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FORWARD

On April 28th, 2013, Evert Chapman, Gary Plants and I were driving back to Columbus, Ohio from the FFFF convention in Batavia, NY. Gary asked me if I had ever checked with Al Thatcher's children about them possibly having any notes from Al's magic collection. Gary knew, as did I, that Al had extensive hand-written notes on effects that he had either created or re-worked. It had been eight years since Al's passing and I admitted that I had not checked since right after his passing. At that time, I checked with Al's daughter (Vicki Lambert) and she told me that her brother (Gary) would have anything of that nature. Well, I never contacted Gary Thatcher and time just slipped away. It was because of Gary Plants that I decided to get in touch with Al's son. I told him what I was interested in and set up a time that I could meet with him. About a week later Gary Thatcher and his sister, Vicki, arrived at my home with a file box filled with all the notes Al had saved over the years. I was thrilled to see what they had brought.

I asked for and received permission to go through all the material to see if I could sort it out, make sense of it, and compile it into documents so that it might be submitted to a publisher. Well, there was lots of good material and I was making progress but the project was rather overwhelming and taking so much of my time that I asked longtime friend and fellow magician, Wynn Mertz, for his assistance.

Wynn, like me, had spent many hours in magic sessions with Al and knew this was an important project. He readily agreed to help. We both felt that the magic community deserved to be aware of Al Thatcher and his many contributions to card magic.

Soon after, a third Columbus magician, Marty Miller, was enlisted to help go through all the effects, make sure they were well written and to help with any rewriting that needed to be done. Marty also provided us with the mathematical formula for the most intriguing sleight in the book "The Cull Place Shuffle." Do not overlook this sleight which can be found after the 9-17 effect.

Phone calls to Evert Chapman in Hurricane, West Virginia, and Gary Plants in League City, Texas, also provided us with much needed input.

Many of the effects that you will read were first published in the "Precursor" magazine. This periodical was published by Unicorn Magic and edited by Bill Miesel with assistance from Ed Eckl. It is with Ed Eckl's kind permission that these effects are included in the book.

Near the completion of the project I decided to contact Jerry Mentzer, who was originally enlisted by Al to consider this material for publication. Jerry indicated that he had kept all the material Al had sent and had even converted some of the hand-written notes into document form. He generously offered to send the file to me. A big tip of the hat goes to Jerry for his kind gesture.

I think the reader will find many effects perfectly suitable for the lay public. He will also find that a great many effects are great for presentation to other magicians. Perhaps at a local get-together or during the wee morning hours of a magic convention. There are some real "foolers" within the covers of this book.

The work is finally completed and ready for the magic community to digest. I hope the magic community enjoys working through these effects as much as we did compiling them.

Gordon Boyd
July 6, 2013



Figure 1



Figure 2

Figure 1- from left to right—Wynn Mertz, Nick Trost, Gordon Boyd, Al Thatcher

Figure 2-from left to right—Evert Chapman (red shirt) Al Thatcher, Nick Trost, Wynn Mertz, Gary Plants.

ABOUT THE AUTHOR



Gordon became interested in card magic in December 1980, when he found “Scarne’s Card Tricks Book” in a book store in Bradenton, Florida. He attended his first Magi Fest Convention the following February where he was introduced to close-up magic for the first time. Soon after he attended a Ring 7 meeting as a guest and there met Del Copley and Al Thatcher who would become his mentors.

He became a FFFF™ attendee in 1985 and has never missed a convention. Strictly a hobbyist, he loves to read and practice, but limits his performances to late night sessions at conventions with other magicians and a few family get-togethers.

ABOUT AL



Al Thatcher

Al Thatcher was born November 28, 1917. He became interested in magic around 1930 at the age of 13. The first few years, Al was pretty much on his own but as time passed he became acquainted with other people who held his same interest. In March 1939, he joined the International Brotherhood of Magicians (IBM). Over the many years until his death on August 5, 2005, Al remained a loyal member to Ring 7 in Columbus. He held the position of President of Ring 7 more than a few times and many more times as Secretary-Treasurer.

