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Ultimate Card to Pocket

When you hear the explanation to this trick, you may think to yourself, "That's it?" Trust me, when you go out and start performing this, I think you will find it to be one of the most practical Card to Pocket – or actually Card to Anywhere – tricks there is.

The concept is rather simple, as it should be for all magic tricks. Basically, you don't let them see the face of the card until you have it in a double lift. Here's how it works: take any old indifferent card and place it in your pocket, or face down wherever you want to produce it. That's your setup. It takes two seconds and can be done anytime, even right in front of your spectators. In fact, one way I might take this is to go through the deck, upjog any card and place it into my pocket, saying to the spectator, "I like to get rid of any stray jokers before I do a trick." Then when I pull the card out,

I say, “Remember how I put that Joker away in my pocket when we started? I forgot to mention why. Jokers are wild.” Otherwise, just prepare in advance.

Anyway, you have the indifferent card in your pocket, and you spread through the deck. They pick any old card they want. They pick it, they sign it. You have them return it to the deck, keep a break, and bring it to the top. You can use any method you’d like to do this. I typically just do a triple cut to the break.

The deck is held in your left hand, and your right hand is shown empty. (By the way, this Card to Pocket is so clean... do everything you can to make it look as fair as possible. Put the card in your chest pocket if possible, because people would notice if you ever went near your chest. Always be showing your hands empty and move slowly.) Reach your right hand into your pocket and pull out the face down card, immediately bringing it toward the deck. Have a break ready below the top card. Place the indifferent card on top, and in one fluid motion, turn it over. There should seem to be no time between when you put the card on the deck and turn it over. You don’t want it to look like you are deliberately putting it onto the deck first, before turning it.

For cleanup: Hold the double card face up in your right hand, Biddle Grip. The cards should cover the rest of the deck. Your left hand flips the deck over, between the index finger on the bottom and the other fingers. Do not make a move out of this. Just do it. Immediately after doing this, drop the double card on top of the deck, and thumb off the top card. You are done and clean as can be.

The only potential for error with this trick is going through the actions choppily. You want it to be a smooth flow of about ten seconds from when the card comes out of your pocket up until it is thumbed off onto the table. Your spectators will be reacting anyway, so they will NEVER notice the cleanup.

So that is how the Ultimate Card to Pocket works. And believe me, it works! This is the perfect way to open or close the Ambitious Card Routine, it has applications in card-through-window routines, such as my own, etc.

You can also build a routine out of the trick. The number of phases is simply equal to the number of cards you have prepared in your pocket. And the nature of the phases is limited by your imagination. Try this: have three cards in your pocket at the start. Have a card selected, “lose it,” and bring it to the top. Do the standard UCTP trick, then turn the double over and slide the indifferent card into the middle of the pack.

Immediately after sliding it in, go to your pocket and do another double lift. Turn the double over and snap your fingers. Ask them to take the top card off the deck and look at it. Of course, it will be indifferent. Say, “It takes only an instant.” Take the third card out of your pocket and place it on top. Do the double lift as the indifferent card is in their hand. This routine is killer... I use it everywhere. I hope you do as well.

Now let me share an even more powerful application for this simple principle...

Ultimate Card through Window

If you're like me, having seen so many methods out there all for essentially the same thing, it's a tough sell to say that this version is the best. Personally, I've spent a lot of money that I wish I never spent on this very effect. I've learned a lot of methods, and some have been inspiring, but this is the routine I've landed on that works best for me. It's just so practical in any environment, where you can borrow a deck and be ready to go. I also want to make the suggestion that, if this routine doesn't thrill you, email me before making any – oh, let's just go with a random number here – \$245.00 purchases. Now, let's rock and roll.

This routine is based on two of my other tricks and a few other concepts from various magicians. The trick that comes up first is the Snap

Vanish, a sleight that has been gold to me over the past few months, and Ultimate Card to Pocket, which is one of the first tricks I published. These two, intertwined in some classic card-through-window principles, really make a sweet deal. This is no doubt one of the top five routines that I perform.

This does involve setup, but the underlying preparation is a one-time deal, and the immediate setup takes only a moment of privacy. The only “extras” you need are a pair of duplicates, two paperclips, double-sided sticky tape, and ideally an indifferent card from a *separate* deck. As you’re getting used to the routine, use two windows. Once you’ve mastered that, you can start doing both phases with the same window – a separate variation we’ll talk about later in the tutorial. For the sake of a clear explanation, I’m going to label the materials. The two dupes are “A” and “B,” the indifferent card is “C,” the window of the first reveal is “1,” and the window of the second reveal is “2.” Take a moment to memorize that key and get your stuff together, and we’ll go through the one-time setup.

