

MAGIC ROADSHOW #141

March, 2013

Hello Friends

Welcome to a new issue of the Magic Roadshow. If this is your first, I hope you find something to make your magic a tad bit better.

I know we're a little late, but sometimes life happens. I've been out of town and swamped with work that pays the bills. Hey, if you guys will send me five bucks each month, I promise to stay at home and work on the Roadshow. (He says with a smile..)

I don't have the typical number of resources in this issue. I have a couple of detailed effects instead. Hope you enjoy them.

I'm going to keep this short and get on with the Roadshow. There's a lot to read...

Questions or Comments? Email me at Rick@MagicRoadshow.com

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My computer beat me at checkers, but I sure beat it at kickboxing.... Emo Philips

Start every day off with a smile and get it over with.... W. C. Fields

I don't know the key to success, but the key to failure is trying to please everybody.... Bill Cosby

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- IT'S TIME - An Effect by Rick Carruth

It's time. I've put off publishing this effect long enough. Truthfully though, there are some effects a modest magician wants to keep private, wants to keep to himself and be the only magician, supposedly, capable of performing that particular minor miracle. I have such an effect, and I have threatened to share it for many months... and always found reason not to. One month I didn't publish it because I didn't have a proper name for it. What kind of effect doesn't have a name?

Mine.. evidently. So thus the name.. ' It's Time '

The magician picks a deck from the table, removes the cards, and informs the audience that he is going to need an Ace, Two, and a Three - and thumbs through the deck looking for these three cards. Finding them, he tosses them face up on the table. He continues to look through the deck, saying he now needs a Four, Five, and a Six. Finding those, and tossing them on the table on top of the other three cards, he says he also needs to find a Seven, Eight, and a Nine to finish out his selections. He drops them on the table on top of the other six cards.

The Magi needs three audience members to assist with this effect. He also needs a writing board of some sort on which he can write numbers visible to the audience. A dry erase board seems ideal. If you're simply performing for three or four friends, a blank piece of paper may be all that's needed. The Magi will also need two or three blank cards, anything from business card to index card in size.

Blank playing cards also make a good prop, and there is a way to convert three blank playing cards into permanent props that can be used over and over. More about that later...

Magi picks the nine cards from the table and fans them for the near audience to verify that they are in fact the Ace through Nine of no particular suit. The Magi casually SHUFFLES the nine cards as he asks the three audience members to assemble across the table from him.

The Magi lays the cards back on the table and begins....

" I love a perfect prediction. I am a big fan of the great mentalists of the past.. performers like Theodore Annemann, Corinda, and Joseph Dunninger.. performers who performed on stage, night after night, without the benefit of electronics or other chicanery that took away from the reputation of the true entertainers like my idols. What I'm about to perform for you is a simple two-part prediction that, when recounted in retrospect, will prove to be a genuine headscratcher in the classic sense."

The Magi writes a 'prediction' on his card, consisting of a four digit number; folds it tent-style, and stands it on his table to one side. Likewise, the Magi may write a prediction on a card and seal it in an

envelope - Whatever is most fitting to their style. Magi may give this to a fourth audience member to hold. (There is NO manipulation of this prediction, so you are 100% free to do with it as you please..)

"This.. ladies and gentlemen, (referring to the folded card) is what I hope will be a 'perfect' prediction. In a moment I'm going to deal these nine cards among the three of you. You, and you alone, will use your cards to create a series of numbers. If I've performed my task correctly, there will be a... as the classic performers would say, a 'meeting of the minds'. "

The Magi picks up the cards from the table, face down, and deals one card to each spectator, from the Magi's left to right. The Magi repeats this deal a second time and then a third.. having now dealt each spectator three cards.

" Pick up your three cards please.. and have a look at them. Remember, this is a two-part effect, and in this first stage you get to see the cards you hold. As you'll realize in a moment, this stage involves free will and precludes the possibility of manipulation on my part."

"I want each of you to select ANY one of the three cards you hold and lay it face up on the table. Our purpose is for the three of you to create a totally random three digit number, so lay your card in a reasonable straight line in relation to your fellow mates. I'm going to allow you guys to do as much of the handling as possible.."

Once the three cards are side-by-side on the table, the Magi reads the cards left to right and calls the number aloud and writes it on his board, notepad, or whatever is appropriate. The Ace, naturally, represents the number One.

"Look at your cards and pick a second card. Lay it on the table directly UNDER your first card."

Once done, read the cards from left to right and call this three digit number aloud. Write it on the board under the first number.

