

Card Tricks for Beginners

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Alexis
Nethercleft

**Forcing a card-
Method 1**

More Tricks

1. Get a member of the audience to shuffle the pack well.
2. As they hand it back to you, glance at the bottom card.
3. Holding the pack in your left hand, use your forefinger to pull the bottom card (which you've looked at) back about a centimetre from the front edge of the pack.
4. Begin to deal from the bottom of the pack, putting the cards face up on the table. Be sure to hold on to the very bottom card! Tell the audience to shout stop, and that the next card you put down will be their secret card which you will later find.
5. When someone shouts stop, bring out the card you have been holding back and slam it face down on the table.
6. Tell the audience to look at the card, put it back in the pack, and shuffle while you turn your back.
7. You can now look through the pack and find their chosen card.

Variation

This trick can be very effective if you deal from the bottom of the pack and when the audience shouts stop, you slam down the card and shout out what it is. You can then see their amazement as they turn the card over and see you were right!

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**Forcing a card-
Method 2**

1. Fan the pack out in your hand with the cards facing downwards.
2. Ask a member of the audience to come and select a card. As they select it, open the pack up a little and look at the bottom card in the top half of the pack. Lets say for this example it is the ace of spades.
3. Ask the person to replace their card in the gap, close the pack, and get

someone to cut it.

4. The chosen card will be the one below the ace of spades. You can go through the pack and find the card, chatting while you do so. To add mystery, spread the pack out on the table and say things like "I think it's black, yes, it's black..." to add mystery. It might sound quite sad, but it adds mystery and makes it harder to guess how you did it!

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Four Aces

1. Arrange the pack so that the four aces are on top. Shuffle the pack in front of the audience, but make sure you keep the four aces on top.
2. Ask a member of the audience to come and cut the pack four times from right to left, putting the top quarter of the pack (which has the four aces in) on the right, the next quarter to the left of it and so on.
3. Ask the person to take three cards from the top of the left hand pile and put them to the bottom, and then to take three cards from the top and put one on each of the other three piles.
4. Ask them to repeat the process with the other three piles.
5. Ask the person to turn the top card of each of the piles over. Magic! They're all aces!

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Kings to the rescue!

This trick is designed for children.

1. Before you start: Remove the four Kings, Queens and Jacks from the pack, and place one of each on top of the pack without anyone knowing.
2. Place the pack face up in front of you and begin to tell the following story:

"There was once a block of three flats. The pack of cards represents this block.

3. In each flat lives a beautiful woman. One in the top flat (put a Queen face down on top of the pack), one in the middle flat (put a Queen somewhere in the middle of the pack), and one in the bottom flat (put the last Queen at the bottom of the pack).

4. One night, three robbers broke in. One went to the top flat (put a Jack on the top of the pack), one went to the middle flat (put a Jack somewhere in the middle of the pack), and one went to the bottom flat (put the last Jack at the bottom of the pack).
5. The trouble was, the robbers weren't very good at their jobs, and they made a lot of noise! The women started screaming (demonstrate, if you don't mind embarrassing yourself a bit!). They screamed so loudly, that three policemen heard them and came to their rescue. One rushed to the top flat (put a King on top of the pack), one rushed to the middle flat (put a King somewhere in the middle of the pack), and one rushed to the bottom flat (put the last King at the bottom of the pack)."
6. Ask a member of the audience to cut the pack.
7. Begin to deal the cards out face up, saying "I do hope the police got there in time to catch the robbers." Somewhere in the middle of the pack, three Kings, Queens, and Jacks will come out one after the other. The police did catch the robbers!

Alexis Nethercleft

Forcing a card-method 3

This is one of the more complicated methods of forcing a card, but also one of the most effective. You will need an opaque handkerchief (a duster works well if you don't have one!)

1. Get a member of the audience to shuffle the pack and steal a glance at the top card. If you like you can have the card you want to use on top of the pack to start with and then do a false shuffle yourself, making sure you keep the card on top. For this example, we'll call the card on top the ace of spades.
2. Using your handkerchief cover the pack which should be face down in your left hand.
3. As you cover the pack with the handkerchief, turn it over so the bottom card is facing up.
4. Ask someone to cut the pack to wherever they like under the

handkerchief, and explain that the top card of the part of the pack they cut to will be their card, which they mustn't show to you.

5. As they take what they think is the top half of the pack off, turn the remainder back over in your hand. The card which you know at the top of the pile is now on top.
6. Take the handkerchief and it's contents from the volunteer and put it to one side.
7. Ask the volunteer to look at the top card without showing you. He thinks it is a random card which he has cut to, but it is of course the ace of spades.
8. You can now put both halves of the pack back together (be careful to take the other half out of the handkerchief the right way round) and get the volunteer to replace his card and shuffle the pack.
9. You can now use any mysterious way you like of going through the pack and finding the chosen card.

Alexis
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**Forcing a card-
method 4**

This trick needs to be done sitting behind a table. It can look very effective if done properly, but needs a lot of practice to stop it looking amateurish and obvious (like it does when I do it)!!

1. Fan the pack out face down and ask a volunteer to select a card and look at it.
2. Ask someone to shuffle the pack.
3. When the volunteer is looking at his card, take the remainder of the pack and turn the top and bottom cards over.
4. Turn the pack over so that the card with the back side up is on top.
5. Hold the pack closely together in front of you. The volunteer will see the back of a card on top of the pack, and the face of a card on the bottom of the pack. Ask her to replace the card in the pack.
6. Take the pack down to your lap again and pick out the chosen card. It will be the only one that is face down!

Alexis
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**Making a card change places
with one in a moving pack**

This isn't a trick on its own, but it's a very effective way to end any card forcing trick.

1. When you've found the chosen card in the pack, pick it out along with the one below it, holding them closely together so that they look like a single card.
2. Hold the two cards up to the audience, looking pleased with yourself. Ask them if the card you're holding up is their card-it won't be!!
3. Look heartbroken and replace the cards on top of the pack.
4. Say something like-"Wait, I think I can put this right" and take the top card (the real chosen card) and put it face down on the table.
5. Ask the member of the audience to hold the card down so it "can't escape".
6. Put the pack close to the card and fan the top of the pack with your finger to make a rushing noise.
7. Say "good, you didn't hold it hard enough, I've made you're card jump across"
8. Ask the person to look at the card. They'll be astonished to see it has changed into their chosen card!

Alexis
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**Forcing a card-
method 5**

1. Ask someone to shuffle the pack and hand it back to you.
2. Secretly take a peek at the bottom card. Let's call it the ace of spades.
3. Ask someone to choose a card from the pack and show everyone except for yourself.
4. Ask them to put the card on top of the pack and cut the pack a couple of times.
5. Fan the pack out in your hands. The chosen card will be the one below the ace of spades.

Alexis
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X-ray vision 1

It is very obvious how this trick is done unless you do it quickly and smoothly.

1. Get someone to shuffle the pack and pass it back to you.
2. Cut the pack and secretly look at the bottom card. Let's call it the ace of spades.
3. Put the pack behind your back and put the ace of spades face up on top of the pack.

4. Bring the pack back in front of you so the audience can see the ace of spades. They will think the whole pack is facing so that you can only see the back of the cards.
5. Look as though you are squinting to see through the pack and say "I can see through the pack to the ace of spades". While you are doing all this, look at the face of the next card in the pack. Let's call it the jack of hearts
6. Close your eyes, bring the card to the front of the pack so the audience can see it. Open your eyes and say that you can see through to the jack of hearts.
7. Repeat the process until the audience is convinced of your X-Ray Vision.

John
Blackstone
Eggerton

ESP

Preparation

1. Divide the deck into 26 black cards, followed by 26 red cards.

Performance

1. Pick an audience member and tell them that you selected them because you sensed their telekinetic powers. Say you will try to duplicate the card identification studies the Russians used in their ESP experiments in the 1950's, and that anything over a 75% success rate at predicting card colors would be unprecedented.
2. Take a card off the top of the pack and ask your subject to concentrate, then say either black or red, depending on what they think the card's color is.
3. Repeat step two until 26 cards have been selected. Make sure to keep count of the cards as you separate them into two piles as per your subject's instructions.
4. After 26 cards have been selected, you will have two piles of black cards. Pause and say that to keep repetition from being an influencing factor in the study (which might invalidate it), you will now switch piles, putting the cards identified as red onto the pile that had been for blacks, and vice versa. The cards you are dealing are now all red.

