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Card Tricks

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Corey White

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DEDICATION

For Mom & Dad

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1 FALSE SHUFFLES

- 1) Take some cards off the top of a packet, and then take cards off the bottom of the packet and put those bottom cards on top of the top cards you took off already. Then taking more off the top you put these on the bottom of the new stack. Repeat as much as you like, and it retains the cyclical order of the cards.
- 2) You can also keep the selection on the bottom and slip cut the deck out of the middle, doing the overhanded shuffle back on top.
- 3) The simplest way to move a card from the bottom of the deck to the top is the double undercut. Take a break underneath the bottom card of the deck. Cut the deck two times, moving cards to the bottom, and bringing the bottom card to the top.
- 4) Another false shuffle can be done by holding the deck in the right hand and cutting a third of it into the left. The rest of the deck in the right hand comes over the portion just cut into the left hand. As you pick it up at the bottom of the deck while keeping a break. The top of the right hand portion is kicked off into the right hand like before. The two portions in the right hand pick up the packet in the left hand, combining it with the bottom of the two portions in the right. The top portion in the right hand is put into the left hand, and all the cards in the right hand are dropped on top. This is a complete false shuffle.

2 FORCE

There are many forces presented in this book, but I will only use them as revelations. A force by itself isn't as magical when the audience expects them. Instead I suggest using forces as the revelations for card tricks. However, I will present one force I suggest you master. This is the Hofzinser Force.

To do it, the force card is set on the bottom of the deck and the deck is spread for one card to be selected. Once the first top third of the deck has been spread, lift it up and place it on top of the rest of the fan. This lets you slide the bottom card out from the deck underneath the spread as you straighten it back out.

One card is touched by a spectator, and the spread is squared while the force card is brought into position underneath the card that was touched. The stack is held up and the bottom card is shown to the audience which is in fact the force card.

3 CULL

The Cull as it is known is the ultimate way to control a selected card. The deck is fanned and one card is selected. The fan in the right hand pulls away and the card is returned into the pile in the left hand. The left hand pile is covered with the right hand fan. While the fan is covering the spread, the fingers pull the selection under the spread and to the bottom of the pack while pressure is applied by the left hand onto the top cards of the fan covering the selection. The deck is squared up and the card can be revealed in many different ways.

4 FAN CONTROL

The Fan control is one of the most devious controls you can do. A card is selected and the deck is fanned out in the left hand. The card is returned to the card fan while you look away. The deck is then closed clockwise with the left hand. Try and pinch the fan tight, so that the card won't go in completely flush. Correctly this creates a situation where the selection is out jogged towards you and the audience can't see it. It can then be controlled to the top or bottom of the deck, and revealed many different ways.

5 TABLED CONTROL

Sometimes because of angles you may not feel comfortable doing the cull. Thankfully there is another control you can do as a fail safe.

To do the Tabled Control, have the selected card returned to the left hand portion of the pack. Now put a strong bend into the cards in your right hand, and set it down onto the left hand portion. Then you can set the whole deck on the table. When you are ready you can cut at the break and bring the card to either the top or bottom of the deck.

6 HINDU

This move was originally a force, but is not totally convincing. It works better as a revelation for a card that has been controlled to the top or bottom of the deck. Lets say the card is on top of the deck. Some cards are taken from the middle of the deck, and the top card is picked up underneath them. The top cards of this packet are stripped off and placed onto the original pile in the left hand. When the audience tells you to stop, the selection is dropped from the bottom of the packet onto the rest of the deck. It is then shown to be the selection.

7 REVERSED

The selection is controlled to the top, and cards are dealt from the top of the deck to the table face down.

Once you deal 8 cards tell them to say stop at any time, The 9th card is dealt out jogged from the rest. You want them to say stop between 12 and 15 cards. Then you pick up the packet and cut at the out jogged card in the pile.

Do a series of reverse faros and the last card will be the selection. If the number that they stop you on is greater than 15 you will be left with two cards and the selection will be the bottom one, if it is below 12 it will be the top of the last two.

A reverse faro is simply moving the first card down, and out jogging the second card by moving it up. You continue this and then strip out the out jogged cards and repeat the same procedure with them as you did with the first packet.

8 CUT DEEPER

The card is on the top of the deck. You have them cut the deck and reverse the top portion, setting it back onto the rest of the stack upside down. Then cut a deeper portion of the deck and reverse all of it back onto the stack. The cards can be spread and their selection is the first face down card. Or, you can cut the face cards to the bottom and rotate them to be face down. This brings their card directly to the top. This was originally a force, but is included here as a revelation for a controlled card.

9 SLOP SHUFFLE

The selection is controlled to the bottom of the deck. Some cards from the top of the deck are taken and flipped upside down. They are set back on top of the deck as you flip some more cards upside down, as you pick them up with the first packet of cards. Continue flipping the cards upside down and picking more up off the deck, until you get to the bottom card. The bottom card goes in reverse from the other cards.

