

# DECK DIRECT

by Peter Duffie

## Table of Contents

(Click on a title for hyperlink)

**Centrifugal Diary**  
**The Chosen Few**  
**Alien Encounter**  
**Joint Effort**  
**Free Will**  
**Eye Predict**  
**A Novel Card Trick**  
**Phone Zone No.1**  
**Phone Zone No.2**  
**Multiplex Perplexed**  
**The Faranormal**  
**Bilocation**  
**A Sharp Mind**  
**The Speckled Humbug**  
**Whysolation**

# CENTRIFUGAL DIARY

*The classic diary prediction as popularised by Ted Danson. However, hopefully, the method will be new to the readers.*

Take a full deck of cards, remove the 12 court cards then with the remaining cards separate the reds from the blacks. Set the deck as follows:

Take ten reds and ten blacks - mix then together and place this packet face down on the table. Drop the twelve court cards on top. Finally shuffle the remaining ten reds and ten blacks together and drop these on top of all.

Prepare a diary by writing the name of your prediction against the 10th of every month, then fill in all other dates with random words. You could use playing card names but I prefer random objects so that every date can apparently be different. Let's say you predict a 'PARASOL.' Seal a miniature (cocktail) parasol inside an envelope).

1. Give the diary to a spectator and the envelope to another. Bring out the deck, show the faces as regular then carry out a Jog Shuffle - with only the upper 20 cards (or lower 20) getting mixed. Place the deck on the table and invite a second spectator to cut it into two roughly equal heaps. It is essential that he cuts into the block of court cards.

2. Turn away and ask him to discard either half and shuffle the other. Turn back again as he is shuffling. Now ask him to remove any court cards, saying, **"As there are twelve court cards in the deck, these will represent the twelve months in the year."** The court cards are placed in a pile on the table.

Now ask him to decide on a colour - red or black - then to remove all the cards of that colour and place them in a pile beside the court cards - he discards the unwanted cards. Your reason for this, you say, is, "These cards will represent the day in the month."

3. It's all over bar the build up. Have the number of court cards counted - there might be 5 - you state that 5 represents the month of MAY. Now have the other pile counted. There WILL be 10. Ask the spectator with the diary to look up the 10th of may and read out what is written - PARASOL.

Have the prediction opened and tip out the parasol to finish.

# THE CHOSEN FEW

*A card randomly created by a spectator matches a card selected by another spectator. However, you do not touch the deck throughout the trick!*

**Remove all the Hearts - minus the Jack - and arrange them on top of the deck as follows - King on top:**

**K - Q - A - 2 - 3 - 4 - 5 - 6 - 7 - 8 - 9 - 10**

1. Give the deck a Jog Shuffle retaining the top stock then hand the deck to a spectator, saying, **“I want you to create the name of a playing card at random.”**
2. Ask him to remove a few cards from the top of the deck - no more than ten but more than one. Your reason for this restriction, you say, is so that a spot card will be created. All will become clear soon.
3. Once he has taken some cards, tell him to table the balance of the deck. Next invite a second spectator to select a card as follows (Balducci Force): Ask him to lift off a portion of cards - turn then face upwards - then replace the portion on the deck. Now tell him to CUT DEEPER and lift off a larger portion - turn it over - then replace it. Finally ask him to spread the cards across the table to reveal the upper section all face up on top of the face down lower section.
4. Turn to the first spectator and tell him to shuffle his packet of cards then remove any card to represent the SUIT. This card is laid face up on the table. It is a Heart. Now ask him to count his remaining cards to give a VALUE. It might be Seven. He has therefore created the Seven of Hearts.
5. Ask the other spectator to slide out the first face down card - ostensibly one that he freely cut to - and turn it over. It will be the randomly created card, or in this case the Seven of Hearts.