5. When you are done, what you have is two piles, each with one portion (probably close to half) all reds in sequence followed by all blacks in sequence.
6. Take a minute or two to build suspense., saying that if they do have ESP, as you suspected, there should be sequences of five and as many as six cards in a row in sequence broken up by the invariable odd cards of the other color, telling them not to be disappointed if it has not happened.
7. When you reveal the cards, most people will be amazed as you turn over red after red after red, then black after black after black. 100% accuracy. ESP indeed.

This trick is all in the banter, but I have rarely failed to amaze with it.

Guess **Rising Cards**

1. Fan the pack out face up in your hands and look at the fifth card from the top.
2. Say you're going to pick three cards, saying the name of the card that is fifth from the top.
3. Then pick the other three cards that are the same number as the fifth card from the top. Set them to the side, in a little stack of three.
4. Say you are going to separate the cards.
5. Lay two cards from the top of the main deck on the table, then one of the three cards, then two more from the top of the deck, then another one of the three, then one from the top of the main deck, then the last one of the three, ask a member of the audience to tap the deck three times, then flip the top three cards over!!!

Secret Number *Contributor's note: "I saw Max Mavin do this one and he explained how to do it."*

1. You will need ten (10) cards from a deck. Any suit any value.
2. Give the cards to an audience member.
3. Have the member fan out the cards.

4. They should then select a card but they should NOT remove it from the pack.
5. Have them count over from the RIGHT to the selected card. This will be their secret number.
6. Have them close the pack and hand it back to you.
7. Move four (4) cards one at a time from the bottom of the pack to the top. (do it behind your back or under a cloth for show)
8. Give the cards to another audience member and have the first member tell the second what the secret number was.
9. Have the second member move cards one at a time from the bottom to the top counting until the secret number is reached.
10. Take the cards back and do something for show but DO NOTHING to the pack.

TRICKY PART BE CAREFUL!

11. Give the cards back to the second member and tell him to take the top card and put it on the bottom. He should then take the NEXT top card and put it on the table. Take the Next top card and put it on the bottom.
12. Tell him to continue alternating this way until there is only one (1) card left which should be the selected card.

Trixter

Cutting force

1. Get a volunteer to shuffle the deck and then hand it back to you. You cut the deck.
2. Tell the volunteer to pick a card from the lower half of the deck and look at it. They should then put it back on top of the bottom half. While they are looking at their card, look at the bottom card on the top half of the

deck. For example, lets say its the four of dimonds.

3. Join the two halves of the pack together, and then shuffle by taking some bottom cards and putting them on the top(make sure not to seperate the four of dimonds from there chosen card).
4. Now go from the top dealing out the cards face up. When you see the four of dimonds you know the next card is theirs. Point it out and wow you are right!

Harry

I know the card behind my back

1. Get someone to shuffle a pack of cards. Take the pack back and turn it on its side. Glance at the bottom card.
2. Put the cards behind your back and split the pack so one half is facing in the opposite direction.
3. Bring the pack back in front of you and name the bottom card you saw. Show the audience the card on the original bottom, making sure they can't see the other side (which is the opposite way around). While you are naming the card, remember the card on the other side of the pack.
4. Put the cards back behind your back, and place the card you have just named in the middle.
5. Bring the cards back in front of you, showing the card you have just remembered, and hiding the one on the other side. Name the card.
6. Repeat the trick as many times as you like!

Jeff

One-Way Deck

Preparation:

1. Take a deck of cards whose back is not symetrical (the picture looks different upside down) and line them up so they all face the same direction.

Performance:

1. Shuffle the deck, being careful to keep the backs facing the same way.
2. Fan the deck out and ask someone to

- take a card.
3. Turn the deck around and ask the person to put his card back in.
 4. Shuffle the deck again once or twice. Look through the deck and find his card.(It will be the one facing the other way.)

IMPORTANT: keep an eye on the person to make sure he doesn't turn his card around.

Variation: To make the trick less obvious, look for cheap cards that are supposed to be symmetrical but aren't. Arrange them so the fat margins are on one side, and the thin ones are on the other. You can also mark the corner with a pen (same color as the backing).

Jesse
Brown

You Picked It!

Preparation:

1. Place all four sevens on top of the deck.

Performance:

1. Place the card's back in the box and approach your volunteer.
2. Remove the cards from the box and hand the top four (the sevens) to the volunteer. Tell them not to look at the cards.
3. Now, tell them you are going to ask them five questions, and they shouldn't think about the questions, but answer as fast as they can! (This is the key to the trick)
4. Begin with the following list of questions asked rapidly after each answer is given.

1+1..... They will answer 2.
2+2..... They will answer 4.
4+4..... They will answer 8.
8+8..... They will answer 16
A number between 12 and 5.....

This will catch most people off guard. They will think about this for a second and 98% will say 7!

5. When and if they do say seven, ask them to turn over the cards in their

hand. The four sevens will be shown and, because you haven't touched the cards all the way through the trick, they will be astounded at your psychic powers to influence their mind!!!

Andre
Chiasson

ESP Trick 2

1. Tell the audience that you need to cut the deck EXACTLY in half, and that to ensure that it is exactly half, you need to count out 26 cards.
2. Tell them that to ensure the odds of this trick working are slim, they are to watch you count 26 cards out, face up, and ensure 4 cards of the same value are not together. Eg. 4 kings, 4 3's, etc...- *** **this is their diversion** *** _
3. Count the 26 cards from the top of the deck face up onto the table and remember the 7th card. Keep the pile neat so as not to mix anything up
4. When you have counted out 26 cards, ask the audience if they are satisfied there were no 4 in a row together. If they are not satisfied, shuffle the deck and start again.
5. Now place the counted pile UNDER the uncounted pile.
6. Tell the audience:
"I will now need to turn over 3 cards - Each card MUST be a 10 value - Kings, Jacks and Queens are worth 10, Ace is worth 1, and all other numbers are their value. - eg, a 5 of hearts is worth 5. If the cards I turn over are worth under 10, I will add cards to make the value a 10".
7. Turn the top card over and put it down face up. If it is a K,Q,J,10, say okay that is 10. If it is ANY other, add additional cards, counting each as being worth 1, to "make it" 10. **eg.** if it is a 5, take cards off the top of the deck, one at a time and put them next to that card counting to 10 as you go. So you should have 5 cards sitting next to the 5. Leave them face down as they are not important.
8. Do the same for the other 3 cards, one at a time.
9. Now ask the audience to add the value of the 3 face up cards - Eg. if it is a "K 3 7", the value is 20.

10. Pretend to think hard or chant or whatever. Remember the 7th card from when you were 'cutting' the deck? Tell the audience the 20th (or whatever the total value of the three face up cards was) card from the top of the deck remaining is the "(whatever the card you remembered is)". Count that number of cards off the deck to prove it! This will work no matter what the 3 cards turned over are!! - The 7th card will ALWAYS come up on the value of those 3 cards, no matter how close to the top or bottom!!!!!!!!!!

Civil War 1 Sanded Deck Force

Preparation:

Sand the corners off a deck of cards, just enough so it's clear to you which corner is sanded, but the audience can't tell it's sanded at all.

Performance:

1. Get a volunteer to pick a card from the sanded deck.
2. Once they have looked at the card, instruct them to insert it into the deck with one of its short edges going into the long edge of the deck (forming a T shape).
3. You should then turn the card so that it lies the same way as the rest of the deck, whichever way the sanded corners **do not** line up.
4. You can now shuffle or cut the deck as you please, before pulling out the chosen card (it's corner will stick out from the sanded corner of the pack).

SAM Simple 'Double Up' Illusion

Preparation:

Place the Two of Diamonds and Three of Hearts on the top of the deck, and the Two of Hearts and Three of Diamonds on the bottom of the deck.

Performance:

1. Briefly show the top two cards to the audience, and replace them where

- they were.
2. Do the same with the bottom two cards.
 3. Place the bottom two cards somewhere in the middle of the deck.
 4. Show the top two cards.

The idea of this trick is that the audience thinks that the two pairs of cards are the same, and have been jumping around in the deck.

Alexis **Jaw Clencher**
Nethercleft

Preparation:

This trick needs to be done with the help of a 'confederate'. It should be discussed and practised beforehand. The confederate will leave the room whilst a card is chosen. He/she will then come back in and, by counting the number of times you clench your jaw, name the chosen card.

