod2=1, mod3=2, mod4=1, mod6=5, mod8=5

Card Move: Odd parity: place red suit; use projection.

Natural Analogy: Pentagonal resonance; golden-ratio seed.

Upward Projections → rings: 6, 8, 12, 16, 24

Downward Reductions → mod 2 = 1, mod 3 = 2, mod 4 = 1, mod 6 = 5, mod 8 = 5

Conversion Notes: Mirror pairing: ring 17. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

◆ Ring 6 (Black(−))

Residues: mod2=0, mod3=0, mod4=2, mod6=0, mod8=6

Card Move: Triplet phase: Snap contradictions; prepare OMPS for later flip.

Natural Analogy: Hexagonal packing; honeycomb closure (mod-6).

Upward Projections → rings: 6, 8, 9, 12, 16, 24

Downward Reductions → mod 2 = 0, mod 3 = 0, mod 4 = 2, mod 6 = 0, mod 8 = 6

Conversion Notes: Mirror pairing: ring 18. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♣ Ring 7 (Red(+))

Residues: mod2=1, mod3=1, mod4=3, mod6=1, mod8=7

Card Move: Odd parity: place red suit; use projection.

Natural Analogy: Heptad cycles; week-like biological rhythms.

Upward Projections → rings: 8, 9, 12, 16, 24

Downward Reductions → mod 2 = 1, mod 3 = 1, mod 4 = 3, mod 6 = 1, mod 8 = 7

Conversion Notes: Mirror pairing: ring 19. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♣ Ring 8 (Black(−))

Residues: mod2=0, mod3=2, mod4=0, mod6=2, mod8=0

Card Move: Activate Joker flip — build OMPS and bind with Joker at centroid.

Natural Analogy: Octet rule; electron shell closure (Joker gate).

Upward Projections → rings: 8, 9, 12, 16, 24

Downward Reductions → mod 2 = 0, mod 3 = 2, mod 4 = 0, mod 6 = 2, mod 8 = 0

Conversion Notes: Mirror pairing: ring 20. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate open — build OMPS and bind to mirrored set.

♣ Ring 9 (Red(+))

Residues: mod2=1, mod3=0, mod4=1, mod6=3, mod8=1

Card Move: Triplet phase: Snap contradictions; prepare OMPS for later flip.

Natural Analogy: Octave plus one; musical resonance reset.

Upward Projections → rings: 9, 12, 16, 24

Downward Reductions → mod 2 = 1, mod 3 = 0, mod 4 = 1, mod 6 = 3, mod 8 = 1

Conversion Notes: Mirror pairing: ring 21. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♣ Ring 10 (Black(−))

Residues: mod2=0, mod3=1, mod4=2, mod6=4, mod8=2

Card Move: Even parity: place black suit; use reflection.

Natural Analogy: Decagon symmetry; base-10 token alignment.

Upward Projections → rings: 12, 16, 24

Downward Reductions → mod 2 = 0, mod 3 = 1, mod 4 = 2, mod 6 = 4, mod 8 = 2

Conversion Notes: Mirror pairing: ring 22. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♣ Ring 11 (Red(+))

Residues: mod2=1, mod3=2, mod4=3, mod6=5, mod8=3

Card Move: Odd parity: place red suit; use projection.

Natural Analogy: Prime irregularity; linguistic root exceptions.

Upward Projections → rings: 12, 16, 24

Downward Reductions → mod 2 = 1, mod 3 = 2, mod 4 = 3, mod 6 = 5, mod 8 = 3

Conversion Notes: Mirror pairing: ring 23. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♣ Ring 12 (Black(−))

Residues: mod2=0, mod3=0, mod4=0, mod6=0, mod8=4

Card Move: Triplet phase: Snap contradictions; prepare OMPS for later flip.

Natural Analogy: Dodecagonal/crystal 12-fold checkpoint.

Upward Projections → rings: 12, 15, 16, 24

Downward Reductions → mod 2 = 0, mod 3 = 0, mod 4 = 0, mod 6 = 0, mod 8 = 4

Conversion Notes: Mirror pairing: ring 24. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♥ Ring 13 (Red(+))

Residues: mod2=1, mod3=1, mod4=1, mod6=1, mod8=5

Card Move: Odd parity: place red suit; use projection.

Natural Analogy: Prime spiral inflection; lawful irregularity.

Upward Projections → rings: 15, 16, 24

Downward Reductions → mod 2 = 1, mod 3 = 1, mod 4 = 1, mod 6 = 1, mod 8 = 5

Conversion Notes: Mirror pairing: ring 1. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♥ Ring 14 (Black(−))

Residues: mod2=0, mod3=2, mod4=2, mod6=2, mod8=6

Card Move: Even parity: place black suit; use reflection.

Natural Analogy: Two heptads; 14-day biological processes.

Upward Projections → rings: 15, 16, 24

Downward Reductions → mod 2 = 0, mod 3 = 2, mod 4 = 2, mod 6 = 2, mod 8 = 6

Conversion Notes: Mirror pairing: ring 2. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♥ Ring 15 (Red(+))

Residues: mod2=1, mod3=0, mod4=3, mod6=3, mod8=7

Card Move: Triplet phase: Snap contradictions; prepare OMPS for later flip.

Natural Analogy: 3×5 resonance window; modular interlock.

