

SANKEY: UP TO DATE

Lucky Card

Space Ship

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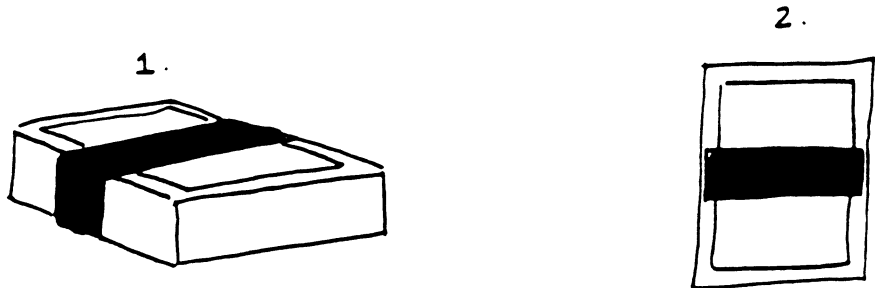
20th Century Fox

Drawing Water

LUCKY CARD

Effect: A face-down card is seen to be taped to the card case with a strip of black electrical tape. The magician refers to it as his "Lucky Card". Then, after performing several card tricks, the magician has a card selected, signed, and returned to the pack. Then the magician hands a pen knife to a spectator, asks him to open it, and with his hands undeniably empty, the magician neatly cuts the black taped card off the card case. It is, of course, the signed playing card.

Method: You'll need some black electric tape, a card case, a pair of scissors, a pen knife, and 2 playing cards. The cards don't have to match, any cards will do. First, cut a strip of tape about 4 inches long. Now, WITH ONE OF THE CARDS LYING FACE DOWN ON THE CARD CASE, attach the tape so that it runs up one short side of the card case, across one long side (the side with the card) and down the other short side (Fig 1). In effect, you've surrounded three of the card case's four sides. The tape should JUST cover these three sides, so be sure to trim any excess. Now, cut a length of tape the width of a playing card and attach it to the back of the other card (Fig. 2).



To perform, have a pack of cards in the card case, and as you remove them from the case to perform an introductory trick, draw attention to your "lucky card" firmly taped onto the card case. Put the case aside, and immediately go into a few card tricks. Note that the case should be tabled to your left WITH THE TAPED SIDE UPPERMOST.

Now, when you want to go into this trick, you must load the taped card onto the bottom of the pack. This is easily accomplished just by having the card in one of your jacket pockets along with the marker and, commenting that you'll need a marker for this trick, slip both hands into your pockets, with the deck still in hand, as if looking for the marker. Grab the prepared taped card onto the bottom of the pack, and remove your hand from your pocket, holding both deck and marker. It's that simple.

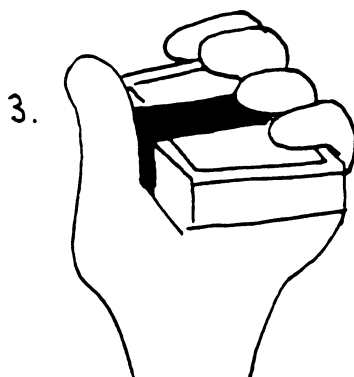
You're now going to force the bottom card. To do this just cut the pack, and keep a break below the taped card with your left pinky. Riffle down the pack, ask someone to say stop, and when they do, lift all the cards above the break and turn the half over to show the face of the taped card. Reassemble the pack, leaving the "selection" face-up, and have someone sign the card. Now, apparently cut the card into the middle of the pack, but, after getting a break beneath it, simply double-cut it to the bottom of the face-up pack.

Move your hands upwards from your waist to chest height as you openly roll the deck over, and grip it in the right hand in preparation for a One-Hand Top Palm. With your left hand, reach into your pocket and bring out the penknife. Hand it to someone and, as you do, palm the top face-down card (taped and signed!) into the right hand. Note that, as you do this, the right hand once again moves down to waist level, so that by the time the card has "popped" into the right hand palm, the hand is holding the pack palm-down.