Performance:

1. Your confederate is outside of the room. For effect, you could get a member of the audience to wait with them to prove that they haven't seen the card being chosen.
2. Shuffle the deck, or get a volunteer to shuffle it for you.
3. Get a volunteer to choose a card, show it to you and the audience, and put it back in the deck. They can shuffle the deck if they like.
4. Bring your confederate back in. They should stand behind you and rest their fingers on your temples.
5. You now clench your jaw a pre-defined number of times to let the confederate know what the chosen card was. Here is a recommended code:

First identify the suit in CHaSeD order

Clubs	<i>1 clench</i>
Hearts	<i>2 clenches</i>
Spades	<i>3 clenches</i>
Diamonds	<i>4 clenches</i>

Now, after a brief pause, identify the value of

the card:

Ace	1 clench
2	2 clenches
3	3 clenches
4	4 clenches
5	5 clenches
6	6 clenches
7	7 clenches
8	8 clenches
9	9 clenches
10	10 clenches
Jack	11 clenches
Queen	12 clenches
King	13 clenches

6. Your confederate can now identify the chosen card.

Alexis **Double Card Recognition with an**
Netherclef **alternated deck**

Preparation:

Arrange the deck so that red cards alternate with black ones and discuss the trick with your confederate.

Performance:

1. The confederate should leave the room.
2. Ask several spectators to give the ordered deck a complete cut. They should not look at the faces of the cards.
3. After the deck has been cut a few times, ask the last volunteer who cut it to take the top card and commit it to memory.
4. Ask another volunteer to take the next top card and commit it to memory.
5. Ask the **first volunteer** to replace his card on top of the deck, and **then the second volunteer** to replace his card on top of the first's. The two cards are now reversed.
6. Once again, have the deck cut several times.

7. Explain that "because two people have chosen a card, we must have a pile for each person."
8. Proceed to deal the cards into two piles. Each pile will be of a single colour, except for the chosen card.
9. Call your confederate back into the room, and instruct the two volunteers to take one half of the deck each to him.
10. The confederate takes one half of the deck in each hand, and places one to one side.
11. Fanning through the other pile, they should look like they are concentrating fiercely. Actually, they are looking for the one card of the opposite colour, which they should put face down in front of them.
12. The confederate should now pick up the other pile and *add it to the cards they are already holding*. Once again the card of the opposite colour is found and placed face down in front of them.
13. The deck is now casually shuffled by the confederate, as they mutter something to do with "vibrations" from the cards. This shuffle will ensure that there's no clue as to how the trick was performed.
14. Each volunteer names their card, and the confederate turns over the appropriate card as they do so.

Mike the Great **Card Reader**

1. Look at the bottom card and memorize it. Make sure the audience doesn't see it.
2. Point to a second card but don't look at it. Say "this is <whatever the bottom card was>. Then pick it up and look at it.
3. Have an audience member pick another card. Without looking, say it's <the card you just picked up>. Now take it out the pack and put it with the other card.
4. Now it is your turn to pick again. Pick up the bottom card, saying (without looking) that it is the <the card you just picked up>. You now have all the cards you said-show them to the

audience!

Triple Card Recognition

1. Shuffle the deck and spread it out in your hands. Make sure you know what card is at the end (e.g ace of spades).
2. Tell the person to pick a card and tell them it will be <the card at the end (eg ace of spades)>. They don't look at it but you do. (e.g it's the king of hearts).
3. Tell them to pick a card and it will be <whatever the last card you picked was (e.g the king of hearts).
4. You look at it but they don't and it is e.g the three of clubs. You then say you are going to pick a card and it will be the three of clubs. you pick out the ace of spades which is at the end of the pile.
5. Now you have all three cards that you said, you can amaze the audience!

CbAKK

Esp (3)

Preparation

You must have a partner for this. Discuss the trick with them beforehand.

Performance

1. Lay out 9 cards face up (3 rows of 3)
2. Go out of the room, leaving your partner in there. If you want, have someone go with you to show you're not cheating.
3. While you're still out of the room, have an audience member choose a card out of the 9.
4. Come back into the room. Your partner will have their thumb on the rest of the deck, pointing to a spot on the deck representing the position of the chosen card on the table.
5. Point out the card they chose.

John Read **The Four Jacks**

Preparation

Before the performance take all four Jacks out of the pack, and carefully place four cards behind them so that when the four jacks are fanned out to the audience the audience can't see the cards behind.

Performance

1. Show audience the 4 Jacks, concealing cards behind
2. Place rest of the pack facedown on a table.
3. Tell them 4 Jacks went to rob a house, and place the 4 jacks concealing the cards behind on top of the rest of the pack (which represents the house).
4. Say the first went to the cellar, and place the top card at the bottom of the pack not showing the audience. Remember, the card is not really a jack it is one of the concealed cards.
5. The second went to the Ground floor-place the next top card on the bottom..
6. 3rd to the middle, 4th to top. Place them in their places in the pack.
7. Then say the police came to the house. The 4 jacks heard this and ran up the stairs onto the roof. Tap the pack four times, and take the top card face up to show the audience, then the next then the 3rd and the 4th and you should reveal four jacks.

John **X-ray Vision (3)**

Preparation

Put all spades at the bottom of the deck in order, with the ace at the bottom

Performance

1. Get someone to pick a card besides the bottom spades
2. Put the card on top of the deck and cut the deck until there is a spade on the bottom
3. Lets say the spade # is 5 of spades
4. Tell the volunteer that their card is the fifth card from the top. When

**Connor
McSorley**

The Dream Card

they look they will be amazed.

1. Ask a member of the audience to assist you.
2. Tell them that in a dream last night, you got an image of a card, and they will now find it-psychically.
3. Ask them to thumb through the deck, facing you, and when you see the card you will remove it. As they thumb through, remember the number of the first card and suit of the second, (say ace & heart), and when you see that card (the ace of hearts), remove it without letting them see it.
4. Tell them to gather up the cards, and deal in to one pile until they feel the "urge" to stop.
5. Tell them to deal this pile into two even sets, one at a time as if dealing for a game.
6. The last card they put down is the number card. The card on top of the other pile is the suit card. ham it up a bit when revealing, commenting on their psychic ability.

**Da Great
Genie Greg**

Gather them up!

Preparation

Mke sure that there is an ace at the bottom of the deck, and that the other three aces are on top of the deck, or in a pocket.

Performance

1. Show your audience the three aces.
2. Carefully explain to them that you are going to put one of the aces at the bottom (without letting them see the forth ace), one at the top, and one in the middle. Do as you said.
3. Then, ask one person to cut the deck into two, putting the top half under the bottom half.
4. Say alakazam!
5. Look through the deck. The three aces are together.

**Catherine &
Stephanie**

Doubles

1. Shuffle the cards and let a volunteer from the audience pick any 3 cards (not showing you) .

2. Take the remaining cards and put down one of them face up, and another next to it.
3. If they have the same number cover them with 2 more cards the same way. If they don't have the same number lay down another card face up next to them.
4. If that is a pair with either of the other cards cover those 2 up with some more cards. If it isn't a pair put down another card and check it for pairs.
5. Continue this until all of the cards are gone. If there is one card left and you are not in the middle of covering a pair simply put it down next to the rest of the piles.
6. When all of the cards are put down find the 3 cards that don't pair up with any other cards. The numbers on those cards are the numbers on the cards in the volunteer's hand.

Chris

Switch em'

Preparation

1. Take the 8 and 7 of clubs and the 8 and 7 of spades out of the pack, and then put an 8 and a 7 of any combination of clubs and spades in a pile.
2. On the bottom of that pile put either of the two remaining cards.
3. Put the pile of three on the top of the deck. Put the single card on the bottom.

Performance

1. Say "I'll grab the top two cards and they'll be the 8 of clubs/spades and the 7 of clubs/spades." Show the two cards only briefly then put them in the middle of the deck.
2. Get someone to blow on the deck then put your four fingers on the top of the deck and your thumb on the bottom and shoot the deck into your other hand, whilst holding on to the top and bottom cards with a fingers and thumb. The cards are different, but the audience will think they're

Jensen
Mamari

Bottom Glance ending with a slap

the same.

