



Written by Ed Hass

# Inside Ed's Head

Edited by Sal Mannuzza

December 2015

## The Power of Positive Thinking, Part 2 (This month—1½ Tricks)

In last month's column, we ended with you in this situation: Rebecca, on your right, and Leslie, on your left, have each selected a card and pushed it back into the deck. During this process, you've neither shuffled nor cut the deck.

You've asked one of the spectators (or a third, if you wish) to help you find the two selections by touching a random face-down "helper" card in the deck. You've reversed and outjogged this in place. However, the clever magician you are, you have Rebecca's card underneath the outjogged card, and Leslie's above it.

Now we'll continue—

Spread the cards separating them so that the three card "sandwich" is on the left-hand spread. Spread the cards so the rightmost three cards are somewhat isolated from the rest of the spread. Your left ring and middle fingers are touching the face of the fourth card from the right in the spread, to facilitate the move that will follow. (Photo 1.) Table the right-hand cards. Point out that the outjogged card has "found" two cards that might be the selection.



1

Your right fingers will now square the left-hand spread as you push up with your left fingers to enable you to remove the top four cards in one smooth action. (Photo 2, 3.) Place the rest of the cards on top of those already tabled.



2



3

Strip out the face-up card from the sandwich and place it face down on top of the deck, so as not to be a distraction. You will be left with a squared packet of three (apparently two) cards in your left hand. The top card will be Leslie's, the second one will be Rebecca's, and the third is an indifferent card.

Turn to Rebecca, peel off the top card of the packet and show it to her, asking if it is hers. She will say, "No." Replace the card on top of the left-hand card(s). Lift up the entire packet showing its face to Rebecca and ask her if that card is hers. Again, she will say, "no."

Look disappointed, and turn to Leslie. Peel off the **bottom** card of the packet, and ask if it is hers. You'll get another "no." Put this card on **top** of those in the left hand.

Lift the entire packet and show her the face card. Again, she will deny it's hers.

Commiserate how badly you feel about the "helper" card being so unhelpful. Mention that sometimes the "power of positive thinking" can turn things around. Ask Rebecca to hold her hand out, palm up, and to concentrate on the name of her card. Lightly rub the face card of the packet on her fingertips. (If you're trying to pick up Rebecca, you might consider an inappropriate comment.) After a suitable amount of fingertip rubbing has gone by, raise the packet to show that the bottom card has turned to hers.

As you turn to Leslie, transfer the bottom card to the top. Ask her to extend her hand, and repeat the process, showing Leslie her card. (If you are trying to pick up Leslie as well—congratulations! You're a better magician than I ever was.)

**Note:** I mentioned last month that you should not let your spectators see each other's card. I just want to let you know why this is true. (Learned from painful experience.) If each spectator is shown *two* cards, you greatly reduce the ability of the spectators to remember their own card—or worse, they may remember the wrong card, and tell you the card you're showing her at the beginning *is* her card, ruining the change.

Additionally, if a spectator remembers both the cards, she will wonder why the other spectator can't see it when shown to her.

Don't do as I have done—show each spectator their card, and their card only.

\*\*\*\*\*

It occurred to me that instead of having the two “wrong” cards turning to the selections, it might be cool to have something else happen. I present you with—

### **The Bipolar Joker**

**Effect:** The Magician places a “Magic Joker” on the table. Two spectators each select a card and return it to the deck. One of the spectators inserts a magic joker face-up into the deck. The cards above it and below it are tabled face down; the joker is turned face down and placed off to the side. The cards are turned face up, but the joker seems to have failed—neither card is a selection.

There are now two ways you can end. The first is turning the joker into two cards: the selections. The second is changing the joker into one selection and then that card into the other selection. I've given methods for each scenario.

**Method:** Control both cards to the bottom. Which card is bottommost depends on how you want to end the trick, so I'll mention which goes where when I discuss the different endings.

Explain that you'll find their cards with the help of the magic joker. Spread the cards between your hands as you tell the ladies that they will place the joker face up into the spread, and that the cards above and below it will turn into their selections. Close the spread, getting a little-finger break under the bottom two cards. Have one of the ladies pick up the joker and insert it part way into the deck as you spread it again, maintaining your break.