"As you only have one card left, please place it on the table under the other two and this will create our third number."

Write this number on the board under the previous two.

"I think it's safe to say that the three numbers created by the three of you are random. There was no encouragement by anyone to select the order of your cards, in the order you selected them. I'm going to total the three numbers and I hope everyone realizes that the alternative placement of any one of these nine cards would give us a totally different sum."

"I don't know if there are any magicians in the crowd, but if so I know they are waiting on me to add a fourth number to these three.. or turn something backwards.. or somehow manipulate the sum of these numbers. It's NOT going to happen... This sum is YOUR sum..."

The Magi totals the three, three digit numbers, writes the sum beneath, and makes sure everyone, particularly the three spectators, has the opportunity to see his total. (The Magi is free to allow a member of the audience to perform the math instead..)

Now, it's time to reveal the prediction...

Depending on where the Magi wrote the prediction, the card is flipped or envelope torn open (in a manner considered most appealing by the Magi ..) to reveal the prediction. The Magi's prediction and the sum of the three numbers created by the spectators WILL match. There is NO manipulation on the part of the Magi.

The Magi accepts his accolades and reminds the audience of the improbability of his success.

"Thank You very much, but I need to remind everyone that this is a two-part effect. I know many of you are twisting your minds trying to figure the 'method'. I'm going to deepen the mystery..."

The Magi picks the nine cards from the table and SHUFFLES them before laying them face-down on the table. He also takes another note card, writes another prediction, and repeats his handling of this card. Prediction in place, he takes the nine cards and re-deals them to the spectators exactly as before.

" Without looking at your cards, I want each of you to mix your cards.. as thoroughly as you can mix three cards. Keeping your cards face-down, randomly select one and lay it face-up on the table in the same position as before. Until the moment you turn your card face-up, no one, myself included, has ANY way of knowing what card will appear."

The Magi tells the three spectators that he is NOT going to write the three digit number down at this time.

" I'll write all three, three digit numbers down once you've laid out all your cards. Please select a second card from the two face-down cards in your hand and place it face-up on the table under the first card you laid down... Now, turn over the third card and lay it on the table under the other two you placed on the table. "

It's important that the spectators lay the cards one under another. It's also important that they, assuming they are across the table from you, lay the cards down descending toward YOU. This makes it logical for you to read the three digit number from YOUR left to right. If you're not comfortable with this, you'll have to allow them to lay the cards in descending order toward themselves (duh..) and you'll have to get them to give you the three digit number from THEIR perspective. There's nothing wrong with this.. as long as you perform the same way each time.

" Before I write the numbers on the board, I'm going to add one last twist to this effect... Although these numbers are completely random at this point, I'm going to give you the choice of leaving them as they are.. or switching the position of any of YOUR cards. You can switch your second and third cards, first and third, or whatever combination you wish. Although my prediction is written in stone, so to speak, I'm very confident in my ... abilities. A good mentalist not only wrangles with the random law of numbers, he delves into the human psyche as well. Knowing not only the action of the cards but your action as well... is all part of the game."

The Magi allows the spectators to move their cards, in their horizontal line, as they wish. They cannot switch cards and/or places with any of the other spectators.

Once they're satisfied, the Magi records the three, three digits numbers on the board. The three numbers are added as before and the Magi is ready for the reveal. The number is clearly a DIFFERENT number from the first.

Unfortunately, the numbers do not match.. Just kidding.. The Magi's prediction matches the total of the spectators a second time. This second stage may seem to be a little overkill, but believe me, it's important to show the audience that two different stages produce two different results.

** An alternative handling, suggested by our friend, Paul Lelekis, doesn't require a table. Give three spectators three cards, as above, and allow each spectator to look at his cards and decide which card he would like to hold up for the Magi and the audience to see. Each of the three spectators holds up a card and the three are combined to form a three digit number. Either the Magi or an audience members writes this number down. Each spectator then holds up a second card, and then a third card, and each number is recorded as with the first number. For the second part, the three spectators mix their cards and then hold up cards randomly without looking at the cards... You could also use jumbo cards to make the selections more visible..

The Magi thanks everyone for their participation and goes in whatever direction he feels appropriate.

(Remember in the last issue of the Magic Roadshow (#140) I featured a nice 9- card Jim Steinmeyer effect as performed by Justin Flom? Segue into that effect. Or, begin with the Steinmeyer effect and you'll already have the nine cards you need for this effect in hand..)