The situation you have now is that all of the cards in the top half now are face up, and all of the cards in the bottom half are face down. The selection will be on top of the deck face down, and concealing the situation. The deck is then split in the middle and cut so the all the cards are facing the same direction. Except the selection that will be the only face up card as you spread the deck on the table face down.

10 HOT ROD

Six cards are set up, the selection third from your left. Ask for a number between 1 and 6. Either count or spell to the selection. This can be done from right to left or left to right, depending on the number called by the audience.

For example: If they say “Three”, you count 3 cards from the left to their selection. If they say “Four”, you count a card at a time from the right, four cards. That will be the third card from the left as well.

If they say ‘one’ or ‘two’ or ‘six’, you spell out the number from the left.

If they say “Five”, you spell it out from right to left. So no matter which number they pick you reveal their selection with a clever force.

11 POP OUT

Two face cards are taken out of the deck. A card is selected and controlled to the bottom. The two cards are placed face up on top and on bottom of the deck. The selection is pushed out slightly, and the deck is tossed into the other hand. The 3 cards will remain in the right hand, revealing selection in the middle.

12 TEN TO TWENTY

Keep a brake 9 cards above the bottom of the deck. The card is returned to the top of the deck and the deck is cut. The 9 cards are directly on top of the selection, but keeping the break right above them. Do a double undercut, so the 10th card from the top is the selection.

The audience picks a number anywhere from 10 to 20 cards. Deal out a pile one card at a time until you reach their number. The two digits of the number they picked are added together. Pick up the pile you just dealt, and deal out that number to the table. The last card will be the selection.

A more advanced method is gone over below:

The selection always starts 10 from the top of the deck. You then count off however many cards from 10-20 that are chosen. When you reach the number in the chart (below) out jog the next card on top of it. Then cut at the brake when you finish the count. Finally deal your packet into two piles, then repeat by picking up the first pile and dealing it back down. Continue until you reach the last card which is the selection.

20 – brake at the 12th card
19 – brake at the 12th card
18 – brake at the 10th card
17 – brake at the 10th card
16 – brake at the 4th card
15 – brake at the 5th card
14 - brake at the 4th card
13 - brake at the 5th card
12 – brake at the 8th card
11 – brake at the 9th card
10 – brake at the 8th card

13 AUTO SHUFFLE

8 cards are taken from the deck and the audience remembers one of them. Reverse faro shuffle the packet by out jogging every other card and stripping the top cards out. Ask if their card is in the top packet. If it is you can put it on top of the other packet, otherwise put it on the bottom.

Repeat this, but move the stripped out portion to the bottom if it contains the selection, and move the packet to the top if it doesn't contain the selection.

The third time do the same except move the packet containing the selection to the top. Now deal two piles to the table, left then right. Pick up the left pile and deal it again into two piles, left and right. The last card to be the only one dealt into the left pile and is also their selection.

14 PURE SELECT

Memorize the top and bottom cards of the deck. Look at the deck face up, and count in from the bottom card 23 cards. Remember the next 6. A selection is picked from the top stock, and returned in between the top and bottom cards. The deck is riffled shuffled then cut. Look between the previous top and bottom cards. The selection will be the only card that is not one of the 6 you memorized.

15 SIMPLICITY

A card is forced or glimpsed. The deck is spread. With your back turned you ask the audience to remove the card and place it in a different position. You claim to have memorized the deck and then find it.

16 KEY CARD

The top and bottom cards on the pack are peeked. The deck is then cut and one of the halves is selected. If it is the top half allow them to look at the bottom card. If it is the bottom half tell them to look at the top card. Then the half they chose is cut, and placed in the middle of the other half on the table. Look through the deck and their selection will be one to the left of the peeked card, or one to the right. It depends on which half they selected at the beginning.

17 SEPARATE

Get the deck in red / black order. Do a false shuffle and show the order of the cards briefly. Deal 16 cards into two piles face down on the table and stack them together, while explaining they are going to reproduce this in an attempt to get all of the red cards in one pile and all of the black cards in the other pile. Allow them to guess red or black as you deal into two piles.

Make a mental note when 8 cards have been dealt. Note which pile has more cards, and how many cards are deal in that pile.

After they finish, pick up the pile that you remembered, and reverse the order of the cards as you count how many there are. Set them on top of the other pile, and cut a number of cards from the top of the packet to the bottom. That number should be the number of cards that had the most when the count first reached 8.

Now deal out 8 cards to the table, which will all be the same color. Deal the next 8 cards to the right of the first pile. They will also all be a different color.

18 GILBREATH

The deck starts out in red/black order. It is shuffled and then cut so that top and bottom cards are the same color. The deck is dealt into 2 piles. One pile is picked and the other turned face up. The selected pile will mirror the face up deck from left to right in red and black colors.

All you have to do is deal the second half to the table into two piles, red and black. Because the pile in your hand perfectly mirrors the pile spread face up on the table you just deal the red cards into a pile when you see a black card, and you deal black cards into a pile when you reach a red card in the spread.

