



Written by Ed Hass

Inside Ed's Head

Edited by Sal Mannuzza

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A Simple Deck Switch (And a Lazy Writer's Solution)

Revisiting a Back Issue—A Simple Deck Switch

I've only received one comment from a non-member of Ring 244 about material published in this column. (*Inside Ed's Head* is also published on my website, www.edhassmagic.com/eds-head.) It was about "Do As I Did" by Darwin Ortiz, in the August 2013 issue. The correspondent was very excited about how strong this trick played, and how simple it was. While re-reading the trick, I had an "aha moment." I mention that Darwin shuffles a deck into Si Stebbins order via "The Si Stebbins Secret," from *Darwin Ortiz at the Card Table*, p. 137. Instead of this, I realized that the presentation gives you a simple way of switching in a stacked deck, allowing you to perform the trick after S has shuffled the deck in play. This then allows you to continue with your most amazing memorized deck miracles.

Start with the cold deck in your lap. You can easily ring it into play as you explain to S how she is to cut the cards underneath the table. As you demonstrate this, drop the old deck in your lap and come out with the new one. Since you're talking about cutting the cards under the table, it doesn't even matter if the face card of the deck changes. (It would be a good idea to make sure the cold deck is the same **color** as the deck in play. This would be a bad time for a color changing deck trick.)

Cumulative Index of Articles

Because writing magic is hard, I'm taking this month off. In place of my routine brilliance, I'm including an index of all the issues I've published so far. It's divided into three parts: Contributors, Tricks, and Sleights.

I hope to publish a cumulative index in the January issue from now on.

Guest Contributors

**John Bannon 6/14, Tom Craven 7/14, Daryl 10/12,
Steve Draun 9/14, Peter Duffie 4/14, Roger Golde 12/13,
J. K. Hartman 5/13, Justin Higham 8/14, Harry Lorayne 1/13,
Jerry Mentzer 4/13, Darwin Ortiz 8/13, Barrie Richardson 2/13.**

**Tricks – 34 (Abbreviations: S=Spectator, M=Magician,
Sel=selection, FU=Face Up, FD= Face Down,
LH = Left Hand, RH = Right Hand.)**

Name	Page No	Notes
Armchair Magician's Card to Pocket	7/14 2	A card to pocket where the card is unquestionably cut into deck by S, and M doesn't touch deck until AFTER card is removed from pocket. Meant more as a thought provoker than a practical effect. A simpler solution: Force the card and have a dup in your pocket.
Aronson-Stebbins Memorized Deck	4/12	A stacked deck system that does not have alternating colors. Also, a way of memorizing a stacked deck.
Be-Bop Deluxe	6/14 1	Four aces on table, four red cards in hand. Red card in hand is placed on leader ace--jumps back to hand. repeated with the other red cards.
Borgia Cards	12/14- 1/15	Leader pile turned FU, it's four Queens. Ambitious card routine that uses a card named by S. It rises several times, the last one face up. Then the three mates to the named card are found by the S touching three random cards in the deck.
Contemplating the Dream Card	9/13 1	M removes a red card from his pocket without showing its face. He replaces in his pocket. S cuts to a card in a blue deck, signs it, and loses it in the deck. M removes the red card again. It is S's signed card
Contemplating the Dream Card Part II	10/13 1	M places a red card FD on the table. S selects and signs a card from a blue deck. Card is replaced in deck. M turns red card FU, it is the sel. Based on Darwin Ortiz's "Dream Card."

Contemplating the Dream Card Part III	11/13 1	M places a red card on table. S selects and signs a card in a blue deck which is lost in deck. Red card is turned over--it is sel. Based on Darwin Ortiz's "Dream Card."
Do As I Did	8/13	S takes a deck places it under the table and reverses a card sight unseen. M shows a deck in which he had done the same thing earlier. Both cards are removed from their respective decks--they match.
Do As I Do - Ridged Method	8/12	A version of DAID using marked, duplicate ridged cards to produce a shocking climax
Do As I Do - Stacked	8/12 2	Two methods for using stacked decks for Do As I Do. This will leave S's deck still stacked, ready for your next killer effect. A Charlier shuffle will work very well here, as the deck can be cut.
Elmer's Homing Card	7/14 1	S cuts off some cards and counts them. He then looks at card on top of remainder and cuts it into the packet. Original cards are replaced on top of deck. Cards are counted again, and sel is found FACE-UP in original position.
From Your Heart to My Mind	7/12 3	S thinks of a card, finds it in deck and holds it close to her heart. She reassembles deck. M gets it.
Genii Corrects, The	3/13 3	S points out a lucky card which is shuffled into the deck. S takes deck and deals cards into M's hand, and stops whenever. M turns the card over--it's the wrong card. After a magical gesture, the card changes to the right card.
Genii Directs, The	3/13 1	S points out a card he considers lucky. M shuffles into the deck and gives deck to S. S deals cards into a FD pile and stops whenever. M turns the top card of the pile over, it's the lucky card. Immediate bottom deal.