I suppose you want to know how it's done? If you've patiently read everything to this point, it's only fair..

The 'secret' is a little-recognized, but easily understood, math principle. That, and a little bit of fancy shuffling, makes the world go round.. There are SO MANY ways this effect can be personalized, there's no doubt in my mind that others will change a little something-something and call it their own. Regardless....

Begin by looking through the deck and removing the Ace through Nine. I do it as described, looking for the Ace, Two, and Three first because it seems to be the quickest, and easiest, way. I cull an A-2-3 and lay them face up in that order. I then cull a 4-5-6 and finally the 7-8-9, laying them down, face-up, with the Ace on the bottom and Nine on top. I don't bring the order to the audience's attention. I let them think I need these nine cards and that they were 'plucked' from the deck in no particular order.

Pick the packet up, turn it face down, and perform your first bit of subterfuge. Perform a MONGE SHUFFLE. Although featured in recent issues of the Magic Roadshow, if you are not familiar with this shuffle, it's performed as such..

Holding the cards in the left hand, push the top card into the right hand. Push the second card on TOP of this card. Push the third card and take it to the BOTTOM of the right hand packet. The fourth card goes back on top and the fifth to the bottom. Alternate until all the left hand cards have been transferred to the right hand. It appears as if you are simply mixing the cards, which you are.. except you're mixing them in a 'controlled' manner.

Put this packet back in the left hand and perform a second Monge Shuffle exactly as above, with the

second card off the left hand packet ALWAYS going on top of the first card into the right hand. It's this repetition of details that makes this effect work.

Perform a THIRD Monge Shuffle and stop. These shuffles are so easy to perform they can be performed blindfolded. They can also be performed very quickly and casually. Don't watch yourself; give the audience the appearance you are casually mixing the packet; and don't even MENTION to the audience that "I am now going to shuffle the cards..". They'll see what you are doing, and if you don't put importance on the shuffle, they won't either...

Fact Check: (I learned this term during the election) If you look at the cards in your hand at this point, they should be, face-up, 9-A-8-2-7-3-6-4-5 . (If you don't believe there is order in a Monge Deal, perform a fourth.. All the cards will return to their original Ace thru Nine order.)

It's time to deal the cards to the spectators. Holding them face-down, deal one card, left to right to the three spectators. (If you deal three cards to the first spectator, three to the second, then three to the third.. the third spectator will be holding a 4-5-6, which doesn't seem very 'random'.)

Deal all the cards as described.

Follow the routine as written, having the spectators lay down three cards in a row. If you write down the three, three digit numbers created by the cards.. you'll find that they total -1737- .. IT DOESN'T MATTER IN WHAT ORDER THEY PLACE THEIR CARDS. It's simple mathematics.. The spectator to your right will lay his three cards down in what will become the 'Ones Place'. The middle spectator is putting all his cards in the 'Tens Place', and the left side spectator is putting all his cards in the 'Hundreds Place'. If they were laying their cards down in a parallel line or in multiple columns.. this effect would be impossible. But because all three cards are in an up and down line, it doesn't matter the order. The spectator on the right is holding a 9-2-6. The second spectator is holding A-7-4. The third spectator has 8-3-5.

Assume the cards were layed down in this order...

8 A 9
3 7 2
5 4 6

1737

If you change the order of Any of the numbers in the right hand column, which is the right-hand spectator, the total is still 1737. The same applies if you change any of the numbers in the middle or left hand column. This is why the second stage works. The spectator can change the order of any of his three cards.. and you still get the prediction correct.

If you perform this effect as I have it written, you prediction of 1737 WILL be correct 100% of the time. Simply arrange the cards from Ace to Nine, perform 3 Monge Shuffles, deal the cards as described, create three, three digit numbers, and do the math.

What about the second stage? The Magi picks the cards up from the table in the same Ace to Nine order. Done casually, no one pays attention. Once they see you 'shuffle' the cards a second time.. it's a

moot point.

With cards in order, perform TWO Monge Shuffles. The order of the cards in your hand at this moment is:

(face up) 9-5-A-4-8-6-2-3-7. When the cards are dealt out as described, you'll arrive at a total of -1575-

Naturally, this is to be your second prediction as well. Don't take my word for it.. verify, verify, verify.

This is the basic handling. You'll find that you can adjust the 'dealing' and create your own 'predictions'.. as long as you are repetitive.

You can write your predictions on cards and seal them in envelopes before your performance if you're not sure you can remember your key predictions. Then, number the envelopes One and Two.

