MENTAL CARD MIRACLES

FROM THE COLLECTED

MANULSECRETS OF NICK TROST



by Nick Trost

A MICKY HADES PUBLICATION

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MICKY HADES INTERNATIONAL

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MENTAL CARD MIRACLES

IF A MAGICIAN could discover a card merely thought of by a spectator, it would certainly be a miracle! A good mental card effect, to be successful, must approximate genuine mindreading as closely as possible. It must be founded upon a simple method and then be performed in a direct to the point manner. The next five effects involve either mindreading or prediction. If they are properly presented, they will appear as "MIRACLES" in the true sense of the word.

PACKET PREDICTION

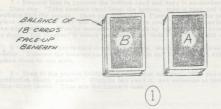
EFFECT: THERE IS A fascination in the thought that the future can be foretold, and this trick capitalizes on this interest in divination. Briefly, you predict the exact number of cards a spectator will later remove from the pack!

Preparation: With the deck face up, spread off eighteen cards and reverse them on the face of the pack. You can set up quickly during a routine or have the deck arranged beforehand.

METHOD: 1 - Write a prediction, "18 cards" on a slip of paper and hand it to someone to hold. Hold the pack in the left hand so the eighteen reversed cards are uppermost. Spread off ten cards, square them, and drop them face down on the table. Turn to a spectator and say, "I'll add a few more cards to this pile. How many shall I add - two, three, four, five or six?" add them to the tabled cards. Stress the point that he has had a free choice of how many cards he wanted to add.

- 2 With the right hand, push the packet toward the person, instructing him to turn it face up. As he does so, casually turn the left hand palm down and drop the remainder of the pack on the table. This maneuver automatically turns over the cards in the left hand.
- 3 Cut off the top portion of the deck (a) and place it beside the bottom portion (B) (Fig. 1). Drop the spectator's face-up packet on A, and then drop B on top of all. Turn the entire pack face up and place it in front of the person holding the prediction.
- 4 Summarize by saying, "I've predicted a number on a slip of paper before this experiment. We have placed an unknown number of cards reversed in the center of the deck."

Address the spectator with the prediction. "Now will you, sir, read the prediction aloud?" He reads, "Eighteen cards." Ask him to count the number of cards reversed in the center. He will find your prediction correct!



DOUBLE PREDICTION

To the layman, one of the most baffling feats of mentalism is a card prediction. Here is such an effect in which two cards are correctly prophesied.

Preparation: Reverse the second and fourth cards from the face of the deck. Now write on a piece of paper the names of the third and fifth cards from the face. These are your two predicted cards (Fig. 2). The written prediction is in your pocket, and the pack is in its case.



METHOD: 1 - Having turned the conversation to the subject of foretelling the fature, ask permission to attempt an experiment of this nature. Explain that you have already made a prediction. Show the folded slip of paper and hand it to someone for keeping.

2 - Remove the deck and shuffle it, retaining the bottom five cards in place. Do not expose the reversed cards. Hand someone the pack, instructing him to hold it face down behind his back or under the table.

- 3 Request him to remove the bottom card and bury it somewhere in the deck. Then say, "Take another card from the bottom, turn it over and insert it somewhere into the center. Have you done that? Fine! Now give the pack a complete cut-another one--and one more. Thank you." Take the cards from him as you continue, "You've turned one card face up and placed it somewhere in the deck. You inserted it where you wanted to, didn't you." He will agree.
- 4 Spread the cards face down on the table, showing the reversed one in the center. Remove the face-up card together with the card on each side of it and place them to one side.
- 5 Turn to the person holding the prediction and say, "Will you now read my prediction aloud, please?" When he has read it, ask someone to turn up the two face-down cards. They are the correct ones!

A PREMONITION

Of the numerous prediction tricks that have been devised, the following is probably the most simple and direct in action. In effect, the performer places two cards face down on the table. A spectator reverses a card in the deck while it is behind his back. The reversed card happens to be the Ten of Diamonds. The performer's two prediction cards are a Ten and a Diamond. A perfect premonition!

Preparation: The Ten of Diamonds is reversed about fifth down from the top of the face-down pack.

METHOD: 1 - Spread the cards with the faces toward you, declaring that you have a premonition about one card someone will later choose. Be careful not to expose the re-

CONCENTRATION

If the following instructions are closely adhered to, this effect becomes a real fooler. Without looking at the faces of any cards, a spectator thinks of a court card. After obtaining special "vibrations," you instantly name the mentally selected card.

