



# Inside Ed's Head

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## Predicted Coincidence Update (How Odd!)

I've decided to take this month off, more or less, to give you another cumulative index of article. I'm rather surprised how this endeavor has turned out. I never imagined I'd be doing this for so many years.

### Update to Predicted Coincidence

I noted in the original article that the use of two mirrored stacked would produce *two* matches in the packet—at the desired position and at a position half a deck away. I completely missed the fact that if the deck or packet had an *odd* number of cards, there would only be *one* match! This means that all the difficulty involved in avoiding the second match go away. Personally, I'll just remove the last card in my memorized stack and use a fifty-one card deck.

### Cumulative Index of Articles

#### Guest Contributors

**Simon Aronson 6/16, Jack Avis 5/15, John Bannon 6/14, J. B. Bobo 8/15, Tom Craven 7/14, Daryl 10/12, Steve Draun 9/14, Peter Duffie 4/14, Frank Garcia 12/15, Roger Golde 12/13, Michael Goldman 3/15, Ben Harris 6/15, J. K. Hartman 5/13, 3/15, Justin Higham 8/14, Claudio Imperiale 3/16, Harry Lorayne 1/13, 5/16, Bob Lusthaus 9/15, Jerry Mentzer 4/13, Vinnie Moccia 10/15, Darwin Ortiz 8/13, Luis Otero 8/16, Michael Powers 4/16, Barrie Richardson 2/13, Paul Rosini 7/15**

**Tricks – 55 (Abbreviations: S=Spectator, M=Magician, Sel=selection, FU=Face Up, FD= Face Down, LH = Left Hand, RH = Right Hand.)**

Name	Page No	Notes
2N – 1 Formula	10/16 2	Formula that is used to create a match at any position in two mirrored stacks, regardless of size of packet.

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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, by John Bannon.	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. Leader pile turned FU, it's four Queens.
Bipolar Joker, The	12/15 3	Two cards are selected. S is given a joker to insert into the deck to find the two selections. Neither card is a selection. The joker changes into <b>both</b> selections.
Borgia Cards	12/14-1/15	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."

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Do As I Did, by Darwin Ortiz.	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.
Double Reverse, by Paul Rosini	7/15 1	M and S each take half the deck, select a card and place it into the other's half. The deck is reassembled, and each person calls out the name of his card. The deck is spread; both cards are found reversed.
Double Speller Plus	3/16 4	Sel is lost in deck. M shows how a random card can be found by spelling its name. S takes deck and spells the name of his card. It appears FU after the last letter is spelled
Elmer's Homing Card, based on a Tom Craven effect..	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.
Expanding Expenditure	4/16	After a trick with a single coin, the coin is dropped on the table where it turns into a jumbo coin. It disappears, but is found inside M's jacket. It disappears again, but when M reaches into his jacket, he finds the coin is back to its original size. Finding this unsatisfactory, he makes it bigger again. Snap-Back vanish. Jumbo Coin Jumbo Switch
First Routine From Ed Hass Using Coins (FREUC)	8/15 1	A routine of tricks from J.B. Bobo's <i>Modern Coin Magic</i>
Freddie Foxhead, by Vincent Moccia.	10/15 1	An image of a selected card is found inside the mouth of an origami fox that magician makes during the trick.

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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.
G-H Pop-Out Transpo	3/15 4	M tries to find the four aces with a series of "difficult cuts." He finds the red aces with a move that causes each of them to pop out of the side of the deck. On his next attempt, two aces pop out of the deck at once---they are the red aces again, the black aces are found on the table.
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, based on an effect by Roger Golde.	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, based on an idea of Barrie Richardson	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, based on ideas by Barrie Richardson and Jerry mentzer.	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.
H.A.S.S. Gaff	4/15 6	A gaff to facilitate J. K. Hartman's "Hip-Hop Packet Switch." Removes the need to use a deck bridged at one end.