1. First, tell someone to shuffle the deck. When they hand it back to you take a glance at the bottom card.
2. Look at the audience and bring the card that you've seen up to the top. Bring three more cards up from the bottom in the same way.
3. Cut the deck into two packs. The top section goes on the right side and the other section goes on the left.
4. Take the first card from the right pack and put it on to the left pack. Repeat with the next two cards. You now have three cards on the left pack that came from the right.
5. Take the next card off the top of the right pack and show it to the audience. Tell them that this is their card and that they should remember it. Put the card on top of the left pack.
6. Now you can shuffle the deck anyway you like since you know the card already.
7. After shuffling the pack, turn it so upside down so that you can see the faces of the cards.
8. Tell the audience to pick a number from 2-5. While they are distracted with telling you the number, put the card that you showed them second from the bottom of the deck.
9. Ask the audience to count to their chosen number. When they have finished, grab the bottom card and show them. Ask if it is their card. It won't be.
10. When they say no, put the card you just showed them on top of the deck and put the bottom card on the table face down. This is their card.
11. Repeat step 9, putting the cards on top of the chosen card, face down on the table. For example, if their number was three, you would end up with four cards on the table.
12. Tell an audience member to put out their hand and make a scissors shape with their forefinger (pointing finger) and middle finger.
13. Place the the 4 cards between their

two fingers, and tell them to squeeze fairly tight.

14. Slap the cards hard enough that the first three cards should fall off their finger. Tell them to turn over the remaining card. It's the same card from the bottom deck at the beginning of the trick....!

Matthew Mitchell

Magic Pencil

1. Get a normal deck of cards and a pencil (without an eraser on the end).
2. Tell your spectators that this is a magic pencil with an invisible eraser on the end, and that with it you will erase all the faces of the cards.
3. Rub the end of the pencil on top of the deck and partially fan the cards out, so that the faces cannot quite be seen. All the cards will look blank if done correctly.

Jason

Card Force

1. You must know what the top card is. Either sneak a peak while shuffling or just look before beginning the trick. No matter what, keep that card on top.
2. After shuffling the cards several times to gain the person's trust (always keeping the same card on top), hold the deck in your left hand with your pinkie, ring, and middle fingers on the back side of the deck.
3. Now take the thumb of the same hand and riffle through the deck, so as to make a shuffling sound and say "tell me when to stop".
4. When they say stop, keep a tight grip on the top card with the three fingers, and pull the top half of the deck, except for the top card, away (quickly, or it is noticeable) letting the "top" card fall on top of the bottom half.
5. Say "there's your card", and ask a member of the audience to look at it. Of course you already know what it is.
6. Hand them the deck and say "put it anywhere in the deck, shuffle it if you want"
7. Take the deck back and pretend to concentrate hard whilst looking

through it. Take the cards off the bottom one at a time, putting each one on the top, when you see their card, put it on the top of the deck and then continue to put one more on top of that.

8. Do a double lift and ask if it is their card. It's not. It is now up to you to decide which magic you will use to reveal that you know their card.

Your Card Preparation:
is a...

Arrange the deck so that the cards in order-2,3,4,5,6,7,etc.

Performance:

1. Ask a spectator to choose a card from anywhere in the deck and look at it without showing it to you.
2. Then have him/her put it back anywhere in the deck.
3. All you need to do now is look through the deck for a card that is out of place. Pick it out and show the spectator
4. Ask him/her if the card that is out of place is the card that they picked in the beginning. It should be, and they will be stunned!

Matt Thompson Friendly Kings

Effect:

The four kings are placed on the top of the deck and separated from each other. They then miraculously appear back together again.

Performance:

1. Remove the four kings and two other cards from the deck.
2. Place the two other cards below the uppermost king, and on top of the king which is second from top. Make sure the audience cannot see the two other cards, so it looks like you just have the four kings.
3. Show them the "four kings" and

then put the six cards on top of the deck.

4. Put the first king on the bottom of the deck.
5. Put the two other (non-king) cards at different places in the middle of the deck, making sure the audience still thinks that they are the kings.
6. Cut the deck in half, and as you do so tell them a story about how "the four kings are best friends and never let anything between them"
7. Now complete the cut and flip through the deck, saying "I'm sure it won't take long for the kings to get back together".
8. You will then find all four kings in a row, and show the audience.

Alli

The Jacks' Party

Preparation

Remove the 4 jacks, the 4 kings, the 4 queens, and the four aces from the pack

Performance

1. Lay out all the jacks in a row, face up, side by side. Say "these are 4 jacks who decided to have a party".
2. Say "they decided to invite their best friends the kings". As you do so, lay the kings out on top of the jacks so there are 4 piles of jacks and kings. (It doesn't matter if they're the same suit or not).
3. Say "the party was going great but they wanted more people, so they invited their friends the queens". Put a queen on top of each pile like you did before.
4. Then say "the party got too noisy, so the cops came and took everyone away". Put the aces on top of the queens.
5. Then put all the piles on top of one another while saying "they all got into the police car. (be sure to keep the same order)
6. Say "on the way to jail, they got in an accident". Ask an audience member to cut the deck as many times as he or she wants to, but **make sure they don't shuffle**

Malcolm **Card Vibrations**
Kotwal

them!

7. Say "but in the end, all the different groups ended up back together". Deal out the cards into four piles, face down. Flip each over to reveal all the kings together, all the queens together, all the jacks together and all the aces together.

Preparation:

Arrange the ace to ten of any suit (eg. diamonds) on the bottom of the pack, with the ace on the very bottom.

Performance:

1. Fan out the cards face down, keeping the lower cards bunched together, and ask the spectator to pick a card.
2. Hand him/her the rest of the pack and ask them to place their card on top. Then ask the spectator to make a complete cut, burying their chosen card. (Usually the spectator will cut about halfway and not disturb the cards at the bottom).
3. Ask the spectator to turn the pack face up and touch the top card, saying that you will sense its vibrations. Then, with the pack still face up, ask the spectator to make another complete cut.
4. Keep asking the spectator to cut the pack until any of the cards you prepared at the beginning appears on top (ie. the ace to ten of your chosen suit)
5. Ask the spectator to turn the pack back over, and depending on the card that was on the top (now on the bottom) you can tell how many cards down their chosen card is:
Ace = 1 card down Two = 2 cards down Three = 3 cards down Four = 4 cards down Five = 5 cards down Six = 6 cards down Seven = 7 cards down Eight = 8 cards down Nine = 9 cards down Ten = 10 cards down
6. Touch the top of the pack, telling the spectator you can sense their

card's vibrations. Proceed to tell them how far down their card is. Surely enough, you were right.

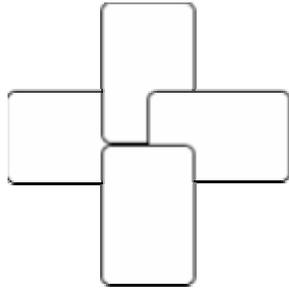
**Rows,
Columns &
Crosses**

1. This trick requires 16 cards. You can either get a member of the audience to choose them or just shuffle the pack and use the top or bottom 16.
2. Deal 16 cards face up in four rows of 4:

Row 1:	1	2	3	4
Row 2:	5	6	7	8
Row 3:	9	10	11	12
Row 4:	13	14	15	16

3. Ask a member of the audience to choose a card with his eye but not tell anyone what it is.
4. Ask the person to tell you which row his card is in
5. Pick up the cards one by one in columns, starting with the card in the bottom left and working up, putting each card on top of the one before. (13, 9, 5, 1, 14, 10 etc)
6. Turn the pack over so that it is face down in your hand and deal the cards out row by row, face up as you did before. Now the cards that were in the 1st row are in the 4th column, those that were in the 2nd row are in the 3rd column, those that were in the 3rd row are in the 2nd column, and those that were in the 4th row are now in the first column.
7. Ask the person to tell you again which row his card is. You now know which card it is.
8. Pick up the cards in any order you like, putting them face down in your hand, but remember how many cards from the top the chosen card is.
9. Now form four crosses with the cards face down. You should know where the chosen card is

by counting as you place the cards down.:



10. Ask the audience member to point at a cross. If it is the cross with the card in, pick up the other three crosses. If not, pick up the cross they are pointing at and repeat the procedure.
11. When you are down to one cross, ask the audience member to point at a card. If it is not their chosen card, pick it up and repeat the procedure. If it is, pick up the other three cards and turn the card over. Magic! Their chosen card is always the last on the table. The member of the audience won't know how their card is always the last on the table. The truth is, they've been pointing at crosses, but you've been picking up and leaving exactly what you want!

Alexis David Lovel in yon Abbey
Nethercleft

This trick requires a good memory and a lot of practice, but the results are worth it!

1. Deal ten pairs of cards face up onto a table.
2. Ask a member of the audience to choose a pair and remember them, without telling you.
3. Ask the person to pick up all the cards, in any order they like, but keeping them in pairs.
4. Take the twenty cards and deal them out, putting cards in the same pair on matching letters in the following code. For example, put the first two cards on the two D's, the next two on the two A's etc. It doesn't matter which order you do it in, as long as you keep

the cards in pairs (you could start with the two B's). It is important to memorise the code and make it look as if you are putting the cards down in a completely random order.