## ALIEN ENCOUNTER

*From a blue backed deck a card is chosen then returned to the middle. Introducing a red backed deck you remove the Ace of Spades - your magic card. You push this card into the blue deck in an attempt to locate the selection. In the end this red backed Ace becomes the selection!*

**This is a ‘major-minor’ variation of Norman Houghton’s “Stranger of Another Color” which appeared in *Ibidem* 5. This handling lessens the danger of being caught holding a double. The patter outlined is essentially Houghton’s. There is also less preparation here. With a red and blue available, set the Ace of Spades on top of the red deck and you’re ready to begin.**

1. Place both decks on the table. Pick up the blue deck, shuffle it, then spread the cards offering a spectator a choice of one, saying, **“In a moment I’m going to show you a trick with a very special card - the Ace of Spades...so if you happen to pick that card, please put it back and take another.”**

Once the card has been looked at have it returned to the deck - then - you must catch a glimpse of this card. I simply control the card to the bottom - glimpse its face - then lose it back into the deck with a shuffle. You only have to know the card, not its location.

2. Give the blue deck to the spectator then pick up the red deck. Let us assume the selected card is the King of Hearts. Say, **“I’ll now take out that special card I told you about. Can you recall it’s name?”** Whether they do or not this helps emphasis the Ace of Spades and that you really did name it prior to the trick beginning. Hold the cards with their faces towards you and look instead for the King of Hearts (selection). Remember the Ace of Spades is already on top of the deck. When you locate the card slip it to the top then turn the deck face down.

3. Execute a Double Lift showing the Ace of Spades. Turn the double face down and lift off the top card. Push this card into the middle of the spectator’s deck, saying, **“The vibrations from the Ace guided my hand so that I now know how far away the Ace is from your card.”**

4. Pause for thought, then state that the chosen card is exactly 16 cards down from the red backed Ace. Wait a moment then suddenly interject, **“No wait, I do believe it has risen upwards, it is now only ten cards down....no, it’s on the move again....in fact your card now occupies exactly the same position in the deck as my card.”**

Ask the spectator to spread the deck. Remove the red card and turn it over to reveal

the transformation into his card.

# JOINT EFFORT

*A chosen card is discovered using two secret numbers - both of these numbers are determined by the audience.*

**Before commencing secretly crimp the inner left corner of the bottom (face) card of your deck. Alternatively use any other crimp or mark you prefer. Whatever you use, you must be able to cut this card back to the face without fumbling.**

1. Give the deck to a spectator and ask him to think of any number, say up to twenty. It really doesn't matter that much, but a limit of twenty seems about right. Turn away as you tell the spectator to deal that many cards onto the table - or into his free hand - then to drop the deck on top of the packet.

Explain that the deck is now programmed. Also tell the spectator to remember his secret number.

2. Ask a second spectator to pick up the deck and to deal two equal piles. Again the number here is not that important but I suggest you tell him to keep each pile to no more than twelve.

3. If you're feeling brave you can remain with your back turned. Ask this spectator to pick up either pile - shuffle it - then look at and remember the bottom card - finally to drop the pile on top of the main deck and to give the cards one complete cut. The other pile remains on the table for now.

4. Turn to face the front and pick up the deck. Point out that there is no way you could possibly know where the chosen card is, or what it is. As you talk cut the crimped card to the bottom.

5. Ask the first spectator to announce his secret number - it might be 18. Now tell the other spectator to count the unused pile of cards - there might be 7 cards. Ask the spectators to add their two numbers together - in this case the total is 25.

Ask the spectator who chose the card to count down to the 25th card in the deck. This will be his selection.

# FREE WILL

*From a packet of eight cards, a spectator freely selects any four. These four cards turn out to be random ones. The four he left you with are the four Aces!*

**A variation in handling of Alex Elmsley's "It's a Small World" - the Bottom Deal version that appears on his video set. Here the spectator handles the cards throughout.**

1. Hold the deck with the faces towards you and spread through, saying, **"Let's try a little game of cards"** As you spread through upjog the four Aces, then five other cards of mixed suits and values. Strip these nine cards out and place the rest of the deck to one side. On no account must you mention the number of cards removed. At the end it will be assumed that eight cards were used.