Name	Page No	Notes
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, by Peter Duffie.	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.
Labrador Retriever, Claudio Imperiale	3/16	S1 cuts a shuffled deck FU as many times as he likes, finally selects a card. S2 picks a card from pile S1 has cut. M finds S1's card via "super memory and reads S2's mind
Last-Card Flourish	5/16 4	A flourish that displays the last card of a count. It's designed to take the "heat" off a block push-off of several cards.
Little Card That Wasn't There, by Harry Lorayne.	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.
Lord of the Kings	4/15 1	M says he'll do a trick with the four kings, because he's not good enough to do a trick with the four aces. He puts the black kings face down on the table, and holds the red ones in his hand. The red kings turn to the black ones, but the black kings turn to the red <b>aces!</b> The black kings then change to the black aces.
Magicians Need Outs	5/12	Various strategies for ensuring you can always conclude a trick satisfactorily.
Marking a Bicycle Deck With the Stack Number, Ed Marlo	9/16 3	Can be useful with any trick that requires a stack.
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

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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, by Daryl.	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?
Out Front, by J. K. Hartman	3/15 7	M explains that deck can be made to work like a ticket machine. With a cutting maneuver, a selected card pops out from the front of the deck.
Power of Positive Thinking	11/15, 12/15 1	A variation of Frank Garcia's "Dual Discovery" from <i>Million Dollar Card Miracles</i> . Two selections are made, but neither is a selection. Then both cards turn into the selections.
Predicted Coincidence	9 – 11/16	S names any number. Two decks are dealt out face up. The only matching pair falls on the number S has named. M shows that he predicted the number, and the matching card.
Pro-Control Locator Card, by Gary Oullet.	6/12 2	A way of making a long card with Scotch tape
Rara Avis, by Jack Avis	5/15	A selection is found by stabbing the deck with a knife. All the stabbed cards are lifted with the knife. The selection is at the face of the stabbed packet.
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.

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RSC (Riffle Shuffle Control) to Wallet, by Bob Lusthaus	9/15 1	A random number is select by cutting some cards off the top of the deck. Two cards a selected and lost in the deck. The first card is found at the random number initially selected. The second card is found in M's pocket.
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.
Super Location, Harry Lorayne	5/16	M finds the sel under impossible conditions. Contains a very subtle force. Location involves a red-herring procedure after the force.
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.
World's Greatest Ultra mental Routine?	2/16	S turns one card FD in FU deck--unseen. M gives a second deck to S, visible from beginning of trick. S removes deck and finds a single FD card. It matches the FD card in the other deck. S shuffles one of the decks and gives it to M, who reverses a random card and cases the deck. S calls a friend and asks her to name any card. It matches the one reversed in the deck.
X marks the Spot, by Ben Harris	6/15 1	S names any four of a kind, then selects one of those cards. The card he selected has an "X" written on the back, all the others have the word "Spot."

**Sleights – 75 (Abbreviations: S=Spectator, M=Magician,  
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Affus-Gaffus false cut, Frank Garcia	6/16 5	A three-pile false cut.
Aronson stripout False Shuffle	6/16	Full deck false riffle shuffle terminated by a three-pile cut.
Berg Top Palm, Joe Berg	9/14 5	Palm multiple cards from top of deck into RH
Balducci Cut-Deeper Force	2/16	Spectator forces top card on himself as he cuts the deck twice.
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, Bill Simon.	1/14 4 11/15 6	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.
Changeover Pass—Misdirection	8/15 4	Show both hands empty by tossing coin from RH to LH with some cover and misdirection
Changeover Pass—Thumb Palm to Finger Clip	8/15 2	Transfer a coin in RH thumb palm to LH finger clip as you apparently show both hands empty.
Combination Cull, Justin Higham.	8/14 1	Two ways of culling four cards--one to top the other to the bottom
Cull, Justin Higham.	12/14 2	Found after "Briefly" on page 2. A method of culling three cards to the top of the deck based on Justin Higham's four card "Combination Cull"

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Curry Turnover Change, Paul Curry.	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.
Deck Switch	2/16	Deck is switched as it is taken under the table to "reverse a card."
Diagonal Palm Shift, S.W. Erdnase.	06/13 1	Card inserted into middle of deck is palmed in LH.
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.
Divided Shuffle, Luis Otero	8/16 4	Full deck false shuffle that begins by cutting the deck into four piles and then shuffling the piles together until the deck is reassembled.
E.Y.E Count	3/14 3	Count three cards, hiding one face.
Elmsley Count From Dealing Position	3/14 1	
Erdnase Color Change, S.W. Erdnase.	9/14 3	face card changed for second card from face as hand waves over deck
False Count	5/16 3	A way of showing packet of cards has fewer cards than actually present.
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
G-H Pop-Out Move, Mike Goldman and Ed Hass	3/15 1	A card pops out from the side of the deck, face up. This "card" could be a double, or even a triple or quad!
Hip Hop Packet Switch, J. K. Hartman	4/15 6 12/15 4	Switch a packet of tabled cards for a packet on the (tabled) bottom of the deck.
Hockley Move, Ed Marlo	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.

