

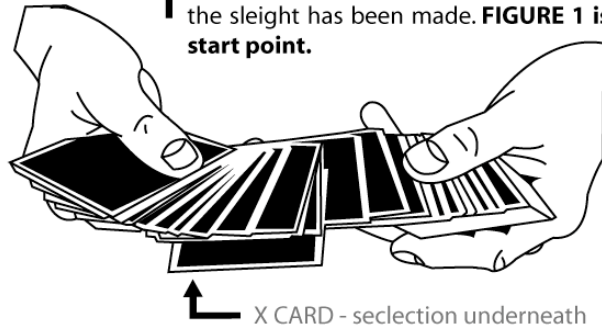
SUBWAY

The following trick, Subway, is a variation of Earl Nelson's Submarine Sandwich plot explained in **Variations**. As in Earl's method, a Convincing Control is required - any will do. However, I suggest the DMB Spread Control", which can be found in **NR3** as it implies a sense of flow or rhythm to the trick that no other control will do. You'll see why in a second. With that said lets move on.

the trick

start

Assuming you have **NR3** and/or know the DMB spread control (any Convincing Control will do) I will start off the explanation as if the sleight has been made. **FIGURE 1** is our start point.



NOTE: make sure that the card touched/selected before the control is toward the top, no more then 20 cards down. In other words - the out-jogged X card is no more then 20 cards down from the top.

Continue spreading through the deck until you have reached a position near the bottom. At this point turn two consecutive cards over to a face up position. **FIGURE 2.**

To turn two cards over to a face up position simply thumb over two with your left hand and use the right hand's spread of cards to flip them over.

Due to the Control the selected card is, and has been, riding along under the spread staying unnoticed. After turning two cards face up you will essentially load the selection between them and rear-jog them.



FIGURE 3 shows two face-up cards thumbed over, for display, and the right hands spread up-jogged. The reason for spreading (thumbing over) the face-up cards is to open a gap to allow the selection to enter smoothly and quickly. The reason for up-jogging the spread is not only to set up for the next move but also to allow the selection to enter without hesitation.

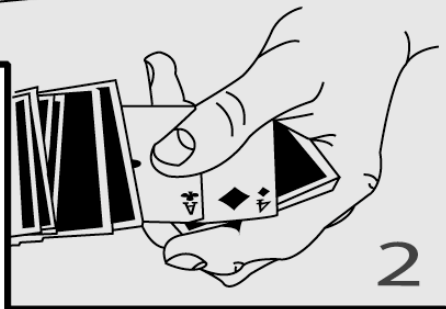
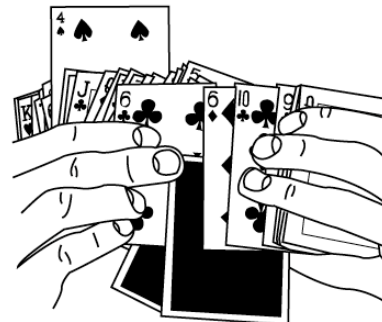


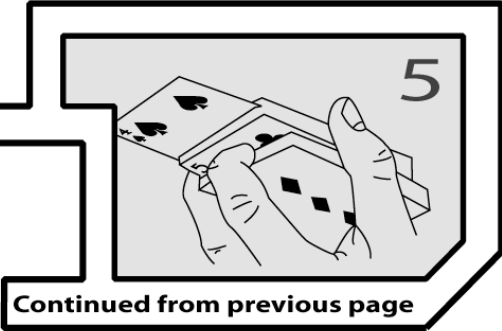
FIGURE 4 shows the action of inserting the selection between the two face-up cards. With the insertion made, grip the lowermost face-up card with your right ring finger. This will allow you to move the bottom left hand packet forward to meet alignment with the right hands packet thus leaving the two face-up cards rear-jogged.



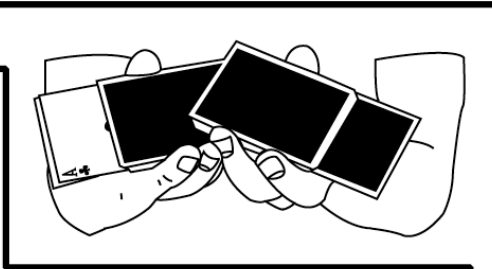
Turn the page

FIGURE 5 shows the position of the cards up until the last paragraph. It also shows the index finger breaking the deck into two portions. In-jog the bottom half (including the two in-jogged face-up cards, with selection sandwiched between) halfway.

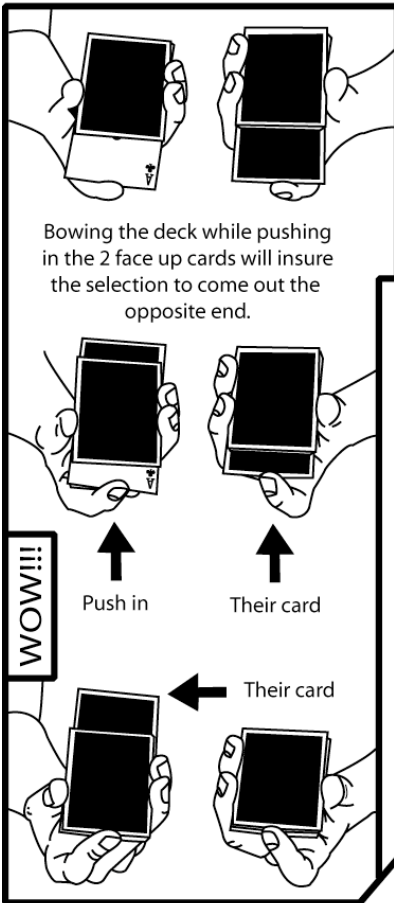
Come over with your right hand and grasp the bottom in-jogged packet on its long side by placing your right thumb on the right long side and the right fingers on the left long side. Separate the two packets by moving the right packet towards you. At the same time rotate your right wrist counterclockwise so that the out-jogged face-up cards stop at the six o'clock position, **FIGURE 6a** is a midpoint shot and **FIGURE 6b** is a final shot.



Continued from previous page



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Bowing the deck while pushing in the 2 face up cards will insure the selection to come out the opposite end.

WOW!!!

Push in

Their card

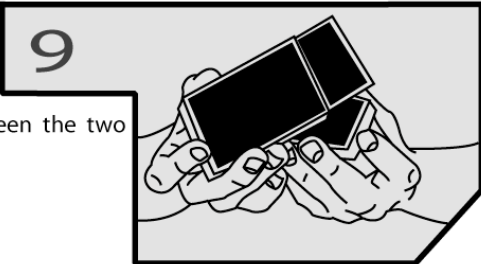
Their card

FIGURES: 6b, 7 and 8

The Plunger Principle:

Apply a downward pressure to the right hand packet, thus making a concave bend out of it. This will allow their card, which is sandwiched between the two currently out-jogged face-up cards (ace of clubs in figure) to extrude from the opposite side at the same time of pushing the two face-up cards flush with the deck. **FIGURE 6b - 8.**

To finish – the easiest way would be to simply set the left hand packet down and spread the right hand packet to show that their card is between the two face-up cards. Or, a more direct approach is to revolve the right hand packet back around, in reverse to the description in **FIGURE 6** (with the small exception of the right hands packet being placed on the left hands packet, **FIGURE 9**). When all is square, spread through the deck to reveal their card sandwiched between the two face-up cards.



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end