Al did a club style act with a humorous style distinctively his own. He preferred card magic and was considered the “Card Expert” of the Ring. He was well versed in all phases of card magic and could session for hours with others who held the same interest. Nick Trost was probably the most frequent visitor to Al’s home for “Card Sessions”. Wynn Mertz and I spent many hours with Al and he was always ready with new effects of his own creation. Gary Plants, Evert Chapman, Del Copley, and Ed Weiss were also visitors for card sessions with Al. He was also a fixture at the Precursor suite at many Magi Fest conventions. He always amazed those in attendance and often provided Bill Miesel with effects for his periodical.

Al never lost his love for card magic and was still reading, practicing, and creating until his death in 2005. He is deeply missed by all.

Gordon Boyd
July 6, 2013



THE AL THATCHER LIE-SPELLER

EFFECT: A selected card is found through a series of question directed to the spectator. He may lie or tell the truth to any of these questions.

PROPS: A deck of 52 playing cards

SLEIGHTS: Ability to control a chosen card to the face of the deck.

SET-UP: The set-up is done after the chosen card is returned to the deck.

WORKING:

This version of Martin Gardner's Lie-Speller is completely impromptu and the selected card is not forced.

After having a card freely selected and returned to the deck the magician must control the card to the face of the deck.

When the selection has been controlled to the face of the deck, turn the deck, bringing the faces toward yourself. Explain that the deck is now going to be programmed into a lie detector.

Start at the face of the deck and remove the three mates of the face (selected) card and place these cards to the back (top) of the deck.

Next, beginning at the face of the deck up-jog any three X cards then a card of the same suit as the selection, another X card, another card of the same suit of the selection, two more X cards and finally a card that is the same color as the selection but of a different suit.

Once these cards are up-jogged remove them as a group and place them to the back (top) of the deck. Once you are familiar with the set-up it easy to remember in this way: Up-Jog from the face: VALUE, VALUE, VALUE, X, X, X, suit, X suit, XX, COLOR.

Once these twelve cards are placed on top of the deck you are now set to complete the effect.

Explain that the deck has now been programmed as a lie detector. You are now going to ask three questions. The answers can either be the truth or a lie and the information will be fed into the computerized lie detector.

The first question is: "Is the card red or black?" He can either lie or tell the truth. Depending on his answer you will spell either R-E-D or B-L-A-C-K dealing one card at a time from the top of the deck into a face down packet on the table.

The second question depends on the answer to the first question. If he replied "Red" then ask was it hearts or diamonds. If his response was "Black" then ask was it spades or clubs.

However he answers deal a second small packet to the table spelling his answer one card for each letter in the named suit. The final "S" must be included in the spelling.

You now ask the third question:" What is the value of your card". Again, he may lie or tell the truth. You will now spell the value he names into a third face down packet on the table.

You can now place the remainder of the cards face down into a fourth pile. It is now time to recapitulate.

You said that your card was (red or black as the case may be). Turn over the entire first packet. The face card of this packet indicates whether the spectator lied or told the truth. It is the same color as the selection.

You said your card was a (suit he named). Turn over the second packet and the face card will indicate whether he lied or told the truth. The face card of this packet will be the same suit as the selected card.

You said the value of your card was (the value he named). Turn over the third packet and the face card will reveal the actual value of the selected card.

For the conclusion show how the computerized lie detector deck has indeed been correct by turning over the fourth packet revealing the chosen card.

AL'S MASTERPIECE

EFFECT: Impossible card location

PROPS: A 52-card deck plus a Joker making it a 53-card deck. A breather crimped card which will cut to the bottom of the deck.

SLEIGHTS: Ability to shuffle and run cards.

SET-UP: The set-up is achieved during a preliminary shuffle.

WORKING:

With the breather crimped card on the face of the deck run 15 cards from the back to the face in groups of five. Run 5 cards and throw, then run 5 more cards and throw and finally, 5 more cards throwing the rest of the deck on top. This brings 15 cards under the breather crimped card on the face of the deck.

Place the deck on the table and cut it into two packets at the breather crimp. Thus, there is one large packet with the breather crimp on the bottom and a smaller packet of 15 cards.

Hand the 15-card packet to the spectator who then gives it a further shuffle. He now cuts the packet and peeks at the card at the face of the upper portion and then places this portion of the packet on top of the larger packet which is still on the table. He then places the remaining cards from the fifteen-card packet in his pocket. Attention is called to the fact that no one knows the number of cards that have just been placed in the pocket.

