It was printed in The Magic Circle's Magic Circular magazine.

What the heck! It is my trick so here it is... no illustrations mind you. This is how it appeared in the magazine:

TIDLE

(Totally Impromptu Deck Levitation Effect)

I have a fixation for levitations, suspensions and floating effects. There must be at least 10 "floating effects" I have in my repertoire. You have already seen three of them in previous issues of the Magic Circular. What follows is yet another. Here are the details:

A card is freely noted from the centre of a deck and left where it resides. The deck is held in one hand. Slowly, the top half of the deck begins to float where upon you reach into the deck at that separation point and remove the top card of the lower half. It is the selected card.

This effect requires a certain knack to get the floatation right, but if you master it, you will have an effect that looks eerie and mysterious. The best bit is that it is totally impromptu and uses any deck and is a novel approach to the "you pick a card and I'll find it" trick, which there are so many of.

Hold the deck in your right hand and dribble the cards into your left hand asking someone to shout out "stop", or rather call out stop (why cause undue stress for that person - ahem!). Freely stop at that point but try to have about half the deck in each hand. Whilst still holding half a deck, use your right fingertips to outjog the top card of the lower half for a third of its length. Your right hand moves away now. Raise your left hand to show the face of the card to your spectator. Now as your left hand lowers to a horizontal position, your right hand brings its half a deck square with the outjogged card and pushes it back square with the rest of the lower half. AS YOU DO SO, the right thumb tip contacts the top card of the card below the selection and pushes it back towards you for about half an inch. The situation now is you have a squared deck in your left hand with a card injogged directly below the selection, which is in the centre.

Alternatively, you can have a card selected in the manner of a riffle force except that you don't force a card - just a position: the position being anywhere near the middle. Split the deck at that point and continue as above.

Your right hand should still be above the deck in a biddle grip at this point with you right forefinger curled on top and other fingers curled around outer end. Clamp/grip the outer end of the deck between right forefinger and middle and ring fingers and move it forwards towards your spectator slightly so that the edge of the injogged card lies between your little and ring fingers of your left hand.

With your right thumb, push down on the injogged card so that the inner right corner of it can be gripped/clipped between the little and ring fingers of the left hand which now straighten (Figure 1). You may need to tease out more of the injogged card from the deck if required. The left thumb and first two fingers grip the sides of the deck to prevent the deck separating and popping open.

Hold the deck at chest height. You can now remove your right hand from above the deck but allow it to hover in a mysterious "magic causing" sort of way above the deck. Now for the difficult part - the rise. Slowly release pressure gradually on the sides of the deck and increase pressure in your grip of the injogged card. Through a combination of balance, co-ordination and pressure the top half of the deck will apparently begin to float as it is levered up slightly from the back (Figure 2). Only allow the outer end to separate from the lower half by about 1cm - no more. If the top half has a tendency to flip off, either the top half is too light or not enough pressure is being applied to the sides. Practice this well

Reach into the gap from in front of the deck and carefully remove the card on top of the lower half (Figure 3). As soon as it clears the deck allow the top half to drop back down and square up the deck using just your left hand as you turn over the selected card. Voila!

Angelo Carbone.