Ask the person to open the pen knife and, as they do, table the pack with the right hand, swing the left hand over to the card case, pick it up in the PALM DOWN left hand, and smoothly swing the left hand back up to the awaiting right hand...the card case naturally being TURNED OVER in the process. The right hand immediately deposits its face-down palmed card onto the case and then moves away, leaving the case in the left hand as in Figure 3. This entire sequence of retrieving the case with the left hand and loading the taped card onto it with the right hand takes about 2 seconds, and it looks like you've done nothing but picked up the card case.

To finish, take the opened pen knife from the spectator, and pretend to first cut the tape at the LEFT THUMB SIDE of the case (the curled left fingers preventing any prying eyes from seeing the pre-cut condition of the card along the the other side), and then twist the left hand at the wrist so that the LEFT FINGERS SIDE is closest to you, and pretend to neatly slit the tape along that side too. Slowly tilt the card case so that the taped card smoothly slides off the card case (showing the untaped side beneath!) and onto the table, and then ask someone to turn it over. As they do, pocket the card case.

Notes: If you can't do a decent One-Hand Top Palm, as long as you keep your hands at chest level, a two-hand palm will work just as well, but you don't have the natural misdirection of the left hand getting the pen knife. Also, if you're working walkaround and you want to do this trick several times in a night, simply prepare several taped cards and you're all set.

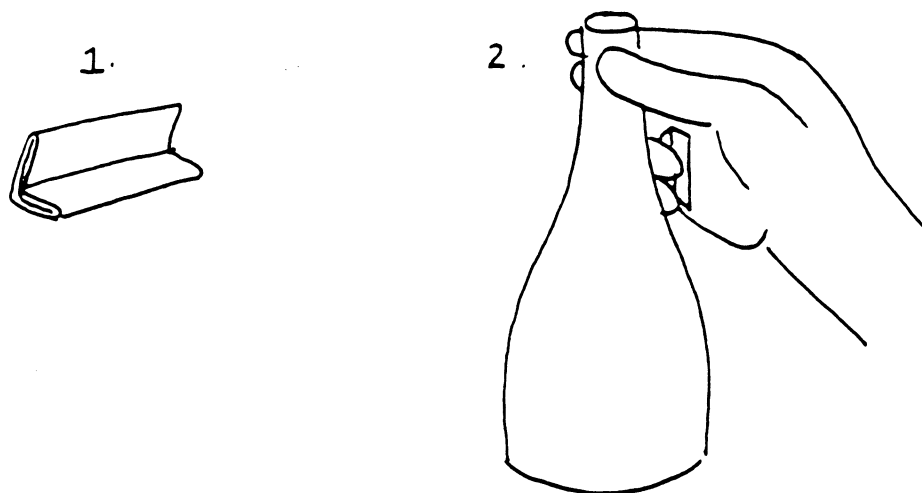


Space Ship

Effect: The magician states that he has other interests apart from magic. To demonstrate, he borrows a bill and asks someone to draw a small ship on it. The bill is then folded into a small packet. Then the magician introduces a clear glass bottle and, as he comments that, one of his hobbies is putting ships in bottles, he drops the folded bill into the bottle. Needless to say, nobody is impressed, least of all with the lame joke. So, the performer shakes the folded bill out of the bottle, and, this time, causes the bill to penetrate the BOTTOM of the bottle, once again ending up, inside.

Method: For this you'll need a small glass bottle, the clearer the better. Evian bottles are perfect. You'll also need a duplicate bill, let's say you're going to borrow a \$20 bill, so you should prepare a duplicate \$20 by folding it in half, then in quarters, then eighths, then 16ths (the size for a thumb tip!) and then once more into 32ths. It should look like a small, thin bundle as in Figure 1. Have this folded duplicate and the bottle nearby in a case or out of sight on a chair.