Golden Retriever	12/13 1	S selects a card by making several cuts with the deck in his own hands, and cuts the sel into the deck. M controls it to bottom.
H. S. Card to Card Case	2/13 2	S selects and signs a card, and cuts it into the deck. The card is found in the card case.
H. S. Card to Spectator's Wallet	4/13 1	S picks a card and signs its face. He then cuts it into the deck. M borrows S's wallet and places it on top of the deck. M then removes signed card from the wallet.
Hockley's Mate	1/14 1	S tries to find the mate to an outjogged card by saying "Stop," as M runs through the cards FD. He fails. M makes things right by transforming outjogged card to mate of card stopped at by S.
Impulse	4/14 2	Blank card placed under an envelope transposes with sel in packet. Repeated. Large hole is cut in sel to keep track of it. It transposes anyway.
Little Card That Wasn't There	1/13 5	After sel is lost in the deck, S removes 5 random FD cards. He is shown each one--none is the sel. Cards are shown a couple of more times, discarding some each time. None is the sel. Last card turns into sel.
Magicians Need Outs	5/12	Various strategies for ensuring you can always conclude a trick satisfactorily.
Mexican Joe Breaks Into Tears	7/12 2	S shuffles the deck, selects a card, buries it and shuffles deck again. M shows faces of cards to S, divines card.
Mexican Joe Doesn't Live Here Anymore	7/12 4	M turns his back. S deals some cards FU remembers card dealt to and drops the rest of the deck on top. M duplicates actions and finds card
My Favorite Four Ace Trick (With Five Cards)	5/13 1	KH placed FD on table, black aces placed FU between FD red aces. After a bit of byplay, the black aces are on the table and the King is between the aces.

My Lucky Number	9/12 3	S names her lucky card. M removes it and places it into the deck while it's behind his back, saying he's placing it at his lucky number. S guesses the number and M deals to it quite deliberately. Card is there.
One-Way Faces	6/12 2	How to make a one-way deck by scratching the faces. A much better idea is to use Wite-Out
Out of Body Experience	10/12 1	M shows a pair of jokers. M picks a card which is left outjogged in deck. M holds jokers, S pushes card into deck. It jumps to between jokers. Best trick ever?
Pro-Control Locator Card	6/12 2	A way of making a long card with Scotch tape
Righting a One-Way Deck Shake and a Sandwich	6/12 4 5/12	Use slop shuffle. 2 jacks placed FU into the middle of a deck. The deck is shaken and the deck is spread. A previous selection is found between the jacks.
Signed Card to Kosky's Wallet	12/12 4	A suggestion for a card to wallet routine where the card, last seen sandwiched on the table, is removed from M's wallet while another card is in the sandwich
Sorcerer's Spell	7/13 2	S selects card and shuffles it into the deck. He then cuts to a "Magic Card." M spells the name of this card, dealing one card per letter. Last card of spell is sel.
Top, The	1/15 5	A flourish in which a double or triple card is spun horizontally on top of the deck to give the impression it's a single card.
Various Methods of Gaffing a Deck	6/12	Marking cards, making locator cards, etc.

Sleights – 49 (Abbreviations: S=Spectator, M=Magician, Sel=selection, FU=Face Up, FD= Face Down, LH = Left Hand, RH = Right Hand.)

