



Inside Ed's Head

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The Diagonal Palm Clip/Cop (I thought I invented it. I was wrong.)

I learned the “Diagonal Palm Shift” about twenty years ago. Sometime later, I noticed that you could use a similar action to get the card into a position similar to a “Gambler’s Cop.” (Marc DeSouza also uses it to steal a card into a right-handed angle palm¹.)

I never found any occasion to use the move until I started rereading *Andrus Card Control* (1976) by Jerry Andrus. Interestingly, Jerry Andrus’s “Diagonal Jog Control,” (DJC) which I learned in 1979 from my first reading of his book, is a basic part of my repertoire. More interestingly, as I reread the book, I found that Jerry Andrus had “my” move in print long before I thought of it. He has an unnamed technique for clipping a card in an item called “Banditry” that describes stealing a card from the deck that has rubber bands around both sides.

Method

A card is selected and outjogged from the deck. You can do this two ways. Ask the spectator to push a selection into the center while you squeeze the inner end of the deck, so the card can’t be pushed flush. You could also spread the deck, have a card touched, then outjog and display it.

You now use the DJC to push the card into the deck. Hold the deck in dealing position and exert pressure with your left middle finger downward into your palm on the middle of the long side of the deck. (Photo 1.) You will use your right hand to come over the outer edge of the outjogged card and push it *straight into* the deck. (Photo 2. Bottom



view.) The pressure of the left middle finger will cause the card to pivot as it is inserted, so it will end up jogged diagonally. (Photo 3, hands removed.)

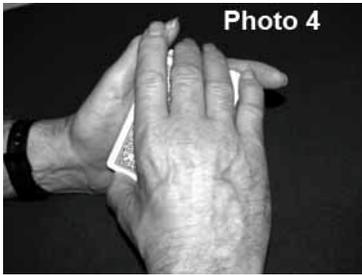


¹ “I’d Give My Right Arm to be Ambidextrous,” *DeSouza’s Deception* (2001) by David Acer, p. 95.

Your left thumb, at the side of the deck, is responsible for keeping the upper left corner of the deck from being seen at the left side.

The secret of the DJC is the proper application of pressure on the side of the deck. Imagine that you've hammered a nail through the deck under the middle finger in Photo 1. You should now comprehend how the jogged card will pivot if you try to push it in the deck. This *pivot point* is what you must try to emulate via finger pressure. I should point out that Jerry Andrus used his *index finger* near the top of the deck for his pivot point. I use my middle finger a little further down. You should experiment a bit to find the right spot to apply pressure that allows you to get the job done.

You'll now apparently square the short ends of the deck by moving your right hand from the left to the right. (Photos 4 and 5.) What really happens



is that your right thumb, which is to the left of the left inner corner of the deck, will push the

bottom of the jogged card to the right—the left fingers must open somewhat to accommodate the movement of the card. It will pivot around the left middle finger, and end up looking like Photo 6. (Right hand removed.)

The left fingers can now close again, pushing the card downward into a position where copping it becomes relatively easy. (Photo 7, right hand removed.) Notice that you've just seriously downjogged the card without any downward (visible) motion of either hand!



Now, grasp the deck at the upper left corner, thumb on top, fingers below, and table it (preferably to your left, giving extra cover) as you clip the card between the heel of your left thumb and the side of your little finger. (Photo 8.) The left thumb can aid in getting the card positioned in a true "Gambler's Cop" position, if necessary.



As this trick is likely to be performed seated at a table, all you need to do is rest the heel of your hand on the table edge to hide the card from all those at the table with you. You can conceal copped cards while standing also, but you must put in a lot of mirror and video practice to get your angles right.

Double-Barreled Transpo

[Please note: I am writing this up after undergoing surgery on my left hand for a condition called “trigger finger.” This condition made it very difficult for me to open and close my left hand. I’ve not yet recovered from the surgery, and closing my left hand is currently impossible. This means that I haven’t actually *performed* this trick for anyone. I can go through the motions but I can’t yet vouch for its effectiveness. I hope someone out there will give me a heads up if he tries it.]

In Jerry’s book, I found a trick, “Double Barreled Miracle,” that I liked—sort of. It was a transposition of two cards. It started by having a spectator shuffle the deck and dividing it into two halves. The spectator selects a card from one half, reverses it and inserts it in the middle of the packet.

Then things got a little weird. A card is selected, in a different way, from the second packet. It’s covered by a handkerchief, and placed in a card box. It is then removed from the card box and seen to be the card the spectator reversed in the first packet. The reversed card in the first packet is now removed and is shown to be the second selection.