To perform, borrow a \$20 bill and have someone draw a small ship on it. Then, as you comment upon the fact that you have hobbies other than magic, slowly fold the bill into a bundle identical to the prepared one. Then, just as you say, "One of my favorite hobbies is putting ships...in bottles!" take the borrowed, folded bill at the left fingertips as your right hand grabs the bottle (with the folded duplicate bill in the right hand finger palm!) (Fig.2). Immediately drop the borrowed bill from the left fingertips into the bottle, "Ta da!..." They are not impressed.



Act disappointed and, using the left hand, turn the bottle upside down into the right hand, and apparently shake the folded bill out the bottle and down onto the table. In reality, the folded bill stays in the neck of the bottle (having unfolded a bit it CAN'T slide out, and the right fingers hide this from view!) and you allow the folded duplicate to fall to the table.

Pick up the bill in your left hand and say, "Yeah, I know it's not much of a trick, but the great thing is that everytime I do it, I make \$20 bucks!". Move your left hand to your pants or jacket pocket but, just as the fingers enter the pocket (and leave the folded duplicate) immediately pull your fingers back out holding them as if they still had the bill, saying "No, no. I'm just kidding. This time, for real. Watch. Right through the bottom." Squeeze your left fingers into a fist, and knock the bottom of the bottle once or twice (still held by the neck in the right hand). "A ship...in a bottle." As you say these dramatic last few words, swing your empty left fist against the bottom of the bottle, opening your left hand at the last second so the palm forcefully smacks against the bottom...causing the folded bill in the neck of the bottle to pop back into the belly of the bottle, making for a visually perfect penetration. Hand the bottle out for examination.

Notes: The truly cool thing is that the only way a spectator is going to even be able to get the bill out of the bottle is by fishing into the neck with either his pinky or a pencil, adding to the impossibility of the effect.

KNIEVAL

Effect: A card is selected and signed. Half the pack is given to a spectator to hold. A zippo lighter is introduced, lit, and left on the table, burning. The magician then causes the selected card to mysteriously jump from one half of the pack, into the half pack that the spectator is tightly holding. Not only snuffing out the lighter's flame in the process, but also burning the back of the signed card.

Method: Grab a pack of cards, a kleenex, and a Zippo lighter (or any lighter that allows you to flick it on, and then put it on the table, standing upright, while remaining lit). Remove one of the cards from the pack (let's say the Jack of Hearts) flick on the lighter, and burn the BACK of the Jack. Not so much that it burns through to the face of the Jack or even discolours the Jack, but enough so that, after letting the card cool, when you wipe-off the superficial film of ash from the back with the kleenex, a large, dramatic black burn is left.

Whenever you want to do this trick, get the prepared Jack to the bottom of the pack, have a marker handy, and you're all set. Cut the pack and keep a left pinky break between the halves. Holding the pack from above with the right hand (fingers at front, thumb at back) riffle up the back end of the pack with the right thumb, allowing the bottom two cards OF THE TOP HALF to riffle downwards off the thumb, and then re-take the pinky break above these two. You should now be holding a pinky break above an indifferent card and, below that card, the prepared Jack.

Still holding the pack with both hands, riffle the outermost left corner of the pack with the left thumb, and ask the spectator to say "stop" sometime. When he does, separate the pack into two halves at the pinky break, and openly put the left hand's half on top of the right hand's half. Execute a Double-Lift and leave the Jack face-up on the deck. Hand the marker to the spectator and, while you still hold the pack, have him initial the face of the Jack. Now, move the pack up to your face and blow on the initials, pause a beat, and with the pack still up by your chest, pretend to take the Jack in the right hand, but actually perform a second deal, taking the face-up indifferent card between the right thumb and first finger. This can be done very slowly, and quite openly, given that the backs of the cards, and the backs of the hands, are towards the spectators and nobody has reason to suspect anything at this point.

