



Inside Ed's Head

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The Dirty Dog Transpo

(If They Knew, That'd be You.)

While I was playing with Michael Close's "Base on Balls." (*Inside Ed's Head*, August and September 2020, <http://edhassmagic.com/eds-head>) I discovered that the small packet handling I had created for the Bo-Top change could be used (in some circumstance), for half the deck or more. I thought it would be useful if I could develop a quick trick that could illustrate the value of the move. This is what I came up with.

Effect

The spectator (Dan) shuffles the deck and cuts it into two halves. He looks at the top card of the bottom half—that will be his selection. (He is given a chance to change his mind.) The eventual selection, let's say it's the King of Spades, is buried in the top half. You shuffle the bottom half and tell Dan that the card you find on top will be a magic card. You look at his card and begin tapping it on the top of Dan's half. You claim the vibrations from your "magic Five of Hearts" will make Dan's selection rise to the top of his packet.

You ask the spectator to name his card and confirm it has risen to the top. Dan turns over the card, it's *not* his; it's your card, the Five of Hearts.

You appear confused and look at your card—it's the King of Spades, an unexpected miracle.

Method

You give the deck to Dan, ask him to shuffle it and have him give it to you. You must now ascertain the top card of the deck and *remember it*. I believe the simplest solution to this problem is using a marked deck. Of course, there's always the old standby of glimpsing the bottom of the deck during an all-round-square-up and then shuffling it to the top. Use your favorite method to find out the name of the card. We'll say it's the Five of Hearts.

Ask him to take about half the cards and place them in front of himself. Point out the card on top of your half is a completely random selection.

Offer to let him take or refuse that card. If he refuses it, bury it in your half and offer him the next one. Now, we'll use the exact same switch I detailed two months ago. Rather than make you pull up another PDF, here it is again.

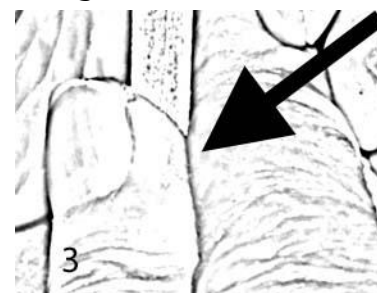
Thumb the top card of your packet about half-way off the deck and raise your hand 'til the packet is vertical. Use your right *thumb* to flick the index of the card. (Photo 1.) You must flick the corner with your thumb, as this positions your right fingers for the Bo-Top change that is to follow.



As you are doing the thumb flick, look him in the eye and tell him that you would like two favors, the first is that you need him to remember the card. As he assents, you'll begin a Bo-Top change by using the *tip* of your thumb to push the card square with the rest of the packet. This should bring the index, middle, and ring fingers under the packet for about two-thirds of its width. (Photo 2, left hand removed.)



At the same time, you should begin lowering your hands so the deck assumes a horizontal position. The card should end up being flushed before your hands get halfway down. After the card is square, your right thumb should flex towards your fingers, so the first joint of your thumb is touching your index finger.



(Photo 3, filtered.) You can now push leftward with your right thumb and slightly rightward with the fingers to take all the cards but the bottom one into left-hand dealing position. The single card should pretty much be within an inch or two on the horizontal axis as it was while you were displaying it to the spectator.

Don't stop now! Your left hand should immediately turn palm down, with the index finger extended, to point to the packet that's in front of the spectator. (Photo 4.) As you do this, ask him to lift the top half of the packet in front of him a few inches. Place the card in your right hand on top of the tabled packet. Then ask him to put the cards he's holding on top of them, and to keep his finger on the packet.



Please note that there are some factors to make this sleight difficult to impossible: Dry skin is the first. You need some friction to slide the bottom card to your right. I use hand lotion when I *know* I'm going to perform.

Another problem is not getting your right thumb in the correct position to squeeze all but the bottom card into your left hand. Be sure to push the

card back on top of the deck with the tip of your thumb, to expose most of your first joint, and *don't rush* the move. Everyone is involved in your conversation with the spectator and the large downward and outward motion will cover up the tiny motion of the switch.

Tell Dan that you'll need to take a card for yourself. You must now shuffle the deck keeping the top card on the top. If you know the lift shuffle, this is a fine time for it—or the jog shuffle or even shuffling the card to the bottom and then back to the top.

Once you're done shuffling, lift the card off the top and glance at it. Don't pay any attention to its value, you don't want to confuse yourself and *don't let anyone else see it; don't mention its name*. Begin tapping your card on top of Dan's pile, telling him your magic card the [name the card you saw at the top of the deck previously] will bring his card to the top of the packet he has been guarding.

Ask him to name his card and turn over the top card. He will see the Five of Hearts, the card he believes—due to your devious miscall—to be your card.

Appear to be confused and crestfallen by this apparent failure. Take another look at the card in your hand and say, "Did you say your card was the King of Spades?" Turn your card face up and be ready for Dan and his buddies to hoist you on their shoulders and parade you around the room.

Afterword

I like this because of the perceived transposition that has no foundation. Your acting has to be casual enough that there is no reason to suspect you would lie about the name of the card. If you tell them in advance that you're going to make the king and the five change places, they might wonder why you don't show them the five. Since there is no reason to care about the exact value of a "magic card," there should be no heat on it—especially when the card that's in a packet that they had a finger on suddenly appears in your hand.

I should also mention that this switch will work with a fifty-two-card deck. (If you could think of a reason to do so.) Your fingertips must have enough tackiness and your right thumb must lower vertically along the side of the deck so it touches the side of your right index finger as the card is pushed flush.

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