Name	Page No	Notes
Berg Top Palm	9/14 5	Palm multiple cards from top of deck into RH
Bo-Top Change	3/13 3	Switch card in RH for bottom card of a packet as card is replaced on top of deck.
Bo-Top Change (Brief Description)	1/14 4	Switch card in RH for bottom card of packet held in LH dealing position.
Bottom Deal (Simplified Version)	7/13 3	A relatively easy bottom deal that uses a get-ready
Bottom Deal Switch	10/13 2	Switch card touched in a FD spread deck with card on bottom of deck. Back of bottom card not seen as switch is made.
Bottom Palm Replacement	7/13 1	
Business Card Prophecy Force	1/14 4	S inserts a card FD anywhere in a fanned deck. As this card is turned FU, the top and bottom cards are placed below and above the jogged card, so either or both can be forced.
Combination Cull	8/14 1	Two ways of culling four cards--one to top the other to the bottom
Convincing Control	10/12 4	Frank Simon's variant of Marlo's Convincing Control. Sel apparently in the middle of the deck, but is really brought to the bottom.
Cull	12/14 2	Found after "Briefly" on page 2. A method of culling three cards to the top of the deck based on Justin Highams four card "Combination Cull"
Curry Turnover Change	1/13 3	Switch a FU card on table for bottom card of deck as it's turned FD. Or switch a FD card for the top card.
Diagonal Palm Shift	06/13 1	
Displacement Switch	5/13 2	Switch the top card of those in a small fan in the LH for the second card, as it is apparently taken under a small fan in the RH.

E.Y.E Count	3/14 3	
Elmsley Count From Dealing Position	3/14 1	
Erdnase Color Change	9/14 3	face card changed for second card from face as hand waves over deck
Force	11/13 2	3rd para. Card under break at bottom of deck is forced as S is given choice of card.
Gambler's Cop	10/12 6	Steal bottom card into left hand
Getting a Break Over 2nd Card From Bottom	11/13 2	2nd para
Getting a Break Under Multiple Cards	9/14 6	Thumb count method
Hockley Move	1/14 3	Steal bottom card of packet held in RH Biddle grip onto the top of packet held in left hand as card is taken from RH packet. (Used as a force in this case.)
Hofzinsler Bottom Palm	9/13 2	Palm cards below a break on the bottom of the deck into the left hand.
Immediate Bottom Deal	3/13 2	Pick up a tabled packet/deck with your RH and deal a bottom as you place deck into LH
Jinx Change	3/13 3	Switch a card or cards for cards held below a break in the deck held in the LH
Jinx Change (Brief Description)	1/14 4	Switch top card of a packet or deck for bottom card, as packet is placed on table.
Jordan Count From Biddle Position	5/14 2	
Kosky Switch	12/12 1	Switch a FD card sandwich between two other cards with the top card of the deck.
Marlo's Glide Variation	9/13 2	Switch bottom card of deck for card 2nd from bottom.
Midnight Shift	9/14 1	Turnover pass done under cover of all-round square
More on the Curry Turnover Change	2/13 1	Switch FU card on table for bottom card of deck as it is turned over, or FD card for top card.
Oiram Subtlety	6/14 1	Apparently show faces and backs of four cards, but only show four faces.

Optical Add-On	1/15 3	A way of adding cards on top of cards that are outjogged from the deck as they are stripped out and placed on the top.
Pivot Change	11/13 2	Last para. Vernon's take on Marlo's Miracle Change. Rear card of double is switched for face card as double, held FU in LH is turned FD. Original face card ends up Tenkai palmed in RH.
Push-Off Double Lift From a Four-Card Packet	2/14 1	
Push-Off Double Turnover From the Deck	2/14 1	
Royal Flush Cull	8/14 3	Method of adding a fifth card to the second Combination cull
Schulien Card Case Load	2/13 3	Apparently remove a card that is copped in left hand from a cardcase.
Single Card Switch	10/13 5	Switch a FD tabled card for one copped in LH as card is picked up, placed in LH a turned FU.
Tenkai Turnover Force	9/12 2	Force a card at any number named by S
Tilt	1/15 1	After Face-Up Rise #1. Two-handed setup for tilt, and some additional commentary
To Change a Card	11/13 3	Last para. Card held FD in LH is switched for card palmed in RH as LH card is turned FU.
Turnover Second Deal Switch	5/13 2	Switch the top card of a face-up fan for the second card as you apparently remove it, and table it face down.
Up Count	5/14 3	shows the faces of the 1st, 3rd, and 4th cards in the packet, and the backs of the 1st, 2nd, and 4th.
Upside-Down Elmsley Count	5/14 4	Elmsley equivalent allowing display at chest height
Upside-Down Jordan count	5/14 6	Jordan count done at chest height
Veaser Count	5/14 1	Equivalent of Elmsley count from Biddle grip.
Vernon Transfer Move	5/13 3	Transfer a card in the middle of a packet in the LH to the top of a tabled packet.

Wallet Load	4/13 2	Fourth para. Load a card that's in cop position in LH into S's wallet.
Wesley James' Ambitious Move	12/14 4	Middle of page. FU card is turned FD and inserted in middle of packet. This entire packet is inserted into the middle of the rest of the deck. Card rises to top.

What's next? I'm always open to suggestions.

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