Row 1	D	A	V	I	D
Row 2	L	O	V	E	L
Row 3	I	N	Y	O	N
Row 4	A	B	B	E	Y

5. Ask the member of the audience to tell you which row(s) their cards are in. If they point to the first row only, you know the cards must be the two D's. If they point to the second row only, they must be the two L's. If they point to the first and third rows, they must be the two I's etc. You can amaze your audience by immediately picking up the two cards.

Alexis Copycat
Nethercleft

1. This trick requires two packs, each with a different coloured back. Ask a member of the audience to help you and give them one of the two packs-you take the other one. Tell the person to copy what you do
2. Start by both shuffling the pack in your hands.
3. Swap packs, but as you do so, take a peek at the bottom card of the pack you are handing over. Lets say it's the ace of spades for this example.
4. Choose a card from your pack and place it on the top. Instruct your helper to do the same.
5. Each of you cut the pack in your hands. Your helper's chosen card is now the one below the ace of spades.
6. Swap packs again and instruct your helper to remove their chosen card from the pack and place it face down on the table.
7. Forget the card you chose before and remove your helper's chosen card (the one below the ace of

Alexis X-Ray vision 2
Nethercleft

spades) and put it face down next to your helper's card.

8. Turn the card over at the same time as your helper, and lo and behold, they're the same card!
1. Get someone to shuffle the pack well.
2. Peek at the bottom card and shuffle it to the top. Let's say it's the ace of spades.
3. Get someone to cut the pack into four piles. Watch carefully to see where they put the pile with the the ace of spades on.
4. Touch any other pile, look at it intently, hesitate, and say "the top card of this pile is the ace of spades", before picking the top card up.
5. Look at the card you've just picked up (let's call it the jack of hearts).
6. Touch any pile other than the one with the ace of spades in and say "jack of hearts" before picking up the top card and looking at it.
7. Repeat the procedure with the other two piles, leaving the one with the ace of spades in until last.
8. Throw the four cards down on the table face up for all to see. You were right!

Mirkin Card Counting

1. Get a full deck of cards, or to make it slightly easier take out the picture cards to begin with.
2. Ask a spectator to take the pack and look away. Ask them to take a card and hand you the remaining deck. They can shuffle it if they want to.
3. Now say you will look through the deck twice and then name the missing card.
4. As you go through the pack card by card add up all the cards modula 10 (that is when you get to 10 start again.) For example: Ace seven three five nine two you would add up as $1+7=8$ $8+3=11$ modula 10 = 1 $1+5=6$ $6+9=15$ modula 10 =5 $5+9=14$ modula 10=4 $4+2=7$ and so on.

5. When you get to the end of the pack do the sum 10 - the number you have added up. This will give you the value of the card.
6. Now simply look through the pack again to find out which suit is missing.

Some wize guy will say they can do this trick it - happens all the time. Hand him the pack and let him try, no one has ever managed it!

Good Luck!

K-man **Bottoms up**

1. Give a deck of cards to a member of the audience and tell them to shuffle it
2. Grasp the cards in your left hand. But first sneak a peek at the bottom card.
3. Place your right hand over the deck and lift half the deck slightly. (so no one can see it not even you)
4. Then place your right wedding ring finger and your middle finger ever so unnoticably.
5. Then begin to lift the half of the pack up while sliding the bottom card up with it.
6. Then show the audience the hole half with the card that you know on the bottom. Say its contents (eg six of hearts)

Note: For best results practise the trick by yourself first. Thus you will become faster and the audience wont be able to see you bring up the bottom card.

Ron Melone **Eliminate the Negative**

1. Take two decks of cards. Each deck will have the same top card and bottom card set up before the trick. Ask the spectator which deck they want to use for this trick. Set the other deck aside.
2. Cut the chosen deck into two piles and ask the spectator which pile they would like to use for the trick. If the spectator chooses the bottom portion, you will need to keep track of the bottom card (key card) of that pile. If the spectator chooses the top portion, you will

need to keep track of the top card (key card) of that pile.

3. Tell the spectator to cut the pile he chose into two piles. You will eliminate the pile that doesn't contain the key card.
4. Deal the remaining cards into five piles, keeping track of which pile the key card is in and where it is in that pile (top or bottom). Hold your hands over two piles that don't contain the key card and ask the spectator which one he/she would like to eliminate.
5. After removing that pile, have the spectator place his/her hands over two piles. You remove a pile making sure it a pile that doesn't contain the key card.
6. With three piles left, you hold your hands over two of the piles that don't contain the key card and ask the spectator to eliminate one of them.
7. Two piles are left and you get to remove the last pile that doesn't contain the key card.
8. Deal out the remaining pile. If there are an even number of cards, you must pick (so have the spectator hold their hands over two piles). If there are an odd number, the spectator must choose. With the one key card left, face down on the table, you pull out the deck not used for the trick and quickly pull out the card identical to the one left by taking the top card if he originally chose the top portion, or pulling out the bottom card if they originally chose the bottom portion.

Alexis **Magic Slide**
Nethercleft

1. Get a card chosen using a forcing method of your choice (see "tricks for beginners" page).
2. Bring the card to the top of the deck.
3. Do a *double lift* and announce the name of the chosen card.
4. The audience will tell you that you are wrong (which, of course, you are!)

Alexis My Mistake
Nethercleft

5. Act surprised and inform the audience that you will now have to try some real magic.
6. Place the two cards down on top of the pack, and pick up the top (chosen) card, being sure not to show it to the audience.
7. Turn the card on it's side and pass it through the middle of the deck.
8. Hold it up to the audience. Magic! It's their chosen card.

1. Get a member of the audience to choose a card and return it to the deck.
2. Bring the card to second from the top using a *double cut*. To bring the card *second* from the top, you will need to obtain the finger break one card above the chosen one, rather than directly above it.
3. Tell the group something along the lines of: "I know this is going to be amazing, but please hold your applause. I'm going to reveal the chosen card, but it's important that you make no noise *at all*. Just marvel in silence so that we can all enjoy the enormous impact."
4. Perform a *double lift* showing the selected card, and name it.
5. Act as if something has gone wrong with the trick. Say something like: "I do apologise. I really don't miss that often. I don't have a clue what went wrong".
6. Return the double card to the top of the deck and slide the top card into the middle of the deck.
7. "Hold on, maybe I can work something out." Ask the volunteer to tell you the name of their card.
8. They will tell you and the audience will be happy to inform you that you have just returned the chosen card to the middle of the deck. Of course, you haven't-it's still on top of the pack.
9. "That's all right. Maybe I can work something out."
10. Tap the top card and turn it over for all to see.

Alexis
Nethercleft

Now it should work!

1. Ask a member of the audience to choose a card and bring it to the top.
2. Ask the volunteer to think of any number from 5 to 15, and have them count off that many cards from the top of the pack.
3. Get them to turn over the top card, and ask them if it is their chosen card-it won't be. Have the dealt cards placed back on top of the deck.
4. Ask the volunteer if they are sure they counted correctly. Tell them that it is important to deal the cards slowly, or the magic won't work.
5. Deal off 1 less than the chosen number of cards from the deck slowly and carefully (ie. if the volunteer chose 11, deal off 10). The chosen card is now on top of the remaining deck.
6. Ask the volunteer what their card was and say: "Wouldn't it be amazing if I had your card right here?"
7. Double lift the top two cards, showing the one below the chosen card. Look at the bottom and appear annoyed.
8. Now, you have to blame the card you have revealed for ruining your trick. Imagine, for example, the card was the nine of diamonds. Say something along the lines of "Wouldn't you just know it? I should of guessed. The nine of diamonds is always messing things up, popping up when you don't want it to.
9. Replace the double card on top of the deck, and place the top card (the chosen one) to one side. "There, that should get rid of that nasty nine of diamonds!"
10. Put the dealt cards back on top of the deck.
11. Once again, deal one less than the chosen number of cards (10 for this example), off the top of the deck. "Now it should work!"
12. Lift the top card from the pack. "Nine of diamonds again! Wait a

Predicting a mate

1. *Shuffle the pack* and fan it out face up in your hands.
Remembering the bottom card, count thirteen cards up from the bottom (inclusive) and cut these cards to the top of the pack.
 2. Inform the audience that you are searching for your prediction card. Look through the pack until you find the "mate" (the card with the same colour and number) of the original bottom card which is now 13th from the top. Place this card on the table out of the way.
 3. Ask a volunteer from the audience to "Count a small number of cards (let's say between 1 and 10) from the top of the pack while I turn away. Then hide them so I can't see how many you've counted".
 4. Turn away while the cards are counted and hidden.
 5. Take the remainder of the pack from the volunteer and inform them that you are going to count 12 cards from the top of the deck. Do just that and hide them from site.
 6. Inform the volunteer that you are going to bring out your cards one by one and ask them to call out when you reach their number.
 7. Begin bringing out the cards from the top of the pile and place them face down on the table. When the volunteer stops you, place that card down next to your prediction card.
- minute, if the nine of diamonds is here... What did you say your card was again?"
13. Turn over the chosen card which you have set to one side on the table. Act disgusted: that nasty nine of diamonds ruined everything!