19 ACES

The setup for this trick can be done with a borrowed deck or ahead of time. Let's assume you have a borrowed deck. All you need to do is cull the four aces to the top of the deck. To cull the four aces run through the deck face up. When you come to an ace, pick up the right hand fan and move it over the ace. With your left finger, press down on the cards directly over the ace in the right hand. And with your right hand pull the ace free under the spread. Run through the deck again and when you come to another ace pinch the card before it underneath the spread with the ace(s) you have already culled, and slide it out to join the other aces under the fan.

The deck is cut into four equal piles. The last pile has the aces. You pick up the fourth pile and openly out jog the top ace, still keeping it face down. Pick up one card from each of the other piles. Make a face down fan with the card out jogged in the left hand packet.

Reverse their order while counting them as 4 aces. Reveal the top card as an ace and align it with the 3 indifferent cards underneath it. Set the whole stack down on one pile. Deal the next two aces to the two other piles face up. Then turn the final ace over in your hands and set the whole packet down as the fourth pile.

20 STACK

This is my fancy stack. On the bottom of the deck you need all of the diamonds in A-K order with the ace on the face. At the top of the deck you need 11 cards, which are all spelled out with 11 letters: AS AH 2S 2H 6S 6H 10S 10H 9C 5C 4C (it doesn't matter which order). Give this group of cards a bend before performance, and put a few cards on top of them.

Spread the deck and force one of the 11 cards. Have it returned underneath the 10 other cards from the stack. Bring the whole stack to the top and spell the name of their card. to the table, the last letter will be their selection.

Now give them an entirely free choice of cards from the rest of the deck. Have them return it to the deck underneath the 13 diamonds you have on the bottom. Cut at the brake and bring the cards to the top with the king of diamonds face down to the top. Ask them to say stop any any time as you deal the diamonds face down. Turn over the card they stopped on. It is an indicator card. If for example it is the 4 of diamonds, then you just deal four more cards down and you arrive at their selection. But any diamond works.

21 NEXT

Take 16 cards together and shuffle them and then deal them into 4 piles. Have someone pick one pile, think of the card in the pile and shuffle the pile. Have them put the piles together, noting where the selected pile is. If the pile is on top remember 6, if it is second from top remember 7, third from the top remember 8, and if it is at the bottom remember 9. Deal four piles out again to the table. Make your best guess and turn over one of the piles. If it contains their selected card turn the pile face down and count cards from the top of the pile moving them to the bottom of the pile. Do this however many times you need to for the number you remembered.

22 FOUND IT

The deck is cut into 3 piles. The top card of one pile is peeked by the audience. The other two piles are turned upside down. Their pile is placed in between, and then the deck is shuffled and cut. The deck is spread and their card will be the first card to the left on the longest run of face up cards.

23 PEEK

The top portion of the deck is cut and the face is shown to the audience. If the deck is given an inward bend so you can peek the suit and value without appearing to look at the card.

24 GLIMPSE

Glimpse the top two cards. Remember the suit of one card and the value of the other. Remove a card matching those conditions from the deck and set it face down. Have the audience deal however many cards they want into a pile, and then pick the pile up and deal it into two piles. The top two cards will predict the card you have face down already on the table.

25 PALM

If a break is taken under the top card with the left thumb, and the pinky squeezes at the same time, the card will pop up into the right hand palm. You can then hand the deck out for shuffling and return the selection back to the deck as a revelation.

26 REVERSE MONTE

One card of the 3 is bent, and in the middle. Have them look at one card, and switch the position of the other two. If the bent card is on the left, they picked the right card. If it is on the right, they picked the left card. And if it is in the middle it is still in the middle.

27 JACK BOYS

Two jacks are face up on the bottom of the deck. One card is selected and controlled to the bottom. The deck is cut and spread to the jacks. Pick up both jacks with the selection under them. Move the bottom jack and selection to bottom of the deck as one card. While leaving the top jack on the top. The deck is cut again to reveal the sandwich. All 3 cards are out jogged, and two cards placed in between the jacks and the selection. The 3 out jogged cards are pushed into the deck, and some cards will stick out the bottom of the deck. Those cards are pushed back in, and the selection will rise out the top.

28 DROP THE MIC

Get the selection(s) to the top of the deck. Hold the deck out with one hand, and injog the selection to the side of the deck but concealed by your hand. If you drop the cards now, the injogged cards will rotate face upward and land back down on the deck from the air passing under it.

29 ULTIMATE SECRET

A card is controlled to the top of the deck. They are asked to name a number between 10 and twenty. Following the chart below you deal that many cards but outjog the one in the chart. Keep dealing until you get to the number they picked number. Now cut at the card marking your brake. Al you have to do is deal the packet you dealt to the table into two piles, one card at a time. Then pick the first pile you dealt up and repeat. You do this until you are left with one card that is their selection.

Here is the chart:

10:	9
11:	0
12:	11
13:	9
14:	9
15:	11
16:	11
17:	1
18:	1
19:	3
20:	3

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