Preparation: There is a simple arrangement of the court cards. Place them face up in a row on the table in this order: JC, JH, JS, QC, QH, QS, QD, KC, KH, KS, and KD. (You will notice that each value runs in the Club, Heart, Spade, Diamond sequence.) Now add all twelve cards to the face of the pack. The Kins of Diamonds is the bottom card.

METHOD: 1 - Give the deck a riffle shuffle, retaining the bottom twelvecard set-up. Turn the pack so the face is toward you and spread off the bottom SIXTEEN cards--the picture cards and the four indifferent cards above them. Place the rest of the deck aside. Invite someone to think of any picture card; that is, a Jack, Queen, or King. When he has thought of one, tell him to concentrate on his card.

- 2 Deal the sixteen cards into two face-down piles. Deal the first one in front of the spectator, the second card to yourself, the third to the spectator, and so on until all the cards have been dealt. Explain that if the card he is thinking of is RED, he is to place HIS packet on YOURS. If BLACK, he is to drop YOUR packet on top of HIS. Turn your back as he does this.
- 3 Turn around pick up the cards and again deal them alternately into two piles. The spectator is dealt the first card as before. Explain that this time if his card is a SPADE or a DIAMOND, he is to drop his packet on yours. If it is a CLUB or a HEART, he is to put your packet on his. When he understands, turn your back again.
- 4 Face the spectator, hand him the cards, and remark. "Let me touch your fingertips just for a moment." Pretend you are getting impressions of his card. This is mere window-dressing. Continue by saying. "Now if you thought of a Jack, remove one card from the top, and insert it into the center of the packet. If you are thinking of a Queen, remove two cards—if a King, three. Do you understand? Fine! I'll turn my back again, "Do so.
- 5 When he has finished, face front, take the packet, and shuffle the top card to the bottom. The card at the face will be the one the spectator is thinking of. Get a glimpse of it as you drop the packet on the rest of the deck. Reveal his card in any manner you please!

ULTRA MENTAL SPELL

In this feat a spectator spells right to a card that he merely thought of. It is well, therefore, to introduce the effect as one accomplished by mental control.

Preparation: There is a set-up of ten cards. Arrange them face up on the table in the following order: 10C,2H, 4S, 8S, 4D, KD, 3S, 5H, JC and AC. Add them to the bottom of the deck. The Ace of Clubs is on the face.

METHOD: 1 - Give the pack a riffle shuffle, retaining the ten-card set-up at the bottom. Remove the ten cards and lay the rest of the deck aside.

- 2 Give the packet a series of complete cuts. Fan the ten cards with their faces toward a spectator, then say, "I want you to merely think of any one of these cards." After he has one in mind, close the fan, give the packet another series of cuts, and hold if FACE UP in the left hand.
- 3 Explain to the person that he is to spell out his card by transferring one card from the top to the bottom of the packet for each letter in its name. "For instance if you thought of the Two of Clubs, you would spell T-W-O O-F C-L-and so forth." At this point, you demonstrate by slipping cards one at a time from the face to the back of the packet. When the ACE OF CLUBS appears at the face, STOP and hand the cards to him. The spectator is holding them face up. "Now what was your card?" you inquire.
- 4 H he names the ODD valued card, he spells with the packet FACE UP (Since the Jack counts II and the King 13, they are considered odd valued). He then transfers cards from face to back, and, after spelling the last letter, his card will be on the face of the packet, glaring right at him!
- 5 If, however, the person names an EVEN valued card, instruct him to turn the packet FACE DOWN before spelling his card. When he has spelled the last letter, he is to turn up the top card. It will be his!

Note: Remember when you hand the spectator the packet, the Ace of Clubs must always be on the face.

PSYCHIC COINCIDENCE

EFFEGT: One of the most intriguing effects possible with cards is one in which you and spectator seem to be in sympathetic accord. PSYCHIC COINCIDENCE: is a trick of this kind. As if controlled by psychic forces, you and a spectator both pull out three matching cards from the deck! The effect is amazing!

Preparation: Remove all the Two-spots, Queens, and Ten-spots from the deck. (Cards of any other value would do as well.) These are set up in this order: 2, Q, 10, 2, Q, 10, and so on. Put the twelve cards on top of the pack.

METHOD: 1-Riffle shuffle the deck, retaining the set-up at the top. Deal the top nine cards face down in a row from left to right in front of a spectator. Deal another row of nine cards face down below the first one, but from RIGHT TO LEFT [Fig. 1]. This row is on your side of the table. Place the remainder of the pack aside.