After the large packet has been fairly squared up, the performer picks up the packet and takes it face down in the left hand dealing position. Commence to deal cards face down one at a time from the top of the packet to the table. After dealing about eight or ten cards, tell the spectator to stop you whenever he likes. When he stops you, deal the stopped at card off to the side of the table and place the rest of the cards on top of the cards just dealt off. It doesn't matter how many cards are dealt just so it is enough to pass the thought of card.

Pick up all the cards, square them up and hand them to the spectator. He is now instructed to deal cards, one at a time into a pile on the table. While he is dealing the cards, count the dealt cards to yourself. As he deals the 26th card off the packet, yell "Stop!" Have him push the dealt cards to the side as they will not be used further. He is left holding a small packet of cards.

Take the packet from him. At this point, his thought of card is the 12th card from the top of the packet you are holding. The spectator now turns over the card that was set aside earlier. Whatever this card is, either by spelling, counting, or a combination of both, count down to the 12th card.

AL'S MONSTROSITY

EFFECT: Magician makes three predictions which prove to be correct.

PROPS: Numbered envelopes that are used to contain sealed predictions. A regular deck of cards that contains a breather crimped card.

SLEIGHTS: None

SET-UP: An extensive set up is used and will be explained with the working of the effect.

WORKING:

Three spectators assist the magician in this trick. Each is given an envelope containing a prediction.

Spectator #1 gives the deck a riffle shuffle and then takes the top fifteen cards for himself and passes the deck on to spectator #2.

Spectator #2 takes eleven cards from the face of the deck and passes on the talon of the deck to spectator #3. The three predictions are opened and each is found to be correct.

This trick is dependent upon the "Gilbreath Principle" and a full deck set-up. The deck is made up of four separate set-up packets.

Stock # 1 consists of nine red cards (value of each red card must be different) and six black cards (value of each black card must be different also). Mix each of these two groups separately so that the values are well mixed. Place the six black cards on the face of the nine red cards.

Stock # 2 consists of the other nine red cards of the same values and the other six black cards also of the same value as the cards in stock # 1. In other words, stock # 2 contains the mates of the cards in stock # 1. Stock # 2 is set-up in reverse order of stock # 1. If the Jack of Clubs is on the face and the Six of Hearts is on the back of stock # 1, then the Six of Diamonds should be on the face and the Jack of Spades on the back of stock # 2.

Stock # 3 consists of seven black cards (each of a different value) and four red cards (also of different values). Each of these two groups are mixed separately so that the values are well mixed and the four red cards are placed on the face of the seven black cards.

Stock # 4 consists of the final eleven cards of the deck and they are the mates of the cards in Stock # 3. They are arranged in reverse order of Stock # 3.

Once you are familiar with the principals involved, the red and black cards in Stock # 1 should be intermixed and Stock # 2 is set up in reverse order to Stock # 1. The same applies to Stocks # 3 and 4. If this is done, the deck can be ribbon spread at the beginning to show that it is thoroughly mixed. It is just easier to understand if the colors are left unmixed in learning the routine.

Before reassembling the four stocks into the deck three predictions are written and placed into the envelopes. Take Stock # 1 and count the number of pips on the fifteen cards: Ace = 1, Jack =11, Queen = Twelve and King = 13.

The first prediction reads; You have nine red cards and six black cards totaling _____ pips. Write in the number of pips counted in Stock # 1. The prediction is sealed in an envelope which is numbered "1".

Take Stock # 4 and count the number of pips on the eleven cards. The second prediction will read; You have four red cards and seven black cards totaling_____ pips. Write the number of pips you counted in Stock # 4. The prediction is sealed in an envelope which is numbered "2",

Write out the third prediction to read: You have thirteen red cards and thirteen black cards totaling 182 pips. This prediction is sealed in an envelope which is numbered "3 ".

The deck is now assembled in the following manner: Place Stock # 1 face up on the table and then place Stock # 3 face up on top of Stock # 1. Take the face card of Stock # 3 and put a breather crimp that will cut to the face of the deck in it. Place Stock # 2 face up on top of Stock # 3 and finally Stock # 4 becomes the face of the deck. Place the deck in the card case and keep it with the three predictions until it is time for the performance.