You can use three 'blank' playing cards.. actually One blank card and Two underneath with the predictions already in place. With the blank card on top, show it, state it as three blank playing cards, lay them face down, pick up the card off the back - which already has 1737 wrote on it. Pretend to write a number on it.. and you're good to go.

I'm fairly sure I've left something out. But, considering I've worked on this for the better part of a day, I'm going to let it ride and field questions as needed. I hope you enjoy IT'S TIME as much as I do. The audience will not suspect this is a math effect.

If you stress the randomness of the cards and the placement of the cards, and handle yourself in a relaxed manner, you'll totally confound and entertain your audience. I've not included my routine verbatim... there's so much left for you to add to it and make it your own.

Although the math principle used in this effect was established many, many years ago, I believe the use of the principle, combined with the Monge Shuffle and the resulting prediction, to be unique. I've shared this effect with several fellow magicians who's knowledge of magic I trust and we cannot find it in publication prior to now. I'll take credit for 'IT'S TIME' until someone can find something very similar in print.. Let me know if you do.

Rick Carruth

Download this effect as a PDF..
<http://www.box.com/s/slaq9haykxpab6mnewhm>

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<http://StreetMagic.info>

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SIGNED 2 CARD TRANSPO!

Paul A. Lelekis

Here is a “quickie” that I have been performing for decades. I researched this effect and have never seen a transposition that is signed by the performer and the spectator! It is very powerful and easy to do.

I first submitted this effect in The Card Corner, years ago.

As I said above – I’ve never seen this simple effect in print or on video before! I have seen it on DVD by a couple of other performers after my rendition was published – but never before that. In fact I’ve been performing this effect for about 25 years!

EFFECT:

A chosen card is signed by the spectator and then placed under her hand on the table. Another card is signed by the performer, rubbed on top of the spectator’s hand and then flipped face up – it is her signed selection! When she looks at the card under her hand it is the performer’s signed selection!

SET UP:

All you need is a duplicate or stranger card! Sign this card on the face and remember approximately where on the card you signed it. I’ve found it doesn’t have to be exact – just close!

You can carry this with you and borrow a deck (as long as it has the same back!) and add it as you perform! Nothing can be stronger if this is the case – but you don’t need to do this.

Let’s suppose that your previously signed, stranger card is a 6 of Hearts – the duplicate 6H has NO signature! Also get a contrasting card such as a 10 of Spades (avoid face cards!) for your set-up.

Place the unsigned 6H on top of the face-down deck. On top of that card place the 10 of Spades. Lastly, place the SIGNED 6H on top of all.

METHOD: False shuffle the deck retaining the three card stock on top of the deck. I normally use a false Hindu Shuffle or a false overhand shuffle.

Perform a double turnover and the 10S will show. Hold this double atop the deck as the spectator signs the face with a magic marker. Turn the double, face down and place the top card onto the table. This card, of course, is your signed 6H! Have the spectator place her hand on top of this card.

Perform another double turnover (the unsigned 6H!) and sign it approx. the same way as you did on the stranger 6H! Turn this double down and then take the top card (the spectator’s signed card!) rub it on top of her hand that is covering the tabled card.

Suddenly snap this card face up and the spectator’s signed card will now be visible! This will come as a big shock to her! In fact, I often have to tell the spectator to look at the card under her hand! They are in shock!

When she turns the tabled card face up – it is the performer’s signed card!

DO NOT underestimate the power of this simple effect! It is a real winner!

Paul is an award-winning magician and lecturer, having published many effects, one-man parades and mini-parades in respected publications like The Linking Ring. When not performing professionally, Paul has conducted dozens of close-up lessons, lectures, and classes for literally hundreds of fellow magicians. Please check out some of Paul's other compilations at:
<http://www.lybrary.com/paul-a-lelekis-m-163788.html>

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THE AMATEUR CONJUROR

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An exclusive feature for the
Magic Roadshow

Column 27. 'Missing Card Telephone Surprise' *

This amazing and unusual mathematical telephone trick will baffle and surprise everyone who experiences it.

Several months ago, I presented a math card trick that I created, saying it was possible to do the trick with email, the telephone, or in person. I also said that some other card tricks could also be converted to this trifecta of card tricks.

This month, I convert a math trick presented in the excellent magic book "Magic Tips and Tricks" written by our esteemed Editor, Rick Carruth,* published in 2011, and available from Amazon and CreateSpace. I present it here, with his permission, as a telephone trick, which is how I included it in my new book: "45 Astonishing Magic Card Tricks For Kidz Of All Ages.. Family Magic IV,"

PREPARE AHEAD OF TIME

You will need a carefully written script with clear instructions, and pencil and paper. Your friend or relative will need a deck of cards, and pencil and paper.