2 - Explain that people are sometimes controlled by psychic forces, "The best way to demonstrate this is by acting purely upon impulse and nothing else," you assert. Wave your hand slowly back and forth over your row of cards,



(1

remarking, "I'm going to drop my hand on any three of these cards whenever I feel the urge." Wave your hand over the row a few more times and then quickly drop it on the three cards at the RIGHT end of your row. These cards will be a Two, Queen, and Ten.

- 3 Pull the three cards out of the row toward you as you say to the spectator, "Il want you to wave your hand back and forth over your row in the same way and drop it on any three of your cards whenever you feel the impluse." Then add, "Remember, I chose my cards FIRST!" When he has done so, ask him to pull the three cards from the row toward him.
- 4 Gather up the six cards remaining in his row, drop them on top of the six left in your row, and square them into a packet. Casually show a few cards, indifferent ones, at the face of the packet as you continue, "You could have selected any three cards. Right? And you'll remember, I chose my three cards first." Slip the packet into the remainder of the deck.
- 5. Turn over your three face-down cards, commenting, "A Two, a Queen, and a Ten. What do you have?" He turns-up his cards, showing a Two, Queen, and Ten also. "I can see we are both sensitive to psychic forces," you conclude.

MENTAL FINGERTIPS

EFFECT: The performer hands the pack to a spectator and turns his back. The spectator removes a small number of cards and slips them into his pocket. A second person then chooses a card at random which he pockets. The deck is shuffled and dropped in the performer's pocket.

Explaining that he has "mental fingertips," the magician fishes out two cards from his pocket. When their values are added, they total the number of cards hidden in the first spectator's pocket: For the second climax, the performer produces a card from his pocket that matches the second person's card both in COLOR and VALUE:

You'll enjoy the ease of working in this card jewel. It's one trick you can feature in your close-up program that will amaze as well as entertain your audience!

Preparation: Set up twenty-eight cards on top of the pack (Fig. 1). All of these cards are in pairs except the top two; they are indifferent ones. Each pair matches in COLOR and VALUE. The last six pairs in the set-up may be pairs of any value. The other pairs must be as shown in the illustration.



METHOD: 1 - With the deck face up, spread the bottom half, showing it mixed. Square the cards and hand them to a spectator, saying, "I'w ant you to think of an ODD number from one, to say --thirteen, but don't pick number one-it's too small to use. You could think of three, five, seven, nine, and so one of the lime what number you've selected." Turn your back and ontinue. "Do you have the odd mmber? Now remove that number of cards from the top of the pack and slip them in your pocket. Have you done that? Fine!"

- 2 Turn around, take the deck from the spectator, and approach a second person. Request this person to name aloud an EVEN number from two to fourteen. If he calls out "Two," ask him to pick a higher one. We will assume the spectator names, "Eight" (an even number between 2 and 14.). Deal off the top eight cards one at a time face down on the table. Hand him the eighth card, directing him to slip it into his pocket.
- 3 Drop the remainder of the pack on the dealt cards. Pick up the deck, square it, and then give it a riffle shuffle, retaining the top two cards and the two cards at the bottom. Finally, drop the pack backs out into your coat pocket.
- 4 Announce that you will now attempt to divide the number of cards the first person removed. Ask him to concentrate on that number. Reach into your pocket and slowly produce, one at a time, the BOTTOM two cards of the deck. Show their faces and exclaim, "My mental fingertips are in fine shape this evening!"

Add the values of the two cards, declaring they total the number of cards he has in his pocket. Ask the spectator to count the ones in his pocket, showing you are correct.

5 - Again reach into your pocket and, after a bit of byplay, pull out the TOP card of the pack and drop it face down on the table. Point out to the second person that you have matched his card as closely as you can. Request him to remove his card and turn it face up on the table. It is, say, the King of Spades.

Dramatically flip over your tabled card. The King of Spades! A miracle!

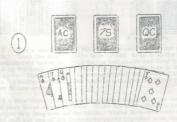
TRIPLE FORECAST

This is an IMPROMPTU card gem of mind or matter! I stress the word "impromptu" because there are few really good impromptu card tricks. If you have been looking for an outstanding piece of card magic to add to your repertoire, or if you just enjoy card wizardry, you can't go wrong with this effect!

METHOD: 1 - Hand out the pack for shuffling. Take it back and fan the cards with the faces toward you until you spot three cards of the one color, each of a different value; for example, the Ace of Spades, Seven of Clubs, and Queen of Spades. Cut the deck, bringing these three cards as a group to the top or back of the pack.