Face up, top to bottom: A, B, C. Leave the deck aside. Square A, B, and C, and clip them on both ends with the paperclip. Tear the three cards as one along the top right corner. *Discard* the C corner. *Discard* the B corner. *Keep* the A corner. Leave C and A aside. Take a half-inch strip of double sided sticky tape and stick it to the immediate left of B’s empty corner, along the top edge of the card. Stick the A corner onto this double-sided sticky tape. This setup sounds obscenely complicated if your reading it without following along. But it will take you only a couple of minutes and only needs to be done once every fifty performances or so.

The immediate setup is as follows: B (with the attached A corner) is placed on top of the face down deck. The face down deck is placed in its case. A is stuck on the back of Window 1, back facing the onlooker. B is stuck to Window 2, in the same fashion. This is the immediate setup.

If you are using this as an opener, pull the deck out face up with B on the bottom. If you are using it somewhere in the middle of another routine (which I discourage), leave it in the case and palm it out at the appropriate time. There are a few ways for you to force B, limited slightly by its handicap.

The safest way I've found is by the Topper Force. Hold the deck face down in Biddle Grip, covering the missing corner of course, and riffle through the cards until the spectator calls out stop. Stop here and outjog the card for a quarter of its length. Close the deck and tell them you'll give a peak of the card. The left wrist, holding the deck, turns, as the right fingers push the outjogged card flush into the deck. At the same time, the right thumb pulls the top card up, and it is pulled out of the deck between the thumb and fingers of the right hand. To all appearances, you've outjogged their card and pulled it out. This move is a bit knacky, especially considering the missing corner, but it is very safe and very efficient in this context.

While the card is in the right hand, waste no time. Get your thumb nail under the attached corner until it detaches. Then pretend to rip this corner off. Do this in the mirror to make sure that it looks real and natural. Hand the corner to the spectator and place the card face up on the table. (I originally didn't let myself see the card, but found it was a waste of time and energy.) When the card is face up and the corner in the spectator's hand, take a sigh of relief. If nothing else, this is certainly the most complicated phase of the trick.

Tell the spectator, "The reason I tore a corner off this card – because I usually hate to destroy cards – is because this effect is so strong, you probably wouldn't believe me if I didn't do something to exclusify the card." Incidentally, exclusify is not a word, but I've used it so many times that it's ingrained in the patter, and no one ever notices. Tell them to keep the corner and show their card front and back. When you place it back on the table, place it face down in preparation for the Snap Vanish. I used to do the Snap Vanish face up, but the double stick tape could interfere. Don't take your chances.

Now you're going to perform the Snap Vanish, exactly as it would be performed under any other circumstances. If you don't already know these tricks, you'll learn them later on. Just know for now that this card vanishes instantly and ends up in your lap. I quickly draw attention to the deck and place it forward for them to examine. While they're seeking through the deck, I place the lapped card into my pocket.

As they're still going through the deck, I place my hand on their shoulder and point to Window 1. Here, they freak out. *They* go over to the window. *They* take out the card. *They* match the corner. All is right in magic.

Most card-through-windows end at this point, which is fine. It's a very strong effect and I am neither boasting my work nor badmouthing others'. However, what if you could repeat the same effect? Imagine that impact. With the first traveling card, the spectator can grasp some logical means of the method. Some secret setup had to be involved. But after they've taken the card out of the window themselves and held it in their hands, that idea is blown with the second phase of the routine.

Remove a pencil from your pocket and have them sign the face of the card. Many magicians love Sharpie markers. I'm one of them, and I can relate. For a flashy, repetitive routine like Ambitious Card or Card to Pocket, there is no doubt that a big black signature on the face of a preferably red spot card has no better alternative. But in terms of this trick, the only role the signature is playing is just another confirmation of the card. The corner has already been torn. The signature is just that extra punch to win the fight. It needn't and actually shouldn't be too pronounced.

You are now going to perform the Snap Vanish again. Again, you are going to do the Snap Vanish face-up, for uniformity. (You might notice that everything from Phase One of the routine matches Phase Two. It's not a coincidence.) At this point I take the deck and slap it on the table right in front of them, as my right hand fits the lapped card into Classic Palm. Take the deck back, and load the palmed card on top of the face-down deck. Kill your wrist to lay the deck face up on the table, and draw attention to Window 2, where the other card is waiting.