Keep attention on the indifferent card in the right hand, by blowing on its face, as the left hand casually moves down to the table, and riffles half of the FACE-UP pack onto the table, to your RIGHT. Of course, because the signed Jack never left the top of the pack, it is now the face-down on the very bottom of the face-up half pack on the table. Smoothly move the left hand, with its remaining half pack, upwards away from the table, roll the left hand once again palm-up, and slide the right hand's indifferent card face-down into the face-down half pack, BUT LEAVE THE INDIFFERENT CARD OUTJOGGED FOR HALF IT'S LENGTH.

Table this half pack (with the outjogged card) to your LEFT, and pick-up the face-up half you tabled to your right. Now, undercover of turning over this face-up half, execute a Turnover Pass and immediately hand the half pack to someone directly across the table from you to hold. Return attention back to the outjogged card, pick-up the table half, and hold it in the left hand as your right hand introduces the lighter. Flick on the lighter, and table it, still lit, directly between you and the spectator holding the other half pack.

Mention something about the two piles of cards representing two ramps, the flame being the dangerous fire between them, and the initialled Jack, of course, being the motorcycle daredevil himself. Slowly push the outjogged card flush into your half pack. Bring your piles near the flame of the lighter, riffle the front edges so as to make a loud sound and to blow-out the flame of the lighter. Ask the spectator across from you to spread through his cards. First he'll find the face-up Jack, and then, turning it over, discover the horrible price of fame.

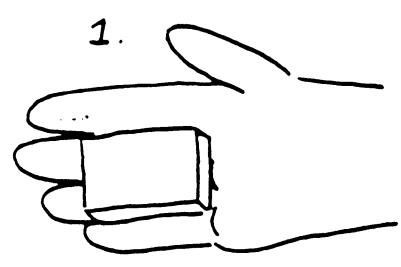
Notes: When preparing the Queen by burning it's back, if you do not do a thorough job of wiping it with the kleenex afterwards, you're bound to get some of the ash on your fingertips. No fun. Also, this trick without a doubt owes much to Paul Harris' "Las Vegas Leaper".

THE WORLD'S SMALLEST MAGIC WAND

Effect: A box of matches is introduced and a spectator is asked to remove one. Then a card is selected from a pack of cards and put inside the card case. But, when a spectator is asked to tap both the card case and the match box with the match ("the world's smallest magic wand") a startling transposition occurs. All the matches are found in the card case, and the selected card is found folded-up inside the match box.

Method: You'll need two boxes of matches, a pack of cards, a duplicate card (let's say the Two of Clubs) and the card case. Empty the matches out of one of the boxes. Fold the duplicate Two of Clubs into quarters, back design outwards, and put it into the matchbox. Put about HALF the matches into the card case, discard the rest of the matches. Now, slide the pack of cards into the card case. Yeah, the deck sticks out of the case about a half an inch, so you can't completely close the case, but not to worry. Slip the cased deck into a pocket, and have both matchboxes, one with matches and one with the duplicate Two of Clubs, together in another pocket. You are set to go.

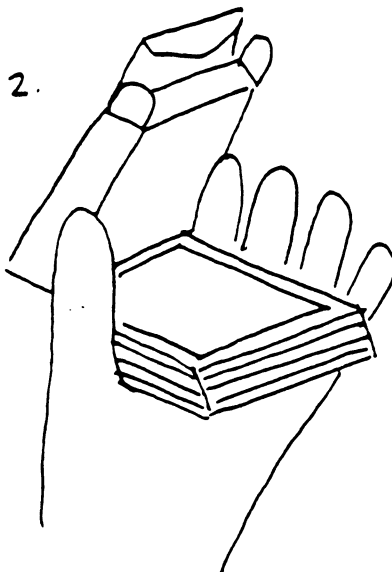
To begin, reach into your pocket, palm the matchbox with the card as in Figure 1, and remove your hand from your pocket holding the other matchbox at your right fingertips. Take it in your left hand and give it to someone nearby, asking them to remove a match. After they've done this, take back the matchbox in the left hand, and then move the right hand over and apparently take the matchbox, actually just retain the matchbox in the left hand and push the right hand's matchbox into view. The left hand immediately swings down to waist level, and then moves into your pocket as you comment on also needing a pack of cards. Table the matchbox (with the Two inside!) with your right hand.