IT'S SHOW BIZ TIME

Call a friend or a family member and explain that you want to do a card trick over the telephone. Wait for her to agree.

Follow this script:

Step 1. Ask your friend or relative to write down a 4-digit number between 1,000 and 9999.

Example: Assume she picks 3941.

Step 2. Request that she add the 4 digits together.

Example: $3 + 9 + 4 + 1 = 17$

Step 3. Tell her to subtract this total from the original 4 digit number.

Example: $3941 - 17 = 3924$ (the four digits of this number add up to a multiple of 9)

(NOTE: When you add any 4-digit number together, and subtract the resulting sum from the original 4-

digit number, you will always produce a 4-digit number whose 4 digits add up to 9, or a multiple of 9.)

Step 4. Ask her to select 4 cards that resemble her total calculated 4 digit number, each card with a suit different from the other cards.

Example (3 9 2 4) = 3 of hearts; 9 of spades; 2 of clubs; 4 of diamonds.

Step 5. Request that she select one of the four cards and write it down.

Example: She selects the 4 of diamonds.

Step 6. Ask her to tell you the identity of the remaining 3 cards and that you will tell her the card she selected.

Example: She says the 3 of hearts; 9 of spades; 2 of clubs.

Step 7. Be sure to write the 4 cards down.

NOTE: To determine the missing card...

The suit is obvious. It is diamonds.

Secretly total the three cards mentally or on paper.

Example: $3 + 9 + 2 = 14$

Subtract this sum (14) from the multiple of nine (9, 18, 27, 36) that is immediately higher than the sum.

Example: $18 - 14 = 4$, which indicates that the missing card is the 4 of diamonds.

If the 3 cards totaled 22, then $27 - 22 = 5$, and the missing card is a 5.

If the 3 cards totaled 5, then $9 - 5 = 4$, and the missing card is a 4.

Step 8. Momentarily pretend to concentrate. Then dramatically tell her the missing card. WOW.

An awesome telephone trick. Note that you may also use email instead of the telephone to do this telephone trick.

The book referenced in this article is: "45 Astonishing Magic Card Tricks For Kidz Of All Ages:

Family Magic IV," available from Amazon.com and CreateSpace -

<http://www.createspace.com/3971838>

<http://www.amazon.com/Astonishing-Magic-Card-Tricks-Kidz/>

Ed Glassman has been an amateur magician since high school. When he turned 80 years old in 2009, he wrote his two Family Magic books so his family, and yours too, could have some magic in their lives.

He lives in Moore County, NC, where he once wrote a column on "Creativity At Work" two times a week for the Citizen's News-Record and a column on "Business Creativity" for the Triangle Business Journal in Raleigh.

A Professor Emeritus of the University of North Carolina at Chapel Hill, he was a 'Guggenheim Fellow' at Stanford University, and a 'Visiting Fellow' at the 'Center For Creative Leadership' in Greensboro, NC. He can be contacted through his website

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Werner Miller - The Third Two of a Multi-part Series for Magic Roadshow Readers

5. Lonely Stranger

Ten red cards and ten black cards are used. The spectator has the free choice of either color packet, the other one is yours. Deal your cards singly and alternately into two equal piles. The spectator selects any of his cards, notes and remembers it, and places it on either of your piles; finally the other pile is dropped on top of it to bury it.

The next steps depend on the color of the spectator's card. If it is red, give the 11-card packet a Reverse Faro (outjog every other card starting with the first one, then strip away all the outjog cards as a block and place them underneath). Do this mixing once more, so that the spectator's card ends up seventh from the top down. Now spell "T-H-E", "O-N-L-Y", "R-E-D", "C-A-R-D", with each letter dealing off the top a single card into a new pile, after each word dropping all the remaining cards on top of that pile. At the end, turn the top card face up: It is the spectator's card.

If the spectator's card is black, deal the cards Under/Down style into two piles (top card under the packet, next one to the left, next one underneath, next one to the right,...), finally put the left-hand pile (6 cards) on top of the right-hand pile (5 cards). The spectator's card ends up sixth from the top down. Locate it by spelling as described, using the phrase "T-H-E", "O-N-L-Y", "B-L-A-C-K", "C-A-R-D".