The following process of Ultimate Card to Pocket, adapted to the window, may seem a bit like the magician has too much control. At least that's the magicians' rationale... using their magicians' brains. Trust me; I've taken this subtle pitfall into account. But consider the following ideas that you've programmed from Phase One that counter any suspicion:

- *They* were allowed to remove the card the first time, so it doesn't matter *who* removes it this time.
- They saw that the card behind the window turned out to be their card in *their* hands, so they trust you when the same happens in *your* hands.
- They saw that the deck had nothing to do with the original card-through-window, so the deck has no heat to worry about.

Add to that the fact that they saw the card vanish, they examined the deck, the card has had a corner torn off of it that *will* match, and the signature on it has to be theirs, any fears about using the Ultimate Card to Pocket technique are purely amateurish.

Now, here's the process: You get up from your seat (if you're sitting) and take the deck in Mechanic's Grip from the table. You walk over to the window, reach outside, and remove the card. The back of the card, mind you, must always be facing the spectator. Those are the only "angles," if you must call them that, which you'll have to deal with.

Immediately, place the card face-down squarely on top of the deck and show the top of the deck. Pause a beat, and give them a sly smile. In their minds, you know you just took out their card, and you're playing with them. You're actually catching a break beneath the top two cards, under the cover of another wrist kill. Do a double lift and show their card, with the signature. Don't be in a hurry to hand it to them. Just let them see it and react.

As they react, retake the double lift, roll the deck over, and drop the two cards on top of the face-up deck, as explained in the upcoming tutorial. Deal their card onto the table. If you aren't using this as a closer – first of all, you're nuts if you don't use this as a closer – you can just palm the card off and slip it into your pocket. It's no big deal. Otherwise, just return the deck to its case and place the case in your pocket. You're done!

Like I said, I recommend doing the routine exactly as I've just taught it for the first few times you perform. After you are used to it, I highly recommend using the same window route as often as possible. All you need is a window with blinds or shades. Place the card for Phase Two behind the shade, and the card for Phase One out in the open. As you remove the card during the first phase of the routine and hand it to them, *while they are reacting and walking back to the table*, push the shade back to reveal the other card. Then go through the routine again and point to the *same window*. I think you may find that the reactions are much stronger based on this little subtlety, and I highly recommend doing it in that way.

Now, as far as the tutorials for the Ultimate Card to Pocket and Snap Vanish are concerned, get these down before embarking on this routine. The Snap Vanish needs to be perfected *and* you need to be confident performing it

casually (when you reach that level, you will know it), and I even recommend performing Ultimate Card to Pocket – the pocket version – so you’re used to the motions. If you can master these two tricks, the Ultimate Card through Window is just setup and memorization.

Snap Vanish

I wanted a card vanish that was instant, with no cover or funny moves. Just an instant vanish, much like the Raven. (Yes, I know the Raven can in theory vanish cards; No, I don’t find that to be a practical method.) So I was playing around with a few ideas and this is what I came up with. It’s about as instant a vanish as you can expect from any object, let alone a playing card.

A card is selected and put on the table in front of you. You must be sitting for this to work, unless you have some sort of wide table with a curtain around it. The card is vertically positioned no more than two inches away from the table’s edge, centered with you. Wave your hands over the card for drama and then do the move.

Snap your fingers right now in the air, in slow motion. Notice what goes on in a snap. The only really important finger in a snap is your middle finger. This starts at the tip of your thumb and then springs back into your palm to create the sound. With that in mind, place your hand in “snapping position” and contact the center of the card with the very tip of your middle finger.

Snap.

The springing of your middle finger towards your palm will spring the card off the table accordingly. And if you observe how instantly a snap takes place, then you might realize how instantly this vanish happens. Of course, I won’t kid myself here. This move is largely a knack that takes some serious

practice. Here are a few things that I keep in mind that allows me to perform it undetectably 100% of the time.

If your snap is too soft, the card will go too slow and be seen. If your snap is too powerful, you'll lose control over how far and in what direction the card goes. Finding the balance is critical to doing this move successfully.

- The card will follow the direction of the middle finger. At first I couldn't figure out why sometimes the card was going off the table and other times it was going across it. If you want the card to land in your lap, the index finger has to be completely straight.
- Have the left hand ready as backup should anything go wrong. This hand can help catch the card should it fly in a wrong path. You can also use this hand to palm or pocket the card while the right hand misdirects.
- Use a mirror because there are one or two risky angles.

After you learn the knack, this vanish is a snap! You just need to practice it and get experience using it for real people, and you'll be able to pull it off every time. I hope you find this vanish as strong as I do.