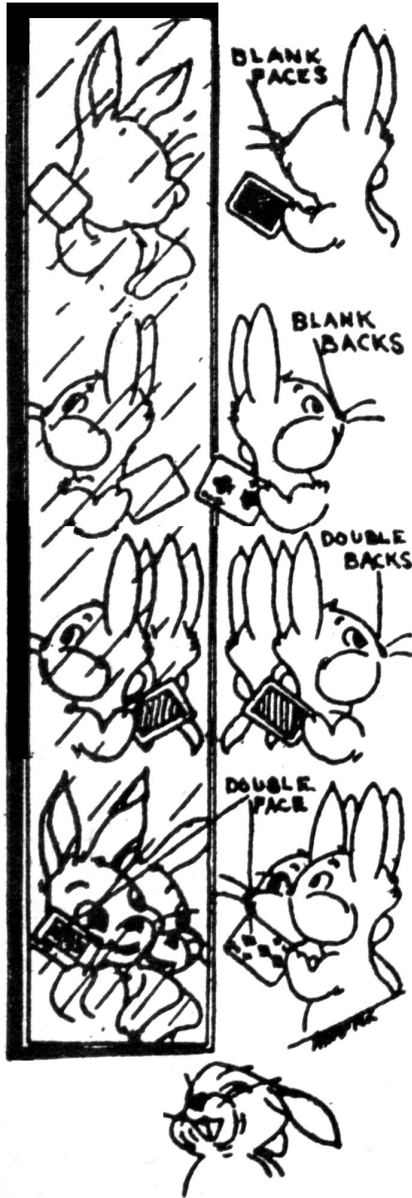


SIX TRICKS

with gaffed cards



A TRICKSHOP.COM Release

THE DOUBLE FORCE

Requirements: DOUBLE BACKER, same color both sides and a matching regular deck.

A double-backed card is an excellent tool for forcing two different cards. For example, you can use two spot cards to force a page number for a book test or a written prediction, or you can even force two mates; such as the Queen of Diamonds and the Queen of Hearts - using the force as an effect in itself.

Handling: Here's how the force works. Place the two cards you wish to force together near the center of the deck and between them, reverse ANY other card (so it is face up between the two face-down force cards). Finally, place the DOUBLE BACKER on top of the face-down deck.

To perform, hand a spectator the top (double-back card) and turn the deck over, so it's now face up. Keep the pack squared up. Now have your helper insert his card into the middle of the face-up pack. As long as you keep him engaged by telling him what he needs to do next, he won't have the time or inclination to turn over the double-backed card. Remember, he doesn't know what's coming next. As soon as he inserts his card into the pack, square up the cards and turn the pack face down.

All you have to do now is fan or spread the cards to show one face-up card (which the spectator assumes is the card he just pushed into the pack). In actuality, the DOUBLE BACKER (he inserted) blends in with the rest of the face-down deck. Remove the force cards on each side of the face-up card and proceed with your trick.

EASY CARD LOCATION

Requirements: DOUBLE BACKER, same color both sides and a matching regular deck.

Handling: Begin with the deck in its case, DOUBLE BACKER on top. Remove the cards and ribbon spread or fan them face down. Say to the spectator you are going to do a special card trick where he does all the work and you take all the credit.

Gather up the cards and hand the deck to the spectator. Tell him you will turn your back and give him instructions to follow.

With your back turned, ask him to cut to any point in the pack. Have him turn those cards face up and place them on top of the rest of the face-down deck. Tell him to concentrate intently on the card he cut. Once it's firmly in mind, have him turn all of the face up cards, back face down on the deck. This, of course, positions the card he selected directly above the DOUBLE BACKER.

Once this is done, you can turn back around and allow him to cut the deck a few times - making sure he only makes single cuts. All you have to do at this point is fan the cards with the faces toward you and spot the card above the DOUBLE BACKER. You can then reveal the card by whatever method you like. For example, you can set the card up for a SPELLING revelation. Here's how that works. With the faces toward you, thumb through the cards from the bottom toward the top. As soon as you see the DOUBLE BACKER, silently thumb off one card for each letter in the name of the chosen card - beginning with the chosen card itself.