When it is time to perform this effect, bring out the encased deck and the three envelopes containing the predictions. Place the cards on the table and hand out the envelopes to three different spectators.

Remove the cards from the card case and ribbon spread face up to show the mixed condition of the cards provided the colors in each stock were intermixed. Scoop up the cards without altering the order of the cards and turn the deck face down.

Cut the deck at the breather crimp in preparation for a tabled riffle shuffle. The breather crimped card should be at the face of the upper packet. Pause for a second, then as an afterthought say, "Here, you shuffle the cards". Push the two packets across the table to the spectator holding prediction # 1. After the riffle shuffle, tell the spectator to take the first fifteen cards from the top of the deck.

After the first spectator takes the top fifteen cards, he is instructed to pass the deck to the spectator holding prediction # 2. Spectator # 2 takes the deck and is instructed to turn it face up and take the first eleven cards off the face of the deck. He then passes the deck to the spectator holding the third prediction.

You now instruct each spectator to count the number of red and black cards in their respective packets. After counting, he is instructed to open the envelope which was given to him. The first spectator will

find that he has nine red cards and six black ones. The second spectator will find seven black cards and four red ones. Of course, the third spectator has thirteen cards of each color.

All three now total up the values of their cards and they will find that the pips also match.

AMBITIOUS SEVENS & EIGHTS

EFFECT: This is Al's version of the "Mini Ambitious Card Routine"

PROPS: A small packet of cards.

SLEIGHTS: False Count, Biddle Steal, Elmsley count

SET-UP: Back---7H, 8D, 8H, 7D, 7S, 8C, 7C, 8S-----Face

WORKING:

Hold the packet face up in dealing position in the left hand. Be sure that the center pip of the seven of spades is pointing to yourself. The right hand comes over the top of the face-up packet and picks it up between the fingers at the outer end and the thumb at the inner end. Now give the packet the following "Kardyo-Biddle Count."

a. With the left thumb, peel the eight of spades off the face of the packet into the left palm. Continue peeling the seven of clubs and the eight of clubs, one at a time. Then peel the seven of spades onto the three cards already on the left palm, but retain a left little finger break under it.

b. Without pausing, move right-hand cards back over the top of the left-hand packet and steal the seven of spades from above the break under them as the left thumb peels the seven of diamonds on top of the left-hand cards. Retake the left little finger break under the seven of diamonds.

c. Peel the eight of hearts and the eight of diamonds, one at a time on top of the left-hand packet.

d. Drop the seven of hearts with the seven of spades secretly under it onto the face of the packet. Separate the hands; the left hand takes the bottom three black-faced cards as the left thumb peels the seven of hearts square on top of the blacks. Say "The Four Reds." Turn the left hand back up and place the packet face down on the table.

e. The right forefinger stretches diagonally across the face of the Seven of Spades covering the two corner pips and the blank space where the eighth pip would be if this were the Eight of Spades instead of the Seven.

f. Turn this packet face down saying, "The black-faced cards," and lay this packet to the right of the first packet. Spread the right-hand packet and pick up the left-hand packet, holding it face down in the left hand.

g. Remove the bottom card of the spread on the table and slide it onto the bottom of the left hand packet. Press on the center of the top card with the right forefinger, turn it over and show that the black card, the Eight of Spades, has apparently risen to the top of the packet of red-faced cards. Lift off the Eight of Spades and place it face up on the table.

h. Pick up the top card of the tabled spread and repeat by placing it on the bottom of the packet, pressing on the back card, and turning it over showing the Seven of Clubs has risen to the top of the red packet.

i. Repeat the last step and this time the eight of clubs has apparently passed through the red-faced cards in the left hand.

j. Turn the packet in the left hand face up and give it an Elmsley Count showing four red faced cards and bringing the seven of spades to the back of the packet.

k. Turn the pack back face down in the left hand. Pick up the final face down card from the table and slide it onto the face of the packet in the left hand.

l. Touch the top card of the packet in the left hand and turn the seven of spades face up and place it with the other three face up black faced cards on the table.

m. Turn the left hand back up and spread the four red faced cards on the table.

AN ECHO OF A MIRACLE

EFFECT: An impossible location of a selected card

PROPS: A deck of 52 playing cards

SLEIGHTS: A false jog shuffle, A false cut

SET-UP: From the top of the deck; eleven random cards followed by all the clubs in Ace to King order followed by the rest of the deck.