2. The order of the packet at the moment is **X - X - X - X - X - A - A - A - A** from top to bottom.

Give the cards a quick Overhand Shuffle, mixing only the top five cards, then conclude by running the top three cards to the bottom. New order = **X - X - A - A - A - A - X - X - X**.

3. Explain that the game is called *Magic Poker* - a game of choice rather than chance. Give the packet to a spectator who will be your opponent. Tell him to deal two cards onto the table side by side. Next, tell him to eliminate either card by dropping the rest of the packet onto that card. He now picks up the packet - the card remaining on the table is his first choice.

4. Now tell him to spell the word **M-A-G-I-C**, or you can use any other word or name that spells with five letters - like **P-O-K-E-R**. Tell him to spell the word out loud as he transfers one card from top to bottom for each letter. He will transfer five cards.

5. He now repeats step 3. Then step 4. He does this until he has selected four cards. At which point you take the remaining (five) cards from him, saying, **"So these are the ones you didn't want."**

As you speak, casually count the cards (retain the order) as four using a Buckle

or Push-Off on the third then place the last card to the top.

Ask the spectator to turn over his four cards. They will be of no significance. Finally turn over your cards and spread - keeping the last two as one - revealing the four Aces.



# EYE PREDICT

*A spectator freely cuts a deck then deals off nine cards. From these he then selects three and adds together their values. You have predicted this total.*

**A stack is required. Remove all 12 court cards plus the four Sevens and place this packet face down on the table. Now arrange the remaining 32 cards as follows - NOTE that only the values are given, however, they must also run in strict alternating red/black/red/black order:**

**2 - A - 3 - 6 - 5 - 4 - 8 -10 -9 - 2 - A - 3 - 6 - 5 - 4 - 8 -10 -9 -**

**2 - A - 3 - 6 - 5 - 4 - 8 -10 -9 - 2 - A - 3 - 6 - 5 - 4 - 8 -10 -9**

**Place the other 16 cards face down on top of the stack.**

1. Introduce the deck and spread it as if to show it, and as you do, get a break under the top 16 cards. Say, **“I suddenly feel like making a prediction, so that’s exactly what I’ll do!”** Carry out a Riffle Force - riffling very slowly - and then lift off the top 16 cards and give these to the spectator, saying, **“These will represent the number that I am predicting.”** You can, if you so desire, dispense with the Riffle Force and simply push off 16 cards and give them out.

2. This leaves you with your 32 card stack. Give these to a second spectator and ask him to give the cards a few straight cuts and to stop when he is satisfied that the top cards are random.

Tell him to deal three cards into a pile on the table. Then, tell him to deal a similar pile next to the first, and finally a third pile of three cards to form a row of three three-card piles. The balance of this section is placed aside out of the way. He now does the following:

- a) Tell him to pick up the first pile and lay the three cards in a face up row on the table.
- b) Tell him to pick up the second pile and mix the cards, then turn them face up and place one card below each of the three face up cards - however, he **MUST NOT** place a black on a black or a red on a red.
- c) He picks up the last pile and repeats the previous step, with the same colour proviso.

3. The middle pile will always total 16. However, there is a good chance that all three will add to 16. If so, ask him to discard any two piles. If not, force the middle pile. Have the three card values totalled. Conclude by asking the other spectator to count the cards you gave him - 16.

## A NOVEL CARD TRICK

*A spectator picks a card from your deck - perhaps the King of Hearts - which is lost back into the deck. Three cards are now picked at random and laid on the table, e.g., 2 - 7 - 2. The spectator opens a book (novel) at page 272 to discover his card therein!*

**You require one double-faced (D/F) card. For this description we will make one side any Seven and the other side the King of Hearts.**

**Take a deck and place two Twos on top then place the D/F card between the Twos with the Seven side uppermost. Place one more Two spot on top of all.**

**Finally take a book (any novel) and insert the King of Hearts at page 272. This is particularly powerful if you are visiting and can gain access to a book unnoticed.**

1. We will assume that the book is on the table. If you have loaded the card into a book while at someone's house, the book will of course be on a bookshelf. Bring out the deck and give it a few shuffles while retaining the top four cards.