For example, if the card above the DOUBLE BACKER was the 5C, you would spell "FIVE OF CLUBS" and cut the cards after you reached the "S." This would position the 5C – 11th from the top. After suitable bi-play, have the spectator name his card and then spell down to it – turning over the 5C on the last letter.

SATAN BEHIND YOU

Requirements: DOUBLE BACKER, same color both sides and a matching regular deck.

Effect: A spectator locates his own card.

Handling: Begin with the double-backed card on top of the face-down deck. To perform, cut the deck in half and give the spectator the bottom portion, while you keep the top half with the DOUBLE BACKER on top. Place your cards behind your back and have the spectator do the same with his.

Tell him you each are now going to select a card from your respective halves. Each of you is to look at and remember your card, but not show it to the other. The card should then be replaced it on top of the packet. While the spectator is choosing a card, take the card from the BOTTOM of your packet and bring it forward – keeping its back to the spectator. Note the card and then place it back behind your back. However, instead of placing it on top of your packet, as you have instructed the spectator to do; secretly place your card face up on the bottom of your face-down packet. Remember the DOUBLE BACKER is on top.

Bring your half to the front and have the spectator do the same. Make sure not to flash the reversed card on the bottom of your packet. Place your packet on top of the spectator's to "bury his card in the middle of the pack" and instruct him to place the entire face-down deck behind his back. Now, without looking, explain he should lift up the top card – the card

you chose – turn it face up, and then insert it anywhere in the pack he likes. He has a completely free choice of where to place it.

When he's done, have him bring the deck forward. Tell him, "you placed my card, the King of Diamonds, face up somewhere in the pack." Spread the cards to show the face up card. "Now wouldn't it be amazing if this card... the card you placed it next to... was yours?" In the fairest manner possible, remove the card directly under the face up card. Don't show it right away, though. Ask the spectator to name his card for the first time. Dramatically, turn over the card you are holding to reveal it's his card!

As with the previous effect, the DOUBLE BACKER the spectator turned over blends in with the rest of the face-down deck.

TWO CARD MONTE

Requirements: DOUBLE BACKER, same color both sides and a DOUBLE FACER, different on each side.

This quickie is most effective if the cards are removed from a full deck in the course of other tricks. It should NEVER be presented as a two-card trick you carry around in your pocket, since the audience will quickly conclude you are using trick cards!

Handling: For the sake of example, we'll say you're using a DOUBLE FACER with a Nine of Clubs on one side and a Two of Diamonds on the other. To perform, begin with the DOUBLE BACKER on top and DOUBLE FACER underneath. In this example, we'll assume the Nine of Clubs side is showing. Grip the cards with your right thumb on top and left forefinger and second finger underneath. Fan the two cards slightly apart, so they are angled in a "V" – double backer to the right, double facer to the left.

Say, "Two cards... the Nine of Clubs..." Now in one continuous motion, slide

your thumb on the double backer to the left – switching the position of the cards – as your right wrist turns down. "and the Two of Diamonds." Turn your hand back over, reversing the motion and shifting the DOUBLE BACKER to the right again. To the audience, it looks as though you've shown the front and back of both cards. Say the names of the cards again, "Nine of Clubs and Two of Diamonds."

Place the DOUBLE BACKER down on the table. The spectator naturally assumes it's the Two of Diamonds. Openly place the DOUBLE FACER with the Nine of Clubs side showing behind your back and ask him, "before we get started, which card do I have?" As soon as he says the "Nine of Clubs," flip the card over behind your back and bring forward the side showing the Two of Diamonds, saying, "See, you're not watch closely enough!" Slap the face-up Two of Diamonds on top of the tabled DOUBLE BACKER.

You can now lift up both cards and slide the DOUBLE FACER underneath to reset the trick and repeat. Don't overdo it though.

ANNEMANN'S INSTO-TRANSPO

Requirements: DOUBLE BACKER, same color both sides and a matching regular deck.

Effect: Fanning a well shuffled deck, performer has spectator freely select one card. On the face of this the spectator's initials are placed. Card is openly placed in spectator's pocket. NOT QUITE OUT OF SIGHT. It is not touched again.

The spectator takes the deck and fans it out. The performer also selects a card face down. He places his own initials on it. It is placed in his pocket.