Say to a spectator, "You may not realize it, but there are certain cards in the deck to which you are sympathetic. I shall remove three cards from the pack, none of which you shall see for a moment."

2 - Now fan the deck again and pull out the mates to each of the top three cards; that is, the Ace of Clubs, Seven of Spades, and Queen of Clubs. A syou come to each mate, remove it and place it on the table face down in front of the spectator. A row of three cards is finally formed. The cards are in the same order from left to right as their mates on top of the pack (Fig. 1).



- 3 "Of all the cards in the deck, I feel you are particularly sympathetic to these three. We'll now find out whether or not you are, "you comment. Square the pack and then spread it face down in a row from left to right about six inches below your three face-down cards.
- 4 Ask the spectator to move his finger back and forth over the deck. "Whenever you feel the urge, drop your finger on a card-then slide the card you've selected out of the spread and move it in front of any one of my three

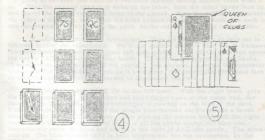
face-down cards." you instruct. Have him select a second card in the same manner and slide it in front of either of your other two cards on the table. Finally, he is to repeat the procedure by pulling out one more card and moving it beside the last face-down card (Fig. 2).

- 5 Scoop up the pack and continue, "In keeping with the rules of three, I'll divide the rest of the deck into three piles." Begin by dealing the top three cards face down from left to right in another row below the six cards now on the table. Continue dealing cards one at a time from left to right on top of these three.
- 6 Stop and remark, "To speed up things, instead of dealing them, I'll just divide the rest of the cards into three packets." Here you simply drop about a third of the cards in your hands on each pile. The bottom card of each heap is now the mate of the card at the top of its column (Fig. 3).



- 7 "For a moment, I'll show you the cards I laid out at the beginning of the trick." Turn the Ace of Clubs face up and drop it on the face-down indifferent card immediately below it. Pick up the two cards and drop both on the pile below it. Pick up the heap, give it a complete cut, and replace it in its original position (Fig. 4). This procedure is repeated with the Seven of Spades and the Queen of Clubs. Finally, assemble the pack by dropping the three piles one on top of the other in any order.
- 8 Now say, "I'll cut the deck three times just for lack." Dramatically give the pack three complete cuts. Turn the cards face up and spread them from left to right in a long row on the table. Three face-down cards will show. Reach over and pull out one of the face-down cards together with the card to its LEFT [Fig. 5]. This will be a matching "pair." Quickly remove the other two pairs.
- 9 Review by saying, "A few moments ago, I selected three cards at random and you selected three. Let's see how we came out." Turn over all the face-down cards to show three matching pairs. "Just as I thought, you were sympathetic to all three cards."

NOTE: This effect is a variation of a trick by Ned Rutledge. The method used here is entirely without sleight-of-hand and thus brings it in the category of



self working card magic!

This effect may be worked with two packs instead of one if you find this is more impressive. Here's how: For your choice of three cards, you pull out three from a red deck (for instance) that match the three top cards in a blue pack. Discard the rest of the red deck. The spectator then uses the blue-backed pack for his choice of three cards. The effect now proceeds as with one pack, your three red-backed cards being turned over and cut into the blue deck.

BRAINWAVE IMPROMPTU

EFFECT: A red and blue pack are displayed. The magician reverses a card in the red deck without revealing its face. A rubber band is snapped around the pack; it is then dropped into the performer's pocket. Someone now indicates any card in the blue deck and reverses it in this pack. Say its the Five of Spades. The card in the red deck is shown. It matches the spectator's card perfectly. It, too, is a Five of Spades.

Requirements: A red and a blue pack and two rubber bands.

Preparation: Place two red-backed cards on top of the blue deck and one blue card on top of the red pack. Snap a rubber band around each deck. Drop the supposed red pack in your right coat pocket and the supposed blue deck in your left pocket.

METHOD: 1 - Bring out the (supposed) red pack and remove the rubber band as you announce, "I want to try a little brainwave test. Before we begin,

I'm going to reverse one card in a red deck without letting anyone know what it is." Deal the top red card face down on the table, turn the other cards face up, and insert the single card face down in the center. Snap the rubber band around the sides of the pack, then twist the band around the ends so it holds the deck in two directions (Fig. 6). Drop the pack, backs out, in your right coat pocket.