Ditch the left hand's matchbox in your pocket, bring out the pack of cards, and immediately "open" the case and remove the cards. Don't do it in a guilty fashion, they aren't chasing you, so don't run. GENTLY table the card case, so as not to make the wooden matches inside "talk", and be sure to leave the case open (open end facing back towards you, of course). Spread through the face-up pack (commenting upon something or other) spot the Two of Clubs, cull it to the bottom, then square the cards, turn them face-down, and force the Two of Clubs.

As the spectator is showing his card around, and while you are STILL HOLDING THE FACE-DOWN PACK IN THE LEFT HAND, gently pick-up the card case and hold it in the left hand as in Figure 2. Take back the Two from the spectator and apparently slip it into the card case. Actually, you just slip it BEHIND the card case, holding the card against the back of the case with the tips of the left thumb and second finger. Close the case with the right fingers, then lower the case down onto the face-down pack FOR AN INSTANT before smoothly moving it forward and away onto the table with the right hand. Of course, in that instant before the case leaves the pack, the Two of Clubs is left on top of the pack.

The situation is as follows: on the table is the closed card case and the closed box of matches, and the contents of each is the exact opposite of what the spectators believe. Cool, huh? Pocket the pack of cards, and ask the spectator to hand you the match he first removed from the matchbox. Tap the card case, then, almost as an afterthought, tap the matchbox. Slowly lift the card case up off the table, give it a little shake so everyone can hear the matches inside, then neatly open it up and spill out the matches. Ask a spectator to open the matchbox.



THE SLEEVES UP PASS

As Vernon said, "A large action covers a small." With that in mind, you have a card selected and Classic Pass it to the top, but you render the pass ABSOLUTELY UNDETECTABLE simply by drawing attention to the fact that your sleeves are rolled up. What could be fairer?

To execute the sequence, hold the face-down pack from above in the right hand Biddle Grip and dribble the cards down into the palm-up left hand, asking a spectator to say "Stop" anytime. When they do, extend the card in your left hand towards them, and ask them to remove, and take a look at the top card. Then, have them replace the card on top of the left hand's half, square-up the cards with the left fingers, and, from a START POSITION of right hand holding it's half about 6 inches above the left hand's half, begin to bring the half packs together, the right hand lowering it's half back down onto the left hand's half, but...

...just as the halves come together, push the left pinky between them, regrip in preparation for a Classic Pass, and then IMMEDIATELY say, "Oh, and notice both my sleeves are rolled up." As you say this, it LOOKS LIKE you: momentarily separate the halves to point to your respective sleeves. But what you actually do is as follows: with the pack still in position for the Classic Pass, move the right hand up and away to the right, taking the LOWER HALF with it, as the left hand turns palm down (now holding the UPPER HALF) and points to the sleeve on the right arm. To "balance-out" this sudden action, the left hand immediately swings back to the left, returning to it's original palm-up position, as the right hand turns palm-down and points to the sleeve on the left arm. To finish, bring the hands back to their original START POSITION (the right hand holding half the pack 6 inches above the left hand's half) pause a beat, and then slowly dribble the cards from the right hand down onto those in the left hand. The selected card is now on top.

Notes: The sequence takes about 2 seconds to do, and is best done in an apparently spontaneous, nonchalant fashion.