I liked the directness of the method:

- You secretly reverse a card in the first packet to be the “decoy.”
- You steal the reversed selection from the first packet and load it onto the second packet.
- You switch the selection made in the second packet for the spectator’s first selection.
- You switch the selection made in the second packet for the “decoy” card lying reversed in the first packet.

Whew! That’s a lot of action!

I was intrigued, but not convinced. I didn’t like that you had to hold a handkerchief in your hand while holding a fan for the second selection. The reverse Andrus uses, although workable, just looks odd. (I never saw Andrus use this reverse the few times I saw him in the 70s and 80s but I did see it on YouTube, and it looked somewhat awkward, even when he did it—using a bridge sized deck that is dwarfed by his large hands.)

The sleight he uses to switch the second selection for the “decoy,” seems impossible for me. Following the diagrams closely, I could not get my hands in a position to do that move.

I spent some time trying to figure out a way to make this work to my satisfaction and came up with something that looked promising. So without further ado:

Effect

A spectator shuffles the deck and divides it into two halves. He selects a card from one half. This card is placed face down in the middle of the packet, which is ribbon spread on the table so the face-down card is clearly seen. The second half is picked up and another card is selected. That card is reversed also and the packet is ribbon spread face-up on the table.

With a snap of the fingers, the face-down cards are turned face up—they've switched packets!

Method

After the spectator has divided the deck into two packets, take one, and place the second packet face up to your right, out of play for the moment. (You'll see where in Photo 15, referenced later.) Take the other half, spread it face up, and ask the spectator to touch a card. (Make sure you spread the packet widely, as you'll need to take a break under the card *beneath* the selection as you square up.) When the selection is made, take all the cards to its right into your right hand and square the cards in your left hand, getting a left little finger break under the *top two cards* as you do so.

Flip the packet in your right hand, face down on top of the left-hand cards, downjogged about one-half inch. Reach into the break with your right index and middle fingers and retake the packet with the double under it. (Photo 9.) Flip the left-hand cards face down and place the right-hand cards flush with these cards so it appears that the selection is outjogged about one-half inch. (Photo 10.) Note the position of the left thumb in the photo; it helps keep the double aligned as you perform the next move.



You'll now apparently pull the selection a little further out of the packet to display it more clearly. In reality, you'll move the selection further out as you push the card hidden behind it flush into the packet. Here's how:

Grasp the outjogged double with your right thumb at the outer left corner.

Your right index and middle fingers are underneath the card, as is your left index finger. (Photo 11, top view. Photo 12, bottom view.)



Your thumb will draw the face card out of the deck, while your right middle finger will hold the rear card of the double in place. Your right thumb and fingers will now continue to draw the face card about halfway out of the deck, while the left index finger pushes the rear card flush as soon as the outjogged card covers it.

You'll now grasp the rear end of the packet, fingers above and thumb below, and rotate it to face the audience as you lift it, displaying it clearly. (Photos 13 and 14.)



Take the packet (face up, with the face-down selection outjogged) in dealing position and immediately place your right fingers on top of the outjogged cards to perform the "Diagonal Palm Cop." As soon as the packet is clear of the copped card, begin a left to right ribbon spread. The spread should end fairly close to the other packet of cards you were given at the beginning of the trick. (Photo 15.) The spectator will see a face-down card in the spread, as he would expect. As soon as the spread is completed, pick up the second packet and place it, still face up, on top of the face-down card copped in the left hand.



Spread this packet for a second selection. (It's probably a good idea to ask that the selection should be a different color than the first.) After the selection is made, separate the hands with the selection on the face of the



left-hand portion. Turn your right hand palm down, grasp the selection at its outer right corner (Photo 16), turn the hand face palm up again and place these cards underneath the packet in you left hand. (Photo 17, in progress.)

This will leave the second selection outjogged face down in the face-up packet with the face-down first selection directly above it. Display this packet as in Photo 14, and then push in and cop the outjogged selection as you did earlier. Ribbon spread this packet in front of the first packet.

Adjust the spreads so the face-down cards are easily accessible. (Photo 18.) Recap the situation—the spectator should believe the face-down card nearest to him is the second selection, and the one near you is the first. Make a magic gesture and ask the spectator to turn over the card near him. As he does so, place your right fingers on the face-down card near you, and drag it to your left hand, which is waiting to receive it, slightly below the table edge. You now have two ways to “display” this card. You can flick the decoy off the table into your lap and immediately take the copped card by its rear end, fingers on top and thumb underneath, and turn it face up. Perhaps more easily, you could drag the decoy so it lands directly on top of the copped card, and turn them over as one—placing them on top of the left section of the spread to obscure the fact that it’s a double.



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