- 2 Address one of the spectators. "Now I'd like for you to help me in the next part of the experiment. We'll use another deck--a blue one." Remove the (supposed) blue pack from your left coat pocket. Slip off the band and spread the cards FACE UP between your hands. Do not expose any of the red backs. "I'want you to name any one of the cards," you explain. Assume the spectator names the Five of Spades. Remove it face down, and insert the Five-spot face up into the center. Tell this person to remember his card.
- 3 Hold the pack FACE UP in the left hand. With the right hand, grip the deck from above. The second and third fingers are at the outer end, the thumb at the inner end, and the forefinger is resting on the face of the pack. With the right thumb, riffle off the single blue-backed card and hold a break above it with the left little finger. Now pick up the rubber band with the right hand. Snap the band around the sides of all the cards except the blue one. Immediately twist the band and encircle the ends of ALL the cards. The situation is: The blue-backed card is held lengthwise, but not crosswise, by the rubber band (Fig. 7).



- 4 Take the deck in the right hand and place it, face outward, in the RIGHT cost pocket. As soon as it is out of sight, slide out the single blue card from under the band with the right thumb. Leave the single card in your pocket as you remove the same pack, backs out. Toss it on the table.
- 5 Build up the climax by saying, "You'll remember, I reversed one card in the red deck before the experiment. If our brainwaves are as synchronized, then the card I reversed should match the one selected from the blue pack. What was your card again?" He replies, "The Five of Spades." Pick up the deck, remove the rubber band, and spread the cards, showing you have matched his thoughts. The reversed card is the Five of Spades! The pack can now be examined.

DR. RHINE OUTDONE

Here is a trick you can feature in your act--Close-up or platform. This mental card masterpiece can also be performed anywhere with anyone's deck.

EFFECT: A pack of carda is shuffled by the performer, then a spectator gives it a final riffle shuffler himself. Several cards are dealt out face up on the table. Now the performer say he will attempt to MATCH the face-up cards, to card up the pairs and EVERY pair matches--COLOR FOR COLOR: It's fantastic.

A spectator now tries to match some cards, but fails to match more than two or three.

For the climax, the final portion of shuffled cards is taken by the spectator to another part of the room. He then looks at the top cards and concentrated on its color. Immediately the performer names it! He then correctly names the color of EVERY card in the remaining packet!

This is truly a complete and unfathomable presentation of mental telepathy:

Preparation: Using any pack, set up the cards so they alternate red, black, red, black, throughout (Fig. 1). When finished you should have cards of different color on top and bottom of the deck.

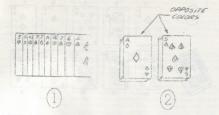
A FALSE SHUFFLE: As you begin the routine, you should false shuffle the deck and still keep the cards in alternate color order. A simple method is to give the deck a series of complete cuts, simulating an overhand shuffle. Done rapidly it will pass for a genuine shuffle.

Another method of false shuffling is to hold the deck for an overhand shuffle, then, with the left thumb, run off an ODD number, of cards one at a time into the left hand. Throw the right hand's cards on top. This shuffle can be repeated any number of times and the pack will remain in alternate red and black card order.

THE ROUTINE: 1 - After false shuffling, place the pack face up on the sole. Now cut off about half the pack, placing it beside the lower portion. If you have a DIFFERENT color card on top of each half, you can proceed [Fig. 2). If they are the same color, complete the cut, then cut the pack in half again. If the two face cards are the same color once more, repeat the cutting process until you have two cards of different color on the face.

2 - Explain you are going to try several experiments in ESP with a deck of cards. "Before any kind of test, the deck must be shuffled," you patter. Now ask a spectator to riffle shuffle the halves together and square the deck.

Performer's Matching Test: 3 - Take the deck and hold it face down. Deal the top four cards face down from left to right on the table. Continue



dealing a card at a time from left to right on top of the first four cards until you have ten cards in each packet. Place the remainder of the deck (twelve cards) face down to one side.

We'll call the four dealt packets A, B, C, and D from left to right. Now packet A and B are in the same order of color from top to bottom, EXCEPT that the colors are OPPOSITE. That is, if the top card of A is BLACK, the top card of B is RED, and so on throughout both packets. Also, packets C and D are in OPPOSITE color order. Fig. 3 shows the present situation.



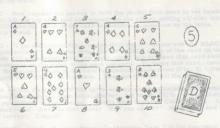
4 - Turn to a spectator and ask him to indicate any one of the dealt packets be turned face up. Suppose he names B. Pick up packet B and dealt as follows: Deal the top five cards face up in a row from left to right. Deal the next five cards face up in another row below the first five cards. Now pick up the packet that matches in opposite color order (A in this case) and hold it face down in the left hand (Fig. 4). "I'll now attempt what is called 'The Matching Test." The 'ideal is for me to match the face-up cards on the table with a card of the same color from those in my hand. By chance alone, I should be able to match three or four correctly. But if I should match more than that, then I may



possess a form of extra-sensory perception," you say. "Let's see what happens."