2. Obtain a break below the D/F card (3rd card) then cut half the deck from the bottom and place it on top - your break is retained and is now at the centre. Turning to a spectator, you now Riffle Force by running your left thumb down the outer left corner nice and slowly until the spectator calls stop. DO NOT run to the break as this will expose the double face. Time this so that you are stopped short of the break. Lift off all the cards above the break and show the face card of this section to the audience. It is the King of Hearts. Replace the section retaining a break then Double Cut to the break. You are now back as you started.

3. Give the deck a straight cut BUT hold back the top card - the D/F card finishes in the centre and one of the Twos is still on top. Invite a spectator on your left to help. Explain that he is to take the deck behind his back (if seated the deck can be taken below the table) so that he cannot see what he is doing. As you are speaking you place your hand with the deck out of sight behind his back. As soon as your hand is out of view, push over the top card and flip it over so it lands face up on the deck. I can do this one-handed. If your hand is small, simply use the spectator's back as an aid! Why not!

The spectator takes the deck. Tell him to take the top card - turn it face up - insert it into the middle of the deck in an attempt to stab it right next to the selected card. This is an old force but in this instance it cannot fail if he inserts the card between the D/F

card and the cards on either side - this will simply replace one Two with another Two!

4. Tell the spectator to bring the deck back into view and place it on the table. Spread the deck to reveal the face up seven spot. Push this card out of the spread along with the two cards on either side of it. Ask the other spectator to name his card.....he will say the King of Hearts. Turn over one of the face down cards revealing it to be a Two spot. First failure. Turn over the other card revealing another two spot. Second failure. Both Twos should lie either side of the Seven.

5. Gather up the deck and give it to the spectator, leaving the three face up cards in place . Say, **“This hasn’t quite worked out the way I had hoped, so I would like you to remove your card from the deck and we’ll try something else with it.”**

He searches the deck but his card has gone. Ask him to check once more in case he overlooked it. No. It has definitely disappeared.

6. Finally say, **“I’m getting a message in my mind...something to do with a book and a three digit number.”** Draw attention to the three cards on the table 2 - 7 - 2. Draw attention to the book and ask the spectator open it at page 272 where he finds his missing card.

## PHONE ZONE 1

*You phone a friend and tell him to get a deck of cards. You now knock him senseless by performing a card discovery over the phone.*

**This uses a favourite principle of mine and one I have previously credited to Ed Marlo (Automatic Placement, 1955). However, Eddie Joseph published it five years prior to Marlo in his booklet *Eddie's Dumfounders With Cards*. Having said that, Marlo didn't actually claim the principle in the first place and so we don't really know who invented it.**

1. Phone a friend and ask him to grab a deck of cards. Tell him to remove 12 cards and place the rest of the deck aside.

Ask to think of a number up to six and to remove that many cards from his packet. Let's say he removes 5 cards. You would not know this.

2. Next, ask him to note the card that lies at that number from the top of the main packet.

3. Now tell him take the top card in his hand - here you pause as if thinking - then tell him to transfer the top card to bottom.

Continue this pseudo-mindreading until he holds the 12th card. This will be his selection, so build it up for all it's worth then ask him to turn it over.

## PHONE ZONE 2

*You phone a friend - same friend as before? - and tell him to get a deck of cards. You now knock him senseless once again by performing a card discovery over the phone.*

**This is a variation of Jim Steinmeyer's Nine Card Trick. Here, the spectator deals two Poker hands instead of three by three.**

1. Phone a friend and ask him to grab a deck of cards. Tell him to deal two Poker hands - five cards in each. He then places the rest of the deck face down on the table or floor.