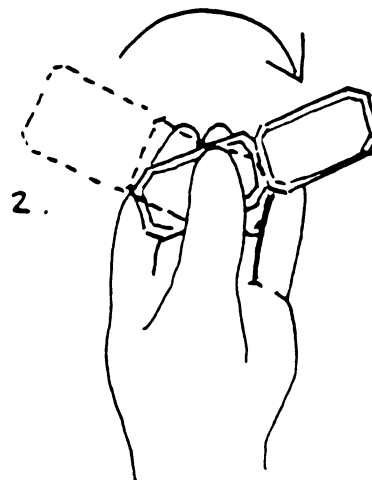
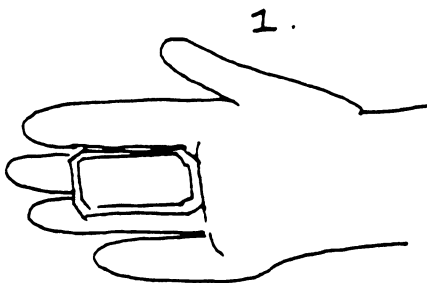
20TH CENTURY FOX

Effect: This is essentially the classic "20th Century Silks" routine, but performed with paper movie tickets. The magician introduces a strip of three tickets, and then neatly tears them apart, so they are three separate tickets. He then has one of them initialled, and hands the other two tickets to someone to hold. To end, the initialled ticket vanishes, and all three tickets are now found in the spectator's hand, having reattached themselves into an unbroken strip of tickets, with the initialled ticket in the middle.

Method: You'll need 4 movie tickets, you can often buy large rolls of them at stationary and party supply stores. Three of the tickets should be folded into a small packet in their untorn state, and the fourth is loose. Have all the tickets in your pocket and when you're ready to perform the routine, reach into your pocket with your right hand, finger palm the loose ticket as in Figure 1, and come out holding the other tickets at the fingertips.

Unfold the 3-ticket strip with the fingers from both hands, then grip the rightmost ticket of the strip behind the right fingers and wiggle it forward and backwards as if in preparation to tear it off. Actually, undercover of the right fingers, simply fold the ticket behind the other two tickets, and with a quick little tug, move your right hand away to the right as the right fingers push the concealed loose ticket into view.

Now, apparently slide this loose ticket behind the other two tickets held at the left fingertips, but actually pull the ticket back into the right hand finger palm. Then, using both hands, pivot the two ticket strip (actually 3) 180 degrees like you're turning a car steering wheel so that the ticket on the left end of the strip is now on the right end (Fig. 2). Now just repeat the false tear sequence. First wiggle it a bit, then fold it back behind the other two tickets and introduce the loose ticket.



But this time, after apparently tearing off the second ticket, you really DO slip the loose ticket behind the packet of tickets so that all 4 tickets are together in a tidy bundle. Get a marker out and, as you hold the bundle of tickets between the fingers of both hands, have someone initial the UPPERMOST ticket. Assuming you've folded the tickets correctly (as you apparently tore them apart) the ticket being intialled should be the middle ticket of the 3-ticket strip.

Here comes a fun move. Hold the packet in the left hand French Drop position, thumb on top, fingers below, so that the intialled ticket is facing the crowd. You now apparently remove the ticket with your right fingers, but what you actually do is, as the right fingers move in front of the packet, obscuring it from view (like you're doing a Spellbound move) the right thumb SPINS THE PACKET 180-degrees, moving the intialled ticket to the back of the packet, and then the right hand moves away to the right WITH THE LOOSE TICKET. The illusion of the right hand having pulled the intialled ticket off the packet and moving away with it, is perfect.