Upward Projections → rings: 15, 16, 18, 24

Downward Reductions → mod 2 = 1, mod 3 = 0, mod 4 = 3, mod 6 = 3, mod 8 = 7

Conversion Notes: Mirror pairing: ring 3. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♥ Ring 16 (Black(−))

Residues: mod2=0, mod3=1, mod4=0, mod6=4, mod8=0

Card Move: Activate Joker flip — build OMPS and bind with Joker at centroid.

Natural Analogy: E8 projection slice; Joker gate checkpoint.

Upward Projections → rings: 16, 18, 24

Downward Reductions → mod 2 = 0, mod 3 = 1, mod 4 = 0, mod 6 = 4, mod 8 = 0

Conversion Notes: Mirror pairing: ring 4. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate open — build OMPS and bind to mirrored set.

♥ Ring 17 (Red(+))

Residues: mod2=1, mod3=2, mod4=1, mod6=5, mod8=1

Card Move: Odd parity: place red suit; use projection.

Natural Analogy: Fermat prime polygon (constructible 17-gon).

Upward Projections → rings: 18, 24

Downward Reductions → mod 2 = 1, mod 3 = 2, mod 4 = 1, mod 6 = 5, mod 8 = 1

Conversion Notes: Mirror pairing: ring 5. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♥ Ring 18 (Black(−))

Residues: mod2=0, mod3=0, mod4=2, mod6=0, mod8=2

Card Move: Triplet phase: Snap contradictions; prepare OMPS for later flip.

Natural Analogy: Language S–V–O triplet; grammar closure.

Upward Projections → rings: 18, 21, 24

Downward Reductions → mod 2 = 0, mod 3 = 0, mod 4 = 2, mod 6 = 0, mod 8 = 2

Conversion Notes: Mirror pairing: ring 6. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♠ Ring 19 (Red(+))

Residues: mod2=1, mod3=1, mod4=3, mod6=1, mod8=3

Card Move: Odd parity: place red suit; use projection.

Natural Analogy: Prime 19 markers in coding and cycles.

Upward Projections → rings: 21, 24

Downward Reductions → mod 2 = 1, mod 3 = 1, mod 4 = 3, mod 6 = 1, mod 8 = 3

Conversion Notes: Mirror pairing: ring 7. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♠ Ring 20 (Black(−))

Residues: mod2=0, mod3=2, mod4=0, mod6=2, mod8=4

Card Move: Even parity: place black suit; use reflection.

Natural Analogy: Icosahedral symmetry (20 faces).

Upward Projections → rings: 21, 24

Downward Reductions → mod 2 = 0, mod 3 = 2, mod 4 = 0, mod 6 = 2, mod 8 = 4

Conversion Notes: Mirror pairing: ring 8. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♠ Ring 21 (Red(+))

Residues: mod2=1, mod3=0, mod4=1, mod6=3, mod8=5

Card Move: Triplet phase: Snap contradictions; prepare OMPS for later flip.

Natural Analogy: 7×3 calendar resonance; mod-21 cycles.

Upward Projections → rings: 21, 24

Downward Reductions → mod 2 = 1, mod 3 = 0, mod 4 = 1, mod 6 = 3, mod 8 = 5

Conversion Notes: Mirror pairing: ring 9. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♠ Ring 22 (Black(−))

Residues: mod2=0, mod3=1, mod4=2, mod6=4, mod8=6

Card Move: Even parity: place black suit; use reflection.

Natural Analogy: Double eleven; twin-odd reconciliation.

Upward Projections → rings: 24

Downward Reductions → mod 2 = 0, mod 3 = 1, mod 4 = 2, mod 6 = 4, mod 8 = 6

Conversion Notes: Mirror pairing: ring 10. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♠ Ring 23 (Red(+))

Residues: mod2=1, mod3=2, mod4=3, mod6=5, mod8=7

Card Move: Odd parity: place red suit; use projection.

Natural Analogy: Golay precursors; near-24 code boundary.

Upward Projections → rings: 24

Downward Reductions → mod 2 = 1, mod 3 = 2, mod 4 = 3, mod 6 = 5, mod 8 = 7

Conversion Notes: Mirror pairing: ring 11. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate closed — snaps only; prepare OMPS for next gate.

♠ Ring 24 (Black(−))

Residues: mod2=0, mod3=0, mod4=0, mod6=0, mod8=0

Card Move: Activate Joker flip — build OMPS and bind with Joker at centroid.

Natural Analogy: 24-cell lattice closure; final Joker gate.

Upward Projections → rings: 24

Downward Reductions → mod 2 = 0, mod 3 = 0, mod 4 = 0, mod 6 = 0, mod 8 = 0

Conversion Notes: Mirror pairing: ring 12. CRT uniqueness: (mod3, mod8) → ring 1–24.

Joker Binding: Gate open — build OMPS and bind to mirrored set.

♦ Joker — The Eye

Color: Red

Use:

- Local: outside placeholder; keeps ledger open; requires future cross-set witness.
- Global: structure call; must bind to mirrored Joker via OMPS; closes both ledgers.
- Mirror law: Red Joker binds Black Joker of same order; Black binds Red of same order.
- OMPS centroid placement required; single-use; idempotent.

Binding Notes:

Triggers at rings $r \equiv 0 \pmod 8$: 8, 16, 24. Binds to mirrored OMPS set across stations/sets.

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