8. Inform the audience that if your prediction was correct, the two cards on the table should be mates, that is they should have the same number and colour.
9. Get the volunteer to turn over the two cards. They really are mates!

Mike Verive Needle in a Haystack

Effect:

The performer takes a borrowed deck, and removes three cards. Three spectators are given free choice of any of the three cards. The first spectator is asked for a number, and that many cards are dealt. Another spectator is asked for a number, and that number of cards are dealt as well. The third spectator then uses those numbers to deal more cards to a final card. When the first spectator turns his card over, it matches the number of the selected card. The other spectators do the same, and all cards match!

Performance:

1. Take a borrowed deck of cards, and run through them, looking for three "prediction cards". Note the top card, and remove the three other cards of the same number.
2. Place these cards face down next to each other on the table. Each of three spectators chooses a card, looks at it without anyone else seeing, and replaces it onto the table.
3. The first spectator picks a number from 1 to 10. That many cards are dealt face down, one at a time, from the top of the deck, then put back on the top (reversing their original positions).
4. The second spectator is asked for a number from 11 to 20, and that many cards are dealt, one at a time, face down as before, then returned to the top of the deck.
5. The third spectator is asked for the difference between the first and second spectator's numbers,

then deals that many cards. The next card is the "selected card", which was the original top card.

6. Each spectator is asked if he thinks his card is the one that matches, and when all four cards are shown, it's a surprise!

Jeff Stickney Roll Over

Preparation:

Put a double-faces card (bought from most magic shops, or two cards glued back to back) on the bottom of the deck.

Performance:

1. Fan the deck out and have a spectator select a card. Ask the spectator to show the card to the rest of the audience, but not to you.
2. While everyone is watching the spectator, turn the deck over. Ask spectator to put the card back into the deck.
3. Pick up the deck hold it on its side for a second with your hands covering both sides. Turn the deck back around and shuffle it, shuffling the double-card into the deck(off the bottom).
4. Tell the spectator(s) something like "not only do I know some tricks, but I have taught some tricks to these cards. Tell the spectator to tap the deck and to say "roll over".
5. Lay the deck on the table and spread them out. The selected card will be face up.

Alexis Deceptive Aces Nethercleft

Preparation:

Start with two aces at the top of the pack and two at the bottom. This can be arranged in front of the audience when the aces are sneakily positioned after another ace trick.

Performance:

1. Ask an audience member to cut

the deck into two. Remember which half has the aces at the top, and which half has them at the bottom.

2. Pick up the packet with the aces on top and do a false shuffle, keeping them at the top.
3. Pick up the other half, with the aces on the bottom, and shuffle the two aces on the bottom to the top.
4. Position the two halves of the deck (A and B) corner to corner as shown:



5. Cut the top half of pile A to form pile C, and cut the top half of pile C, and cut the top half of pile B to form pile D. Piles C and D now have two aces at the top.
6. Position your left hand at the bottom of pile C and your right hand at the top of pile D. Quickly lift the two cards on the top of these piles and place them face up on top of piles A and B.
7. Turn over the new top cards on piles C and D. There are now four face up aces on the four piles!

I was a bit dubious about the effect of this trick the first time I did it, but it turned out to be astonishing!

Effect:

The magician finds the spectator's card by counting off cards from the deck.

Preparation:

1. This trick needs to be set up first. Order the cards of any suit from Ace to 10, with the Ace on top and the 10 on the bottom. I do it with hearts, but, obviously, any suit will work.
2. Place this stack of ten cards at the bottom of the deck. Now you

Mathboy

Ordered suit force

are ready.

Performance:

1. Have the spectator choose any card. Should he choose any of the bottom ten cards, the trick is laughably easy--if that happens, choose any way you like of showing him the card. If he chooses any other card, however, tell him to put the card on top of the deck.
2. Hand the deck to him and tell him to cut it face down. [Make sure that he cuts it and does not shuffle it.]
3. Tell him to flip the deck over and cut it face up. He should continue to cut it until you see a non-face heart (or whatever the ordered suit was) on the bottom of the deck (for example the five of hearts). Take the deck.
4. Now, count off the number of cards from the top of the deck as specified by the card revealed on the bottom (for example five) and that card will be his.

Roland Tomczak (SCT)

Déplacement de carte

1. Fan the deck out with the cards face down.
2. Ask a spectator to choose a card and to look at it.
3. As he's looking at his card, you close up the fan and cut the deck in two, holding the lower part in your left hand, and the upper in the right one.
4. Ask the spectator to put his card on the lower part, in your left hand.
5. As the right hand comes to drop the upper part over the other one in the left hand, secure a small, invisible break between the two parts of the deck, above the chosen card.
6. Now, you ask the spectator for the name of a different card (not the one he took). Let's call this card 2. As you do that, make a move to bring the chosen card to

the top of the deck. This can be done in two ways:

1. You can simulate that you are randomly cutting the deck. Cut it into 3 parts, the first one being the part of the deck below the chosen card (card 1), and the other two being the remainder of the deck. Now you can arrange the three parts, in order to have the chosen card at the top. If done properly, it's very efficient.
 2. *Harder, but more impressive:* You can do what is called in french "un Saut de Coupe". It is an invisible move where you make the bottom part go over the other one. It's quite hard to do, but many tricks are based on it. An explanation of a "Saut de coupe" called the "saut de coupe Charlier" can be found in the skills page. It should be done with your left hand, hiding it with the right one.
-
7. Now, you've got the chosen card at the top of the deck, faces toward the ground.
 8. Turn the deck faces upward, and scroll the cards one after the other until you see the card 2 (the one they named).

9. While you're doing that, slide your lower card (the taken one) under the cards that you've already scrolled. When you see the card 2, remove the cards that seem to be under the card 2 (but that are in fact between the card 2 and the taken one), putting them to one side. Make a deck with the remaining cards. The last card is the chosen one, just after the card two. So now you can do a double lift, taking these two cards as if there was only one, the card 2. With a great smile, you make the chosen one appear!

**Branko da
Wiz** **Speedy Sandwich**

Effect:

The selected card magically becomes sandwiched between two jokers.

Performance:

1. Extract the two jokers from the deck and let a spectator select a card. Bring it secretly to the bottom of the deck in your favorite manner. (One or two useful trick overhand shuffles can be found in the skills page).
2. Explain that you will make the jokers trap the chosen card right between them, and openly put one joker to the top and the other to the bottom of the deck, both face up.
3. Openly left-jog the bottom joker, saying the gag that her card IS really between the jokers.
4. Wait for response at the gag, then hold the deck with the right hand at the right side with the thumb on top and the fingers at the bottom. The middle finger should be in contact with the bottom joker, and the index finger should be in contact with selection, thanks to the left-jogged joker.
5. Now if you throw the deck into the left hand, thanks to the friction between your fingers and the cards, only the two face up jokers and the selection between them

will remain in the right hand!!

Webmaster's comment: *The friction between the cards and the fingers can be improved by moistening your fingers. This improves the reliability of the trick.*

John

Scissor Fingers

1. Ask someone to pick a card, and shuffle it to second from bottom.
2. Next, take the bottom card and ask if its their card they will say no.
3. Put the card you showed back on the bottom and take their card and out it face down.
4. Put the chosen card on top of the deck.
5. Show 3 more cards and put each face down on top of theirs.
6. Tell them to put their fingers out like scissors and then put the cards between thier fingers. Tap the 4 cards until the bottom card's the only one that hasn't fallen out of thier hands. They look at it and see their card.