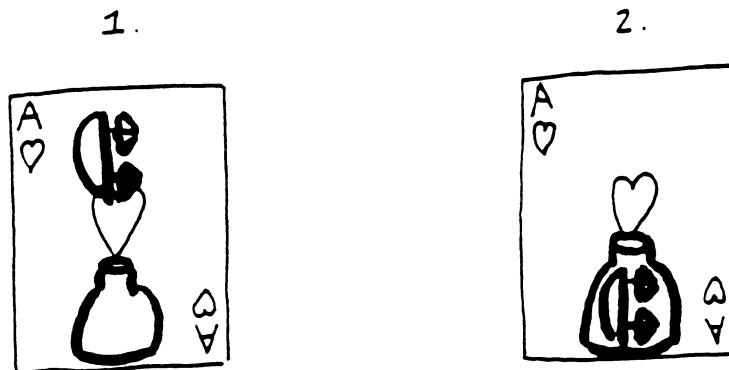
To end, give someone the packet of (apparently two) tickets to hold onto in their closed fist. Then perform any convincing false transfer with the loose ticket, apparently putting the ticket into the left hand. Retrieve the marker with the right hand (the loose ticket finger palmed) wave the marker in "magic wand" fashion, and pocket the marker, ditching loose ticket at the same time. Ask the spectator to open his hand, to find, not only has the intialled ticket somehow arrived, but all three tickets have mysteriously reconnected into their original, untorn state.

Notes: The false transfer I use is very much like a Retention Vanish. Practice it in front of a mirror for a bit and I think you'll be surprised how convincing it can look, even with a movie ticket!

DRAWING WATER

Effect: With a black marker, the magician draws a small bottle on the face of a playing card. Then, beside it, a small ship. A spectator rubs her finger on both to make sure they are, in fact, completely dry, and yet a moment later, after rubbing the bottle with his fingers, "to heat up the glass and make it a little softer", the magician neatly pushes the drawn ship INTO the drawn bottle, and then gives the card away as a souvenir.

Method: You'll need two duplicate cards, ideally cards with a lot of white on their faces. So, let's go with two Aces of Hearts. With a thin black marker (a fresh Sharpie is perfect) draw on the cards as in Figure 1, on one Ace a ship and a bottle apart, on the other Ace, the ship IN the bottle.



To perform this effect, you need to get both cards onto the bottom of the face-down pack, the Ace with the drawing of the ship and bottle APART on the very bottom. But I don't think this is a good trick to open a set of card tricks with. So, you can either already have the prepared cards in the pack, and just make sure any preceding tricks don't reveal them, or you can load them into the pack when you get the marker, as I suggested for "Lucky Card".

With both cards on the bottom, give the pack a false cut, and then turn the deck face-up, bringing the deck up to chest height as you. Take the cap off the marker and pretend to draw on the uppermost Ace. Blow on it, as if to dry the ink, then lower your hands to show your drawing of the ship and the bottle. Have someone nearby rub their finger on the drawing to make sure it's dry. Note that you should be holding the face-up Ace such that the SHIP END of the card is nearest you, and the BOTTLE END is nearest the audience.

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Now, as you comment on the fact that glass bottles are moulded with heat, lower your right hand onto the face of the Ace and momentarily rub the bottle with your open right palm. You are now in the absolutely perfect position to execute the Erdnase Colour Change, my all-time favorite. Essentially, undercover of the open right hand (fingers together!) the right fingers push the top Ace forward A QUARTER OF AN INCH. Then the right hand slides directly backwards an inch, until the heel of the right palm makes contact with the back edge of the 2nd Ace from the top, the part exposed when the top Ace was pushed forward. Then, in a continuing action, the right hand slides backwards another couple of inches, DRAGGING THE 2ND ACE BACKWARDS AS IT DOES. This is, of course, concealed beneath the right palm and fingers. Slide the hand backwards enough until you feel the 2nd Ace "clear" the back edge of the top Ace, then simply reverse the direction of the right hand, now smoothly sliding the 2nd Ace forwards and ON TOP OF the other Ace. When this 2nd Ace is fully covering the original "top Ace", dramatically move the right hand away from the pack to reveal the alteration.

That's the basic trick, one which never fail to make eyes pop. To end, you can hand someone the top Ace to examine, being sure to wristkill the deck in the left hand as you do, so as not to flash the face of the other ace. And remember, you execute the colour change undercover of the dramatic motivation of rubbing the Ace to "warming up the bottle". So first practice the rubbing motions of what that might actually look like, and then try to tailor the RHYTHM of the colour change to that.