2. Ask him to pick up either hand - look at the face card - then drop this hand on top of the other one. At this point I would ask him to jot the name on the phone pad. Tell him to pick up the packet, adding, **“This is an interesting experiment because you can lie or tell the truth.”** You now give him the following instructions:

a) **“I want you to spell the SUIT of your card - BUT - you lie or be truthful. For example, you might spell CL-U-B-S for Clubs, and your card is really Diamonds.”** (Note he must spell the plural). Tell to deal one card for each letter into a pile on the table, then to drop the rest on top.

Once he has done that tell him to discard the top three cards by dealing them onto the deck.

b) Now tell him to spell the **VALUE** dealing a card for each letter into a pile on the table. Again he can lie. He finishes by dropping the rest on top. Tell him to discard the top three cards by dealing them onto the deck.

c) You now ask him a question - **“Was your card a red card? Again you can lie if you want.”** This time he spells either **Y-E-S** or **N-O**.

Tell him to discard the top **TWO** cards by dealing them onto the deck. This leaves him with two cards. Pause a moment then say, **“OK, deal the top card onto the table and discard what remains.”**

Ask him to name his card then to turn over the card he is left with. This will be his card.

# MULTIPLEX PERPLEXED

*In this effect, four selected cards are found instantly by the two black Jacks.*

**See ‘A Sharp Mind’ later in this book for a related effect with two selections.**

1. Cull the two black Jacks to the top of the deck, then carry out a few Jog Shuffles to keep them in place.
2. Have a card selected then returned to the top of the deck then Double Cut the top three cards to the bottom.
3. Have a second card selected and returned to the top of the deck then Double Cut the bottom card to the top.
4. Place the deck on the table and give it a Riffle Shuffle - retaining the top and bottom few cards in place. Ask a third spectator to cut off a section - look at the face card then give the packet one complete cut to bury the card. Then, he replaces the packet on the main deck.
5. Ask a fourth spectator to peek at the top card of the deck - pointing out that this random card is the result of the previous spectator's cut. He now gives the deck one complete cut.
6. Call on your phantom black Jacks and make up any story you like for their existence. Tap the deck then turn it face up and spread the cards widely across the table. Each Jack will be between two selections.

## END NOTES:

You can use any controlling techniques you prefer in place of the simple Double Cuts suggested above.

# THE FARANORMAL

*A magical effect using two Kings and a quantity of cards.*

**Before you begin, secretly arrange the top portion of the pack as below:**

**X - A - 2 - 3 - 4 - 5 - 6 - 7 - 8 - 9 - 10 - J - rest of pack.**

1. Remove the two black Kings and give them to a spectator. Now turn your back!
2. Ask the spectator to remove from one to ten cards from the top of the pack and place them face down between the two face up Kings, then square the packet.
3. Turn to face the front and cut off about 3/4 of the pack. Ask the spectator to place the packet he is holding on top of the tabled section. Replace the larger portion on top.
4. Pick up the pack, saying, **“If I shuffle these, the number of cards you placed between the Kings will likely change. So, let’s see what happens.”**

Give the pack a Faro Shuffle - but ensure that the top two cards remain in place. You only need to be accurate around the area where the sandwiched packet is. Conclude the shuffle by Double Cutting the top card to the bottom.

5. Place your right fingers beneath the pack and the right thumb on top. Now toss the pack into your left hand, while retaining the top and bottom cards in your right hand. This is a well-known flourish production that can be found in *Hofzinser’s Card Conjuring*. Place the two cards in front of the spectator.

6. Spread the pack across the table and ask the spectator to remove all the face down cards that are between the Kings, pointing out that the quantity appears to have increased somewhat during the shuffle.

Turn over the two cards you produced a moment ago and have their values totalled. Finally have the spectator count the number of cards he took from between the kings - this will equal the total of the two cards.