**The
Magicman**

The Unknown Card

1. Let someone from the audience hold the pack.
2. Tell them to pick a card which they must remember and put it on the top of the pack (face down)
3. Tell them to pick the same number of cards from the bottom of the pack, according to the number on the card they chose, and lay them on the top of the pack. (If they chose a "2 of Clubs" for example, they should pick 2 cards from the bottom and lay them on the top).
4. Now, you tell them to start from the top of the pack and take out cards one by one. They should say for each one its number and suit and put it at the bottom of the pack. Of course, while he/she is doing all this, you can't watch.
5. Here is what you got to do! When they start to pick cards from the top of the pack, you have to start counting (for yourself). The first card he/she tells you, you don't count, but when he/she picks the

- second card, you count 1.
6. When he/she picks the third card, you count 2. and so on.
 7. Here's the trick. When the number of the card he/she tells you, matches with the number you are counting, there's a big chance that the card he/she just told you is the one he/she chose in the beginning. So pay great attention and listen carefully which cards he/she is picking. There might be some other cards matching to your counting, so let them read at least 15. cards. If you're lucky, there's just one matching. But if there are two which match, it's quite impressive anyway. Just mention them both.

Andreas

Joker Party

1. Take three jokers: two red backed (one black, one red) and one blue backed (black). You will not need any more cards for that trick.
2. Place the blue backed joker on top, the red/red backed joker second, and last the black/red backed joker.
3. Tell the spectator that you have three jokers, one blue backed and two red backed, and show them, making sure they don't see both colors of any joker.
4. In the order described above perform a double lift, letting the bluebacked joker appear to be a red one and not a black one.
5. Then place the blue backed joker at the bottom.
6. Count the cards and bring the blue backed joker to the top again.
7. Show the blue backed joker now without lifting the two cards together, showing the way it is really.
8. The joker now appears to be BLACK.
9. Palm the red backed and red colored joker, and while giving the other two cards to the spectator put it in your pocket.
10. The spectator has in their hands

two jokers: one black/blue backed and one red/red backed. He'll say something like "Well.. What the heck is happening here?!!"

Contributor's Comment: This trick is very simple, I invented it myself. It might sound stupid and too easy to impress, but when I presented it to an audience it really worked and created mystery!

Smarty Pants

1. Take the deck of cards and make sure you know what the top card is.
2. Flick through the cards and get someone to shout stop about half way down. Stop when they do.
3. Take the top half of the deck and pull it out towards the spectator. Whilst doing this hold down the top card with your thumb, sliding it onto the second half of the deck.
4. Tell the spectator to take the top card of the second half of the deck (the one that you just slid down), and tell them what the card is. They will be in utter amazement.

Mysterious Jack-Ro-Batics "J"

1. Place all four Jacks on the bottom of a face up pack of cards.
2. Show your spectator the cards and announce "I'm going to show you some fancy acrobatics with four Jacks".
3. Remove the four Jacks from the bottom of the deck. While you do this take an extra card with them, making sure the spectator doesn't see.
4. Square them all neatly together and put the remainder of the deck face down on the table.
5. Hold the five cards in your right hand and using the left thumb pull the first jack into your palm. Pull the second and third jacks onto the top of the first jack in the same way, and then pull the last jack that had the hidden card under it on top of the other cards.

You should practise this so that it looks as if you only have four cards. Talk as you show the jacks (something like "these are the four circus jacks who came from europe a short while ago to entertain us this afternoon")

6. Turn the five cards face down and set them on top of the deck on the table.
7. Now deal the top four cards out face down in a row on the table from left to right. Three of the cards will be jacks, but the card on the right end is in fact the hidden card, and not a jack. The last jack really remains on top of the deck.
8. Drop the entire deck onto the first card to your left. Place your index finger in the center of the deck and riffle the cards upwards. Use the thumb and middle finger to snap double lift the top card. As you lift it from the deck show that it is a jack and drop it on the table.
9. Pick up the second jack and place it on top of the deck ("this next jack will perform the invisible diving routine passing through the deck and landing on the bottom without a net")
10. Riffle the cards as before and then turn the entire pack face up and show the jack. Put the jack on the table next to the other one.
11. ("Jack number three will do a double-somersault and turn over"). Place the third jack face down into the face up pile.

Travis
Bolcik

Magical Transport

1. Have someone from the audience choose seven cards at random without looking at the faces. Put the remainder of the deck to one side, and fan the chosen seven cards out in your hands. Have the volunteer pick one. Tell them to memorize it and put it back in the middle of the pile of seven (this should make it the 4th card).

2. Square the cards up and show them the bottom card. Ask them, "Is this your card?" they should say no. Lay it face down on a table and proceed with the next card. Ask them, "Is this your card?" They should say no again. Lay it face down beside the other card.
3. Show them the third card. Ask them, "Is this your card?" They should say no. (As they say no, you should slide it down a little and take their card. Lay it face down.
4. Put the four remaining cards somewhere in the deck, but not on top though.
5. Pick up the cards (putting their card in the middle) Show them the first card and ask them "Is this your card?" They should say no. Slide this card down and take the middle card (their card) out and lay it face down.
6. Shuffle the two cards asking an audience member to tell you when to stop. When they say stop ask them if the bottom card is theirs, followed by the next one.
7. Keeping them on the ground shuffle them around. Ask an audience member to point to two. Then ask him/her to point to one of the two. Flip the two that are not their card first. Then flip their card and they are amazingly stunned.

(Hint: Only do it once or else they'll see that one card appears twice out of the three.)

The Tom Three Piles

1. Shuffle the deck in front of the audience. As you do so, take a glance at the third card down.
2. Cut the deck into three piles so that the third card down (which you know) is in the furthest pile.
3. Ask a member of the audience to move cards around between the piles, but ensure that they only take 2 off the pile with the forced

card in.

4. Have a member of the audience point to a pile. If he/she points to the pile containing the known card, take the other two piles away. If he/she points to another pile, take that away.
5. Repeat step 4, leaving only the pile with the forced in it.
6. Tell them to take the top card off that pile (the one you know) and memorize it.
7. Next, have the volunteer shuffle it back into the whole deck. Now go and find it.

Jordon R 13 Card Count

1. You have a normal deck of 52 cards.
2. Start by laying a card face up on the table.
3. You then lay cards on top of it until it until the total score adds up to 13 including the beginning card. Here's how the maths works:

Card	Value
Ace	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
Jack	11
Queen	12
King	13

4. You continue to make piles of thirteen until the deck is exhausted. Say "remember king is 13".
5. If there are any remaining cards that don't add up to 13, keep

Card Under the Foot

1. Ask a member of the audience to pick a card.
2. Shuffle it to the fourth from bottom.
3. Tell the audience member you will show him four cards, and if he sees his card, not to say anything.
4. Show the bottom card to the volunteer and place it in his hand.
5. Show and place the next two cards in the same way.
6. Show fourth card and then perform the glide, dealing down indifferent card.
7. Overhand shuffle the deck bringing the card to the top.
8. Perform double lift showing indifferent card. Ask if this is it. It won't be.
9. Turn down double lift and place top card (the selection) under his foot. He is holding four cards, and thinks his card is on top.
10. Ask him where his card is, he will say in his hand, on the top. Tell him to turn it over. It is not his card.
11. Tell him to check the other three. It's not there. Ask him if he ever heard of slight of hand, then ask him if he ever heard of slight of foot! Tell him to look under his foot. He will freak.

Jeremy Bibey

Card Between the Aces

Preparation:

1. Take a red ace out of the deck and put it face up on the bottom of the deck.
2. Then take the remaining three

them in hand. Once this step has been accomplished you have the person flip over 3 of any of the piles and you pick up the remaining piles not used.

6. Next have them flip two of the three top cards over, add them up and add 10 to the total.
7. Finally, once you know that number, take the extra deck and count out that many cards (in your head) and whatever is remaining is the top card of the third pile.

aces, putting the red one between the two black ones. Place these on top of the deck. You are now ready to perform.

Performance:

1. Take the first black ace off the top of the deck and show it to the audience. Place the ace facedown on the table.
2. Ask a spectator to choose a card and look at it. Tell them to put the card faceup covering half of the the facedown black ace.
3. Do a *double lift* and show the spectator the other black ace. Return it to the top of the deck and tell them you will put it on top of the chosen card. You actually are putting the red ace on their card.
4. Secretly make a break at the top card and tell them you will take the cards and put them on top of the deck.
5. Put the three cards, aces facedown, on top of the card you made a break at.
6. Flip over the four cards, the fourth card being the one you made a break at, and show them their card has disappeared from in between the black aces.
7. Cut the cards, which will place the bottom face up ace on top of the card and the other red ace.
8. Spread the cards to show a facedown card between the two red aces. It is the spectators chosen card!