WORKING:

Give the deck a false jog shuffle that retains the top stock (at least two-thirds of the deck) followed by a false cut.

Place the deck face down on the close-up pad slightly off center to the left. Instruct the spectator to cut about two-thirds of the cards from the top of the deck and place them to the right of the bottom third of the deck.

Now have him cut off about half of the larger packet and place those cards to the right of the first two packets. The layout is shown below.

X	X	X
Bottom	Middle	Top

At this point you may inform the spectator that there is no way you could possibly know the card that lies atop the center pile since it was his free cut. This of course is true.

Have him look at and remember the top card of the center pile and then to give this packet a good shuffle and return it to its position in the center of the other two piles.

The spectator now picks up the original bottom portion of the deck (on the left) and shuffles these cards and drops them on the center pile.

A second spectator picks up the third packet (on the right) the original top portion of the deck and shuffles it. He is instructed to look at and remember the face card of that packet and drop it on the combined packet of cards on the table.

Pick up the deck and give it a false shuffle and a false cut.

Turn the deck faces toward yourself and start spreading the cards from the face to the back. Look for the lowest value Club in the face third of the deck. That will be the first selection.

Let's suppose the lowest Club is the Four. Remove it from the spread and place it face down on the close-up pad.

Mentally add ten to the value of that card ($4 + 10 = 14$)

Now spread the cards from the back of the deck out of your left hand into your right hand and start counting on the back card of the deck (i.e.: start with the top card of the deck)

In this example, the second selection will be the 14th card from the top of the deck. Remove it from the deck and place it next to the first selection.

Ask both spectators to name their cards and turn them face up for the climax.

BICYCLE

EFFECT: A spelling process locates a Royal Flush

PROPS: A deck of 52 playing cards

SLEIGHTS: False shuffle, False cut

SET-UP: On top of the deck AS, JS, KS, 10S, QS followed by the rest of the deck in any order.

WORKING:

This is a different handling of Henry Christ's "Tally Ho" that Al designed to be performed with Bicycle Cards which is currently the accepted deck of cards used by magicians today.

Bring out the encased deck, remove the cards and place the card case on the close-up pad, writing side face up facing the spectator.

Give the deck a tabled riffle shuffle under the top stock of five cards, which consists of the Royal Flush in Spades. Pick up the face-down deck and hold it in dealing position in the left hand.

To set the theme for this trick say, "I will show you a sure way to tell whether a deck of Bicycle playing cards is a fair deck."

Point to the card case and call attention to the word "Bicycle." Say, "This tells us that this is a deck of Bicycle cards. Let's spell 'Bicycle' ".

Deal five cards, one at a time, in a row from left to right while spelling "B-I-C-Y-C". Move back to the left end of the row and deal the next two cards, one at a time, onto the first two cards that were dealt completing the spelling, "L-E".

Point out the word, "Rider". Go back to the left end of the row and deal the next five cards on tops of the five tabled piles spelling, "R-I-D-E-R".

Point out the word, "Back". Return to the left-hand pile and deal four more cards, one at a time to the top of the first four piles while spelling, "B-A-C-K".

Continue by pointing out the word "Playing". Again, return to the left end of the row and deal five more cards, one at a time to the top of the five piles spelling, "P-L-A-Y-I". Return to the left end and completing the spelling, "N-G". as the next two cards are dealt onto the first and second piles.

Finally, point out the word, "Cards". Spell out "C-A-R-D-S" dealing the top card of the deck onto the top of each pile in order. Set the talon of the deck off to the side for a moment.

The five piles on the table are now picked up in this exact order:

Slide the second pile from the right of the rear edge of the table onto your left palm.

Slide the second pile from the left over the rear edge of the table on top of the pile that is already in the left hand.

Then drop the remaining piles onto the cards in the left hand working from right to left.

Square up this combined packet and retain it in dealing position in the left hand.

Move the tabled-deck back in front of yourself and repeat spelling and dealing as follows:

Now, deal cards, one at a time, from the packet in the left hand onto the deck

spelling, "B-I-C-Y-C-L-" and deal the next card forward face down on the table on the spell of "E".