# BILOCATION

*You remove your lucky card from the deck and use it to locate two selected cards.*

**This is essentially an effect that I published in *Profile* magazine issue no.8 (June 1992), under the title of “Variation ‘or savings.” It was a direct variation on Gavin Ross’s “Self-Portrait” which also appeared in that issue of the magazine. Two spectators are required to assist you and these will be referred to as A and B.**

1. Have the deck shuffled then take it back and hold it face up. Spread through the cards silently counting them and downjog the 15th card from the face. Continue to spread the cards and look for the Seven of Diamonds. If you should come to the Seven among the first 15 cards, simply upjog it, excluding it from the count, and continue to count and downjog the 15th card. In this case you should appear undecided as to which card to use.

Toss the Seven face up onto the table, saying, **“This card looks like it will bring me luck. Seven’s my lucky number.”**

2. Close up the spread maintaining the injog and turn the deck face down - turning it sideways so that the jog stays at the inner end. Push down on the injog with your thumb and form a break with your little finger above the injogged card. There should be 15 cards below your break.

3. Take the deck from above in a Biddle-style grip - your thumb retaining the break - and drop

all the cards below the break onto the table in front of spectator A. Place the remainder of the deck on the table and ask spectator B to cut it into two halves and take either half and shuffle it. You pick up the remaining portion, shuffle it, then fan the cards face down - pick up the lucky Seven and insert it face up into the fan above the sixth card from the bottom. So, in the end the Seven should lie seventh from the bottom. Place your packet on the table.

4. Ask spectator B to look at and remember the top card of his packet then to place the packet on the table. Ask spectator A to look at the top card of his packet then to drop the packet on top of B’s pile. Finally drop your packet on top of all to complete the deck. The two selections appear to be hopelessly lost. Conclude this stage by asking either, or both, spectators to give the deck a few complete cuts.

5. Take the deck and spread through looking for your face up Seven spot. Cut this

card to the top then deal the card onto the table. Explain that playing cards can be represented in one of two ways: either by numbers or by words. Point out that your lucky card is a number Seven. Slowly count off seven cards one by one onto the table - placing the seventh card face down in front of spectator A.

6. Now point out that you can also spell its name. Spell the name aloud and deal one card for each letter in the name **S-E-V-E-N-O-F-D-I-A-M-O-N-D-S**. Place the final card face down in front of spectator B.

Conclude by asking each spectator in turn to name his card, then to turn over the face down card before him. These will be the selections.

## A SHARP MIND

*A spectator selects a card which is then lost back into the deck. A second spectator takes the deck and cuts to a card - notes it - then loses it back into the deck. You now produce an invisible Ace of Spades - the Bullet - which you throw into the deck and it locates both selections!*

**This uses our old friend the Balducci Cut-Deeper Force. The procedure is used to automatically position the cards for the finale - which the spectator kindly does.**

1. Cull the Ace of Spades to the top of the deck then give the cards a shuffle and cut retaining the Ace on top. Spread the cards between your hands and ask a spectator to select a card. Once he has noted his card have it replaced on top of the deck which you then Jog Shuffle and False Cut to retain the selection on top.
2. Give the deck to a second spectator so that he takes it face down into dealing position, then take a deep breath and turn your back on the proceedings. Ask him to cut off a section - turn it face up and replace it. Now tell him to cut again but to CUT DEEPER this time - turn the section over and replace it. Ask him to remember the face up card now on top of the deck. Finally tell him to push off all the face up cards and turn the section face down onto the deck. His card is thus buried.
3. Turn to face the front then pretend to remove a card from your pocket. Hold up the invisible card calling it the Ace of Spades., sometimes referred to as 'The Bullet.' due to its shape. Toss this invisible card into the deck., or pretend to fire a gun!

Tell the spectator to turn the deck over and spread it across the table, at the same time ask both spectators to name their selections. The Ace of Spades will be found between these two cards.