**Shaun
Bowen** **Ace Twister**

1. take the four aces out of the deck have them in the order of (from the top face down) ace of hearts, ace of clubs, ace of diamonds and finally the ace of spades.
2. Show the bottom ace (spades) and perform the *glide*, putting the ace of diamonds on the table.

3. As you do this say "the ace of spades" then perform a bottom buckle with a double lift showing the ace of clubs.
4. Saying "the other black ace the ace of clubs" turn the double over and deal down the ace of hearts (which is the top card). Do some kind of 'magical move' or whatever. The spectator thinks that the aces on the table are black, but low and behold, the black aces are in your hand!.

Dr. Webb Card from Mouth
Sentel

Preparation:

You need to be wearing glasses.

Performance

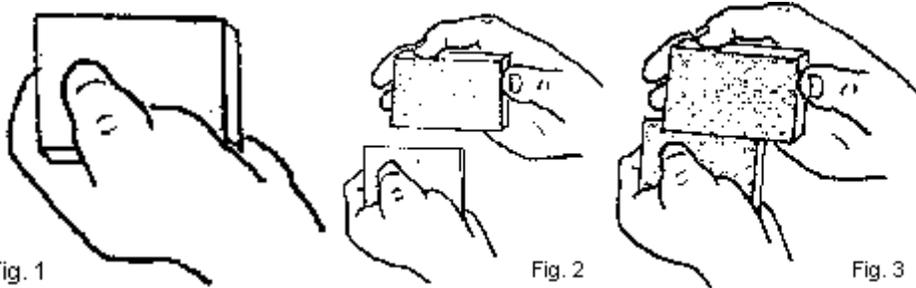
1. Have a spectator select a card and find it by your favorite method before returning it to deck.
2. During prelude and intro to the trick push your glasses up on your nose once or twice. Card can be signed.
3. Palm card via your favorite method. (I just hate to be pedantic about how to do this part!)
4. Fold card while palmed. First fold card in half by closing fingers to sort of a fist, then press middle of card with middle finger to start fold the other way and complete using other fingers as needed. (This is in Expert Card Technique...practice with an old deck, it won't take long to do one hand folds.)
5. Palm the folded card and when the spectator is looking to find their card in the deck, adjust your glasses again and slip the card in your mouth.
6. Smile, you've done it. (Try not to salivate over your success !)

Be sure to add patter, according to

taste! (I find they are somewhat bland, usually !)

Standard Overhand Shuffle This is just a normal shuffle that you can use in games as well as tricks. I've included it because when I started card magic, I couldn't shuffle a pack of cards to save my life!

1. Hold the deck in your left hand as shown in *Fig. 1*
2. Pick up most of the deck from the bottom, but leave a small packet behind (*Fig 2*).
3. Bring your right hand down and let a small packet drop onto the top of the cards in your left hand (moving your thumb slightly out the way helps)-**there is no need to place cards between the cards in your left hand!**
4. Carry on dropping packets onto the top of the pile until you don't have any cards left in your right.
5. Repeat the whole process as many times as you like.



Overhand Shuffle-Bringing the top card to the bottom

1. Carry out the overhand shuffle described above, but instead of picking up all the pack except for a small packet, pick up the whole pack except for the top card, which you can keep back with your left thumb.
2. Shuffle the remaining cards on top of this card as you would in a standard overhand shuffle.

Overhand Shuffle-Keeping the top card at the top

1. Pick up the whole deck apart from a small packet.
2. Use the side of your left thumb to bring a single card down on top of the remaining packet, jogged slightly in so it stands out from the deck.
3. Shuffle the remaining cards on top.
4. Make a small break with your thumb between the in jogged card and the card below it whilst lifting the deck up for a second shuffle.
5. Drop small packets down on the card until you reach the break. Drop all the cards down below the break in one go. The original card is back on top.

Overhand Shuffle-Bringing the bottom card to the top

1. Carry out the overhand shuffle describe above until only a very small packet remains in your right hand.
2. Draw these few remaining cards off using your left thumb **or** drop all but the bottom card, and then place this card on top. Either way, the bottom card is now on top.

Variation:

You can use the same method to bring several cards to the top. You just have to

make sure that you draw off these cards one at a time.

Double Lift

A "Double Lift" simply means lifting two cards and making them look like one. There are various methods of performing a double lift-use whichever you feel most comfortable with. Here is my favourite method:

1. Hold the pack in your left hand and bevel the top backwards slightly.
2. Discreetly lift the top two cards slightly with your thumb.
3. Clutch the two cards with your thumb at the bottom and three fingers, one at each of the remaining three sides.
4. Lift the two cards above the deck, making sure they are pushed together so that they appear as one card.

Randomly Identified Card to Top of Deck using One Handed Cut

1. Hold the pack of cards in your left hand between middle finger and base of thumb joint (quite close to wrist).
2. Reach over with thumb and lift half of the pack from the side of pack by fingers. Continue normally as if you were doing a one handed cut but insert your middle finger when you have cut and replaced the cards
3. When the cut is complete remove the card on top of your middle finger by sliding it on top of the pack and it should be on top of the pack revealed to you. And can then be swiveled back face down and used in a card force.

Submitted by Craig Campbell (Stones)

Double Cut

A "Double Cut" can be used to identify a chosen card on its own or as part of many other tricks. Here, I have shown its use to bring a chosen card to the top of a deck.

1. Spread the deck out face down in your hands for the return of a selected card.
2. The spectator will slip their card into the deck-keep an eye on it.
3. As you close up the deck to continue the trick, slightly lift the cards above the chosen one and secure a break with your left little finger (Fig. 4). *NB: If the card is to be brought to the bottom, secure a break below the chosen card instead of above it.*
4. Hold the deck from above in your right hand and transfer the break to the right thumb.
5. Use your left hand to take some of the cards from the bottom and place them on top (Fig. 5).
6. Take the remainder of the cards and place them on top, or, to make the trick more deceptive, split the cards and place the bottom pack on top before placing the final pack which contains the chosen card on top.
7. The chosen card is now on top.

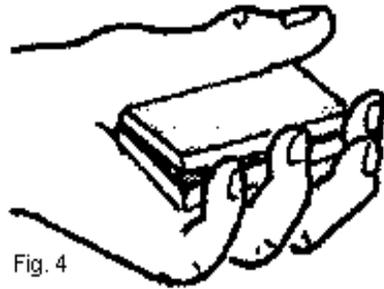


Fig. 4



Fig. 5

Glide

**Submitted
by Ciaran
McNulty**

1. Hold the pack in your dominant hand, so that you can show the bottom face to your audience. Your thumb should be on one long side of the pack, and all four fingers on the other side. The pack should be vertical, with the bottom card facing away from you, and the back of your pack facing your palm.
2. Turn the pack so it's face down. As you do this, draw the bottom card backwards (towards you - away from the audience) about half an inch using your 3rd and 4th fingers. This should be invisible to the audience, as it is covered by your hand.
3. Using your other hand, reach down to the front of the pack (the side towards your audience) and take out the second to bottom card. This should be easy as half an inch of the card will be exposed at the front. Be careful to keep a good grip of the bottom card as you take this one out.
4. Place this card on a table or wherever (face down of course). You have now shown the person one card, and given them a different one.

This sleight has a number of uses. It can be used in much the same way as the double lift. I notice you have a couple of routines on your site it could easily be adapted to, the card-under-foot effect, for instance.

Saut de Coupe Charlier

This "saut de coupe" is done with only one hand (the other one may be use to hide the movment, as if you were grabbing the deck with your two hands). The less cards there are, the harder it is to see the trick, and the easier it's to perform, so try to use a 32-card deck at the beginning. The "charlier" is not the hardest "Saut de coupe" to perform, and it's one of the more discrete...

**Submitted
by Roland
Tomczak
(SCT)**

1. Start by holding the deck as shown in Fig. 1. Your thumb is keeping a little space where the card is.
2. Now, raise your thumb a little, in order to make the lower part of the deck fall in your hand (Fig. 2).
3. Lift the fallen part with your index finger (Fig. 3), until it reaches the edge of the upper part(fig. 4). Now, drop the upper part into your hand (Fig 5), and the jump is over ! (Fig. 6).



Fig. 1



Fig. 2



Fig. 3



Fig. 4



Fig. 5



Fig. 6