Now, deal cards, one at a time from the left-hand packet back onto the deck while

spelling, "R-I-D-E-" and on "R" place that card forward next to the first one.

Repeat three more times spelling, "B-A-C-K", "P-L-A-Y-I-N-G", "C-A-R-D-S".

Say, "If this deck is a fair one, those five cards will provide us with an amazing revelation". Flip the five cards face up. A ROYAL FLUSH IN SPADES.

Note: To cover all bases, this can also be performed with poker size Aviator Playing cards if AVIATOR is substituted for BICYCLE and POKER SIZE replaces RIDER BACK in the spelling.

CARD AFFINITY

EFFECT: Two spectators find their chosen cards through a dealing process.

PROPS: Regular deck of cards

SLEIGHTS: Double Undercut, Ribbon Spread

SET-UP: Breather crimped card (cuts to the bottom).

WORKING:

Hand the deck to a spectator for shuffling. Upon its return, cut the breather to the face then Double Undercut one card to the face; this positions the breather second from face of deck.

Have spectator #1 think of a number from 1 to 10 and spectator # 2 think of a number from 11 to 20. Turn to spectator #1 and ask him to remember the card that falls at his chosen number.

Holding the deck in LH dealing position take off one card at a time with the RH and hold it in a vertical position so only the spectator can see the card. Continue taking cards into the RH without reversing the order until you reach the tenth card.

Turn to the second spectator and starting at the count of eleven, have him remember the card that falls at his chosen number. Drop the RH packet on top of the deck and have one of the spectators cut the deck and complete the cut.

When the deck is returned cut the breather to the face. You now have spectator #1 deal cards to the table face down and when he reaches the card at his chosen number he sets that card aside face up then drops the rest of the deck on top of the dealt off pile.

Starting with the next number spectator # 2 deals down to his chosen number and when he reaches the card that resides at that spot he lays it aside face up. He then drops the deck on top of the dealt off pile.

Return the deck to spectator one and have him deal cards from the deck to the table stopping at his pleasure. When he stops have him place his face up card on the dealt off pile and drop the deck on top.

Have spectator #2 do the same. Take back the deck and Ribbon Spread the deck face-down on the table. Remove the face to face cards; each spectator has found his own card.

CARDICIAN'S DREAM

EFFECT: Thought of card is discerned by magician.

PROPS: A regular deck of cards.

SLEIGHTS: False Shuffle, False Cut.

SET-UP: Have mated cards on the top and bottom of the deck.

WORKING:

False Shuffle the deck while you ask a spectator to think of any card in the deck besides the Joker.

After they say they have one in mind hand them the deck. Turn your back and instruct them to silently deal cards equal to the value in a face down pile and drop the balance of the cards on top.

Next, if their card was a Club they deal one card - a Heart deal two cards - a Spade three cards, and if it was a Diamond four cards.

They then drop the balance of the deck on top of the dealt off card(s). Ask them to tell you when they are done.

Turn around and pick up the deck; give it a False Shuffle and/or False Cut. Spread the cards faces toward yourself. Count the cards above the bottom most key; do NOT count the key; this will tell you the suit of the thought of card.

Now, starting with the same key countdown to (but not including) the second key. This number will give you the value of the card. Continue spreading through the cards to find the thought of card.

Remove the card from the spread with the back towards the audience. Ask the spectator to name the card out loud. Turn the card around to show you have their thought of card.

NOTE:

A marked deck could be used to allow spectator to cut the cards. Just note what the top card of the deck is when you turn around. Then have the spectator cut the deck and complete the cut.

CARDICIAN'S DREAM PERFECTED

EFFECT: A thought of card is discerned by magician

PROPS: A deck of 52 playing cards

SLEIGHTS: A shuffle that retains the top stock and a false cut.

SET-UP: Ace through Five of Diamonds on top of the deck in order from the Ace on the top to the Five fifth from top.

WORKING:

This is a much-simplified version of Ed Marlo's "Cardician's Dream" from "The Cardician."

Begin the effect by riffle shuffling the deck under the five-card stock. While shuffling, ask a spectator to merely think of a card. Give the deck a running cut that will retain the top stock and hand it to him face down.

With the deck in the spectator's hands, turn your back and walk away so that you cannot see or hear him deal cards. Give him the following instructions.