# THE SPECKLED HUMBUG

*The following was inspired by Ken Speckle's "Blupho the Dare" that appeared in Abacus Vol.6 No.6. The effect here is a different one - more akin to Roy Walton's "Magical Eliminator." This item (mine, not Roy's) also appeared in Abacus.*

**As this is a sucker type of effect it is imperative that you make it clear to the audience that they must not help you in any way. One suggestion is to introduce a psychic theme, stating that you will read the mind waves of the audience and at no time must they actually speak.**

1. Have a card selected and ask the spectator to show the card to the rest of the audience. The card is now controlled to the top of the pack. Turn the pack face up and glimpse the rear card. All you need to know is the colour. Let's say the card is the Ace of Hearts - red. Spread through the pack and upjog any nine black cards, saying, **"I get a black image in my mind. Not sure if it's club or spade, but definitely black. I'll home in on about ten possible cards."**

2. Strip out the nine black cards - flip the pack face down, then place the packet face up on top. Spread the packet, saying, **"I'm quite sure I have your card here, but I don't know which one."** As you spread the packet, obtain a little finger break below the first face down card. Close up the spread and lift off all 10 cards above the break. Place the rest of the pack to one side.

3. Say that you will eliminate half the cards. Hold the packet in a Biddle grip with your right hand and count five cards into your left hand. As you count, Biddle/steal back one card. Turn your left hand palm down and place the four (apparently five) cards onto the spectator's hand. Then, ask him to place his other hand on top.

4. Take the remaining cards into dealing position and reverse count them as five. Here you either Buckle, or Push off as you count the fourth card - the last card goes on top of all.

**NOTE:** *This can also be done from a Biddle grip if you want to keep your actions similar. To do this, kick the lower card to the right with your left fingers as you take off the first card. This step allows you to pull off two as one on the count of four. You could also simply spread the packet without any counting, but the reversed card will not be as centralised later.*

5. As you count the cards, look as if you are studying them, then say, **"No. It seems**

**your card is among those I gave you."** Snap your fingers then ask the spectator to count his cards one by one onto the table, turning each card face up as he deals. He will only count four cards. One has gone. Make a quick fan with your cards revealing five face up cards with one extra face down card among them.

6. At this point something odd has occurred. You have magically caused one card to travel from the spectator's cards over to your cards. A good trick, but at this point the audience will think you've blundered, because they know you seemingly made the wrong decision right at the beginning when you presumed the selection to be a black card.

Ask the spectator to name his card. You appear stunned that you got it wrong. Milk this moment in your own way, then finally flick the face down card and reveal it to be the selection.

# W H Y S O L A T I O N

*In this effect, a coincidence occurs and then a kicker is introduced to finish.*

**This effect is a variation of Roy Walton's "A Coincidence in Colour" that can be found in *The Complete Walton - Vol.1 (Tale twisters section)*.**

1. Remove about 20 red cards plus two black cards of different values. Give these to a spectator. The black cards should be together in the packet. The rest of the pack is placed face down on the table.
2. Ask the spectator to cut a packet a few times until he is satisfied that they are in a random order. Now ask him to remove a card from the packet and place it face down on top of the main pack. He can take the card from top, bottom, or middle.
3. Take the packet from him and fan it with one hand, the faces towards you. Look to see if the two black cards are still there - or if there is now only one black card. As you casually glance at the cards, say something like, **"I'm going to take a card as well."**
  - a) If both black cards are still in the packet: Turn the packet face down and hold in dealing position. Riffle up the inner end and stop as soon as you see the first black card. Now riffle off the two black cards and pull them out as one and place the double on top of the main pack. This is the Jack Avis Centre Double Lift.
  - b) If there is only one black in the packet. This obviously means that the spectator has taken the other one. In this case, riffle up and pull out the other black card, but do not place it on the pack. Instead place it face down on the table.
4. You now show that you both picked black cards. If a) - you turn over the top two cards on the pack. If B) - you turn the top card of the pack then the tabled card. Appear as if the trick has gone wrong, then smile and point out that both are black cards!

The audience will think this is either a gag, or a rather poor 'out.' So, after suitable delay, turn over the packet and spread to reveal that all the other cards are red!

*END - Thank you - I hope you enjoyed the material.*

*Peter Duffie*

*DeckDirect/virtual edition2000*