Spread through the cards to the spot where the joker is protruding. Outjog the joker and the cards above and below it, so the spectators see that no funny business is happening. Square up the deck, being careful to maintain

your break. (Photo 4 - 5)



4



5

Grasp the three outjogged cards at the right side, thumb above, fingers below and pull them from the deck.

Release the bottom card of the packet on the table at the upper left. Use your right thumb to push the other face-down card off the joker, so it falls about ten to twelve inches to the right of the first card. (Photos 6 - 7.)

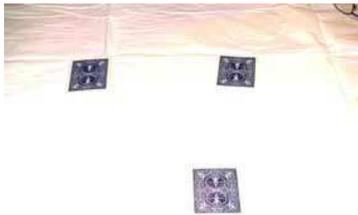


6



7

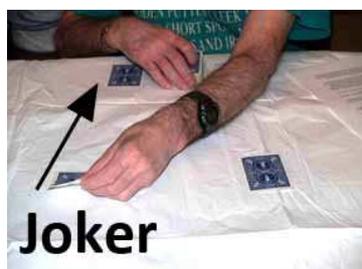
You'll be left with the face-up joker. Flip this face down and place it close to the table edge somewhat to your right. (Photo 8.) Take the deck into Biddle Grip in your right hand, picking up the break with your right thumb.



8

You'll now switch in the selections using J. K. Hartman's "Hip Hop Packet Switch" (*Card Craft*, p. 223), as you turn over the two "wrong cards."

Use your left hand to reach for the card at the upper right. **As you do so**, let the deck rest on the table a little to the left of the tabled joker. (Photo 9.)

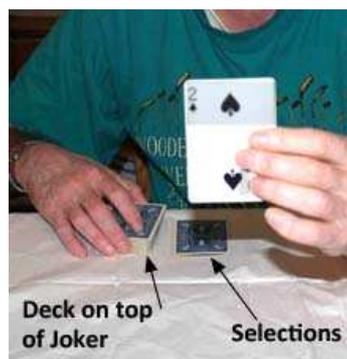


9

Lift the right-hand card about a foot, showing its face to Rebecca and ask if it's her card. As she looks at the card, lift all the cards above the break, leaving the two selections on the table. Place the deck on top of the joker, completing the switch. (Photo 10, Spectators view; 10a, Left hand moved to clarify what has happened.)



10



10a

Rebecca will deny the card is hers. Show her the left-hand card and ask if perhaps it's hers. Then ask Leslie the same questions.

Look abashed at the failure of the joker to find the selections. You'll now end with one of the following alternatives:

**Ending 1:** (The order of the cards on the bottom doesn't matter.) Pick up the deck in your left hand and hold it three or four inches behind the double card and slightly above it. Use your right fingers to riffle the edges of the pack sharply upwards. This will cause the top card to move somewhat forward. You can then turn the cards over to shocked squeals of delight. (If the cards are a little sticky and don't separate when you riffle the deck, you could always try again, or just push the top card over a bit and then turn them over.)

**Ending 2:** (Leslie's card should be on the bottom.) With your right

fingertips, sweep the double into your left hand, which is waiting somewhat behind the table edge. The combination of the right fingertips in front and the left hand's thumb and fingers at the sides should keep the double from separating. (Photo 11 - 12.)



11



12

Make a magic gesture and show the face of the double to Leslie, picking it up as in Photo 13. The right index and ring fingers will apply pressure towards your body, while the thumb will press outwards to keep the double from separating.



13

Celebrate with Leslie for a while about her magical success. As you do, place the double into your left hand, ready for a "Gambler's Cop." (Photo 14.)



14

Turn to Rebecca, peeling the **top** card of the double into the same position shown in Photo 13. The bottom card of the double will remain copped in your left hand at the table edge hiding the copped card. (Photo 15.)



15

As Rebecca and Leslie express amazement at your prowess, you can either lap the copped card or just pick up the deck, put it in your left hand as you reach for Leslie and Rebecca's cards—cleaning up.

Next month I'll be printing a cumulative index of all the articles in *Inside Ed's Head*. As a bonus I'll also print another way of changing the joker twice, as in "Ending 2."

I hope everyone is enjoying the holiday season and that you all have a happy and magical new year.

Inside Ed's Head, December 2015  
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