Please think of a playing card. We don't know for sure that the card you are thinking of is even in the deck but we do know that you did not select it from the deck. If the card you are thinking of is a Diamond deal the top card face down to the table. If it is a Club deal two cards one at a time face down to the table. If it is a Heart, then deal three cards onto the table, and finally if it is a Spade deal four cards one at a time face down to the table.

"Have you done that?" OK, drop the rest of the deck face down on top of the cards that you dealt on the table.

"Fine, pick up the deck again and whatever the value of the card you are thinking of is, deal that many cards to the table, one at a time". "For example, if the card you are thinking of is a Four then please deal four cards one at a time face down to the table". "If it is a Jack then deal Eleven cards face down to the table. A Queen is 12 and a King is 13. Now drop the rest of the deck face down on top of the tabled cards and square everything up. Give the deck one complete cut.

Now it is time for you to go to work and find his card. Pick up the deck and start fanning through it starting at the face. There are two different situations that can be encountered. In the first instance all five of the Diamonds will be together in a group with no stranger cards among them. In the second and most common instance, the Diamonds will be separated by several stranger cards between two groups of Diamonds.

First, let's examine the handling when there are indifferent (or stranger) cards in between the five Diamonds since this is the most common result. Turn the deck face up and start spreading through the cards starting at the face and running towards the back of the deck.

While running through the deck and watch for one of the five Diamonds that were originally on top of the deck. When one of them shows up, commence counting "one" on that card; "two" on the next card and continue counting until the Ace of Diamonds shows. Do not include the Ace of Diamonds in the count.

The final number of the count is the value of the thought of card. Now, look beyond this count and note the furthest Diamond to the left (closest to the top of the deck). The value of this Diamond will indicate the suit of the thought of card. If it is an Ace, the suit is Diamonds. If it is a two the suit is Clubs. A three would indicate Hearts as the suit and finally a four indicates the suit is Spades.

Now we come to the situation where there are no indifferent cards mixed between the five Diamond stock. This seems a little complex but after playing around with it for a bit it is even simpler than the first case. If this situation does show up then the thought of card must one of the following ten cards: Ace, Two, Three, Four of Diamonds or the Ace, Two, Three of Clubs or the Ace or Two of Hearts or finally the Ace of Spades. If any other card is thought of there will be indifferent cards among the five card Diamond stock.

Hold the deck face up in the left hand and start spreading cards off the face of the deck into the right hand and watch for the Diamond stock. Upon ascertaining that the five-card stock is intact note the Diamond at the left end of the spread (the one closest to the top of the deck). If it is an Ace then the suit of the thought of card is Diamonds. If it is the deuce then the thought of card is a Club. Likewise, the three indicates Hearts and the Four, Spades.

To determine the value of the card, again note the value of the Diamond on the left end or back of the Diamond Stock. If it an Ace, subtract one from the value of the card to the right of the Ace. If the left end Diamond is a Two, subtract two from the value of the card to the right of the Ace. In the same way if it is the Three then subtract three from the value of the Diamond to the right of the Ace. The same formula applied to the Four, which of course must be the Ace of Spades.

Now that the name of the thought of card is known, it can be revealed in any way so desired.

CLIMAX ELIMINATION

EFFECT: Chosen card is found and in the process the four Aces are also found.

PROPS: Dotted Joker

SLEIGHTS: Ability to shuffle and run cards. Ability to riffle force. An up and down shuffle is also used.

SET-UP: Ace on top. Joker fifth from face then two aces, x card and the last ace on the face of the deck.

WORKING:

After deck is set you will shuffle by running four cards from top to face. Then run eight cards from top to face. This can be done in runs of four and four.

Force face card on spectator with riffle or Hindu shuffle force. Ribbon spread to show the selection is lost. Pick up all cards below dotted Joker and place them on top of remaining cards.

Allow the spectator to cut off about half the cards and hand them to you. Set the rest of the cards aside. They will not be used.

You will now do an up/down shuffle. First card down next card up. At the end of the shuffle the last card should be up. If it is, strip out lower cards and lay on table. If last card is a down card, return it to the deck and then strip out the lower cards and place them to the table. Repeat the exact sequence three more times. At the conclusion you will be left with four packets on the table and a single card in your hand. The card you are holding will be the selected card and on top of each of the four packets will be an Ace.