5 - Glance at the first card dealt on the table. You know the top card of the packet in your hands is the OPPOSITE color of this card. Now deal the top card face down on a card of corresponding color.

In our example, the first card in Fig. 5 is red, so the first card in packet A is BLACK. Deal your first card face down on any face-up BLACK card. The next card in Fig. 5 is black so you know the next top card in the face-down packet is RED. Deal this card face down on any face-up RED card.



Continue in this manner, dropping all of your cards face down on various face-up cards. Just follow the order of the face-up cards with your eyes. You may have two face-down cards on one face-up card or none on another face-up card.

6 - After you've dealt out all the cards, apparently haphazardly, say, "Well, I acted upon impulse only--dropping cards on the first color that came to mind." Turn over all the face-down cards, showing you have matched them color for color. 7 - Scoop together all of the cards used and place them aside. You are now ready for the second part of the experiment.

Spectator's Matching Test: 8 - "Just for the fun of it, I'd like you, sir, to try the same test, if you will," you say to one of the spectators. Pick up one of the remaining dealt packets, C or D in this case, and deal out the ten cards face up in two rows as before.

- 9 "Try to match the card's color for color, wherever you feel they go."
 As you patter, casually reach over and pick up the remainder of the pack (Twelve Cards)--NOT the last dealt packet--and hand it to the person. He then proceeds to drop his cards face down on the face-up cards.
- 10 When he has finished, turn up each face-down card, showing the result. If the cards match, leave his card(s) not op the face-up card. If the cards do not match, toes his card(s) aside, leaving the original face-up card showing. Rarely will he match more than four or five; sometimes only one or two. Whatever his outcome, address him accordingly, "Well, you are just average (above average, or below average) in ESP."

The spectator's outcome in the matching test will provide some humor but, more importantly, it sets you for the last part of the routine. The remaining packet of ten cards is in opposite color order as the red and black cards you dealt out, now lying face up on the table and all visible to you (Fig. 5). Here is the last test:

Telepathy Test: 11 - Hand someone the remaining packet. Ask him to step away a bit so you cannot see his cards. You must be in position to see the cards on the table.

- 12 Now request the person to hold the packet face down in his hands. He is then to lift the top card and concentrate on the color, putting all else from his mind. Glimpse the color of the card at position number one on the table. Suppose it is red.
- 13 "I get the impression you are thinking of--let me see--a BLACK card!" you exclaim. Here you name the OPPOSITE color of the card on the table. He will acknowledge you are right. Tell him to place that card aside and concentrate on the color of the next top card. To name this card, merely call out the opposite color of the card in position number two (Fig. 5). You would again call "Black" in this case. Proceed to name all the cards.
- 14 When the spectator has three or four cards remaining you remark, "How many cards do you have left? Three? All right, I'll try to call their color without you looking at their faces. This is what is called Clairvoyance. Let's see--Black--Red--in that order! Will you check?" He does so and finds you are correct. Climat!
- NOTE: During the "mindreader's Matching Test," if the spectator should choose a packet other than B, turn the chosen one face up and use the packet of opposite color order, remembering A matches B, and C matches D.

A FEW TIPS: I've gone to some length in explaining the entire routine, but I felt it was necessary in this case. Here now are a few additional notes.

A - When the spectator shuffles the pack before you begin, you may want to have the pack face down because it looks more natural. To do this,

- to the color of the bottom card before you place the deck face down on the table. Now lift off half the pack and openly look at the face card of the top half. You patter that you have a fifty-fifty chance of cutting to either one color or the other. When you have two cards of opposite color at the face of each half, you can proceed to let the spectator shuffle the halves together.
- B You may have two cards of the SAME color at the face of each half before the shuffle, then let the person shuffle. However, when the shuffle has been completed, you must shift ONE CARD from the top to the bottom of the deck or a card from the bottom to the top. Then you may continue with the routine.
- C The principle used in this routine, known as the Gilbreath Principle, is credited to Norman Gilbreath and first appeared in "The Linking Ring," July, 1958. Briefly, when the pack is set up alternate red and black order, and the given one riffle shuffle (as explained), the cards will remain in pairs -- a pair consisting of one red and one black card.