Now for the miracle. Performer takes card from spectator's pocket and it is found to be the performer's card with the correct initials. Then the spectator takes the card from the PERFORMER'S

POCKET and finds it is his own initialed card.

Handling: On top of the deck you have a double-back card to match your deck. On the upper LEFT and LOWER RIGHT corners of each side are pencil dots. When cards are fanned, this card may be instantly seen, wherever it is. Underneath this card lies any card face up and on it have been written the performer's initials. Riffle shuffle deck and leave top three cards separated.

Performer fans deck and spectator names any card. Performer takes the card and lays it face up on deck in left hand. Asking spectator for his initials, the performer then proceeds to openly write them on the face of card.

Now the right thumb at rear end of deck counts up THREE CARDS which are held in a break by left little finger on lower right side. Right thumb and forefinger grasp the three cards as one at the lower right corner and turn them over on deck. It appears as if the performer has only turned OVER the FACE UP marked card. Immediately the left thumb pushes top card off and right hand takes it. Without showing it again performer places it back outward in spectator's breast pocket. This is the cleanest card exchange possible.

Performer now cuts deck once. He hands it to a spectator. He has the spectator fan the cards and performer, with apparent freedom and indifference, picks a card. Actually, performer picks the card laying next UNDER THE DOTTED CARD. Performer initials the face of this card without showing, saying at the same time, "You took a card, the _____, and marked it. Now I take a card the _____, and will also mark it. But instead of writing, he only pretends to do so, and instead of naming card he holds (spectator's) he actually names the card he originally marked and which is now in spectator's pocket. He then places card in his own pocket.

Spectator names his card. Performer reaches into the spectator's pocket and pulls out the performer's card with initials. Spectator then reaches into performer's pocket and finds his own initialed card for the climax. Watch this one fool magicians.

ANNEMANN'S STOP

Requirements: DOUBLE BACKER, same color both sides and a matching regular deck.

Effect: A card is freely selected from deck and initialed. It is returned and the deck shuffled. The spectator thinks of a number. Performer openly and slowly counts down until spectator stops him, and there is the initialed card. Performer never knows card or number until finish of the feat.

Handling: There is no preparation except a double-backed card on top of deck. Upper left and lower right corners on each side are dotted with a pencil so that card may be instantly found in a fanned deck. Any card is freely selected and initialed. Performer undercuts the deck. Card is replaced on top, and cut is completed. Deck is cut several times now and in doing so is slightly fanned so that performer can locate dotted card and on last cut bring the selected card to top with the DOUBLE BACKER underneath it or second from top.

Spectator is asked to merely THINK of a number up to 15 (so as not to prolong effect).

Performer says, "It is an odd number, isn't it?" If so he continues, "I thought so. However, don't let me or anyone else know just what number you are thinking of." If answer was "No," the performer would have said, "No? Well that's odd. However don't let me or anyone else..." He has this one bit of information which is all that is needed (odd or even).

If even, right thumb at rear end counts

up THREE CARDS, and left little finger holds break. Right thumb and forefinger grasp lower right corner and turns them over as ONE CARD. Performer asks all to notice that he doesn't keep card on top as a trickster would. Then the single face up card on top is drawn off and returned to center of deck. Double back card is now on top. The selected card is FACE UP underneath. Do this only when the number thought of is even.

When number is odd do nothing but just leave pack with selected card on top and DOUBLE-BACK CARD underneath. Deck is now given a riffle shuffle – leaving TWO TOP CARDS IN PLACE. Performer states that the chosen card now lies at the number being THOUGHT OF by spectator. Making the above described THREE CARD LIFT at rear, and holding break as before, performer asks, "Are you thinking of ONE?" On a negative reply the three cards are turned over as one. The top face up card is taken off singly. Performer says, "Well, you see that this is not your card then." This single card is dropped on floor. Another lift is made. Performer asks if they are thinking of "TWO." If again a negative, continue as before. When finally the answer is "Yes," merely thumb off the top face down card and ask spectator to name his card and that will be the CORRECT and INITIALED CARD.

By trying this out, the details will be clear as to why it always works. The spectator merely sees the performer turning over one card at a time and tossing it aside. And then when told to stop, the actual marked card is always on TOP for the climax.