CLIMAX ESTIMATION

EFFECT: Magician predicts the number of card spectator has cut from deck and then has a surprise kicker for the ending.

PROPS: A regular deck of cards

SLEIGHTS: False Shuffle, False Cut

SET-UP:

Ace on top of deck

Ace 3rd from face

Ace 25th from face

Ace 26th from face

You will also need a dotted key at 27th from face.

Key is dotted at upper left and the lower right edge.

WORKING:

Begin by giving the deck a False Shuffle and False Cut while you say,

“If I ask you to cut off some cards from the deck, do you think it is possible for me to tell you exactly how many cards you cut, and I don’t mean close, I mean exactly?” Wait for the spectator’s response.

“Let’s try it” . . . “Please cut off a few cards but leave at least half for me because I have to cut some cards also.”

They must not cut off more than 21 cards. Pick up the remainder of the deck and slightly bevel the cards to the right, noting the position of the dotted card.

There should be at least 3 cards above the key. If they have cut too many, replace the cut and tell them to cut a few less as you are also going to cut some cards. Have them set their cut off cards in front of them face down.

Pick up the remaining cards and slightly spread the upper few cards and cut the cards one card below the dotted key. Lay this pile at position 2.

See Diagram next page:

Position 1 (spectator’s cards)

Position 4

Position 2 (your cut)

Position 3

Apparently weigh the cards you are holding and say,

“This feels about right.”

Lay the packet at position # 3. Continue with,

“I am going to make three statements, all of which will be true.”

1. I have as many cards as you have and . . .
2. Enough left over to make you have 22 cards and . . .
3. I will still have 3 cards left.

Repeat the above statement slowly, to impress them on their minds. Ask the spectator to deal his cards face down onto the table one at a time and to count them as he is doing so.

Let’s suppose he has 15 cards (it doesn’t matter). Pick up your pile (position3) and deal 15 cards back onto the table at position 3 as you say,

“That is as many as you have. I also said that I would have enough left over to make you have 22 cards.

“You have 15 cards so here is 16, 17, 18, 19, 20, 21, and 22.”

As you say this deal and count the cards from your packet onto his.

“Finally, I said that I would have 3 cards left over. Here they are, 1, 2 and 3.

As this is said, deal and count 3 cards face down at position 4. For the climax say,

“This is the part I didn’t tell you about”.

Turn each pile face up revealing the four Aces.

COMPUTE-A-CARD

EFFECT: An unknown card is determined by dealing

PROPS: A regular deck of cards

SLEIGHTS: False Shuffle, False Cut

SET-UP: The deck is set up in Si Stebbins order

WORKING:

False Shuffle and False Cut while you say something like,

A deck of cards is just like an old analog computer; let me show you what I mean.

Have the deck cut several times by a spectator or spectators completing the cut each time. When they are satisfied have the top card laid aside face down without looking at it.

Take the deck back and deal a pile of 13 cards. Then re-deal into two piles, dealing to the left side first.

Turn left hand pile face up. The card showing denotes the value of the unknown card.

Turn the right had packet face up revealing the suit of the unknown card.

Repeat the value and the suit that has been determined by the deck then turn over the card on the table to show it is correct.

COUNT DOWN PREDICTION

EFFECT: A Prediction

PROPS: A regular deck of cards including a joker (53)

SLEIGHTS: None

SET-UP: Breather crimped card (optional)

WORKING:

Have the deck shuffled by a spectator. When returned you demonstrate what you want the spectator to do by dealing cards from the top of the deck face up onto the table counting down 10, 9, 8, 7, etc. as each card is dealt.

Count down to one and explain that they are to stop when a card dealt matches the number called. While you demonstrate note the first card dealt and write this as your prediction.

Return dealt cards to bottom sets up prediction. Have the spectator deal as demonstrated until there are four piles on the table. If there is no matching number while dealing have the spectator deal a card face-down on top of that pile.

The total of top cards of the face up piles will be position of the predicted card from top of the remaining deck.

If you start with a breather on the face you can then cut the required number of cards from the deck leaving the predicted card on top of the talon. This would surely demonstrate your skill in estimation.

If you wish to use a 52-card deck then you must remember the second card as your prediction. The breather will not work with a 52-card deck.