<b>Name</b>	<b>Page No</b>	<b>Notes</b>
Immediate Bottom Deal, Ed Marlo.	3/13 2	Pick up a tabled packet/deck with your RH and deal a bottom as you place deck into LH
Jinx Change, Ted Annemann.	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) , Ted Annemann.	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	
Jumbo coin Jumbo, Allen Hayden	4/16 3	Switch a half dollar on you palm for a jumbo half as you drop it on the table
Kosky Switch, Gerald Kosky.	12/12 1	Switch a FD card sandwich between two other cards with the top card of the deck.
Marlo's Glide Variation, Ed Marlo.	9/13 2	Switch bottom card of deck for card 2nd from bottom.
Mechanical Reverse, Ken Krenzel	7/15 3	Reverse cards at the face of a FU deck as deck is turned FD. (Or vice versa)
Midnight Shift, Steve Draun	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, Ed Marlo.	6/14 1	Apparently show faces and backs of four cards, but only show four faces.
Open Control Larry Jennings.	5/15 4	Control a card to the top while apparently leaving it outjogged in the center.
Optical Add-On, Larry Jennings.	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.
Out-Front, J. K. Hartman	3/15 6	A selection pops out of the front of the deck, face up.
Pivot Change, Ed Marlo, Dai Vernon.	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, Bro. John Hammon, Harry Lorayne.	2/14 1; 4/15 3	
Push-Off Double Turnover From the Deck	2/14 1	

<b>Name</b>	<b>Page No</b>	<b>Notes</b>
Push-through false Shuffle	8/16	Full-deck false riffle shuffle.
Riffle Shuffle Control, Karl Fulves	9/15 1	Control two selections simultaneously—one to the bottom, and the other to a known position from the top of the deck.
Royal Flush Cull	8/14 3	Method of adding a fifth card to the second Combination cull
Schulien Card Case Load, Matt Schulien.	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.
Snap-Back Vanish, Al schneider	4/16 3	Coin taken from fingertips of RH by LH vanishes.
Sneaky force, Harry Lorayne	5/16 5	A diabolically clever force of the third or fourth card in the deck. It's fun because it fries magicians.
Tenkai Turnover	7/15 4	Turn deck or packet over
Tenkai Turnover Force	9/12 2	Force a card at any number named by S
Thumb-Palm Coin Load	8/15 6	Load a coin into the LH as you wave your RH (with a coin in thumb palm) over it.
Tilt, Ed Marlo, Dai Vernon.	1/15 1	After Face-Up Rise #1. Two-handed setup for tilt, and some additional commentary
To Change a Card, Dai Vernon.	11/13 3	Last para. Card held FD in LH is switched for card palmed in RH as LH card is turned FU.
Turnover	7/15 5	Turn over the deck or a packet by flipping it with the left thumb, under cover of a squaring action
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, J. K Hartman	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.
Up-the-Ladder False Cut	6/16 3	A false running cut. Can look somewhat like a shuffle
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

<b>Name</b>	<b>Page No</b>	<b>Notes</b>
Vanish—Breast-Pocket Ditch	8/15 5	Vanish a coin hidden in RH thumb palm, by ditching in your breast pocket
Vanish—Heel Clip Steal	8/15 5	Vanish a coin in the left fist by placing it into heel-clip position, and stealing it into RH thumb palm as you rub the LH with the right fingers.
Vanish—Thumb Palm False transfer	8/15 1	Get a coin held in the RH into thumb palm as it is apparently put into the LH.
Veaser Count	5/14 1, 4/15 2	Equivalent of Elmsley count from Biddle grip.
Vernon Transfer Move, Dai Vernon.	5/13 3	Transfer a card in the middle of a packet in the LH to the top of a tabled packet.
Versatile Outjog control, Frank Simon.	10/12 4 11/15	Frank Simon's variant of Marlo's Convincing Control. Sel apparently in the middle of the deck, but is really brought to the bottom.
Wallet Load, Jerry Mentzer.	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.
Zarrow Shuffle: A Tip	8/16 5	A way of performing the Zarrow without using a slip cut at the beginning.

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