6. As Often As You Want

Sort out the Ace of Clubs; this is your card. The spectator gets any six cards, shuffles them, deals them singly into two equal piles, notes and remembers the top card of either pile and places the other one on top of it. Show your AC, and place it on top of all.

Deal the cards singly back and forth, then drop the right-hand pile (3 cards) on top of the left-hand pile (4 cards). Repeat this "mixing" as often as the spectator wants, giving the illusion that the selection is lost in the packet. (In fact, its position is left unchanged: No matter how often you "mix", the spectator's card ends up always fifth from the top down.) When the spectator is satisfied, spell "A-C-E", "O-F", "C-L-U-B-S" in the manner described above, and the selection is automatically brought to the top where you reveal it.

Variations: Use the King of Hearts as your card. The spectator gets any seven cards, deals them back and forth until he is left with only one card, notes and remembers that card, places it on either pile and drops the other one on top of it. Deal the cards of the combined pile singly and alternately left / right, then place the left-hand pile (4 cards) on top of the right-hand pile (3 cards). Do this dealing and assembling once more, so that the selection ends up fifth from the top down. Now show your KH, place it on top, and repeat the dealing as often as the spectator wants, always assembling the cards by placing the left-hand pile on top of the right-hand pile. Finally spell "K-I-N-G", "O-F", "H-E-A-R-T-S".

Or: Use the Queen of Diamonds as your card. The spectator gets any nine cards, deals them back and forth until he is left with only one card, notes and remembers that card, places it on either pile and drops the other one on top of it. Deal the cards of the combined pile singly and alternately left / right, then place the right-hand pile (4 cards) on top of the left-hand pile (5 cards). Do this dealing and assembling once more, so that the selection ends up sixth from the top down. Now show your QD, place it on top, and repeat the dealing as often as the spectator wants, always assembling the cards by placing the right-hand pile on top of the left-hand pile. Finally spell "Q-U-E-E-N", "O-F", "D-I-A-M-O-N-D-S".

Werner Miller is a retired math teacher living in Austria. He has created literally hundreds of math based magic tricks. His primary interest is recreational math and applying it to puzzles and magic.

He won the 1989 and 1992 Tenyo Magic Competition each with a Flash Dice Routine. In addition, Werner has written extensively for magic publications.. including The Magician, Abracadabra, The Mystery Magazine, and Club 71. Lybrary.com feature a number of books authored by Werner, most in English and some in German.

For more (and more elaborate) math-based magic by Werner Miller visit:

<http://www.lybrary.com/werner-miller-m-7881.html>

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Magic At The Beach 2013, A Full Review

By Wayne Capps, Charleston, SC

On January 17-19, 2013 I attended the Magic at the Beach convention in Myrtle Beach, South Carolina. This was the fourth annual convention and the organizers out did themselves putting this convention together.

I have attended numerous magic gatherings and conventions all over the world and I am very happy to say that this was one of the most well organized conventions that I have ever attended. For me, it was the attention to the small details that made this convention a stand out. From the swag bags to the food and drinks in the Dealer's Room to the parties, it was truly a fun experience.

First, the location; the convention was held at Ocean Dunes Resort & Conference Center in Myrtle Beach. The hotel was a great place for all the activities. It was large enough to accommodate everyone and the meeting space worked well. The rooms were fine and for \$59 a night for an ocean front room, it was hard to beat.

Upon registration very nice swag bags were given out that included numerous magic items, a close up pad, full event program along with tickets to the various events. After registering we attended the opening night reception, appropriately beach themed. As I stated earlier, the small details made this convention. The decorations and food were great and the entertainment for the night was a one-man show featuring the magic of Farrell Dillon. I had never seen Farrell perform but he turned me into a fan. He was hilarious and kept with crowd in stitches throughout his whole show. After the show most

of the crowd congregated in the Dealer's Room for a few drinks and fun, which was always nice.

The first full day kicked off with the youth and adult stage contests. Those are always enjoyable to watch and I was happy to see that many of the contestants put a lot of work into their performances. After the contests the agenda kept rolling with the All Star Close-Up Show. While there were some screen and sound technical difficulties at first, the talent had everyone on the edge of their seats. The highlights for me were Shin Lim's card routine and I think everyone's unexpected "wow" moment came when Andrew Goldenhersh produced a rabbit from his hair!

Later, the evening concluded with a Cabaret Show from all the stars. The Cabaret Show was a great event and the unintentional star of the evening was Andrew Goldenhersh's runaway butterfly that provided endless laughs while landing on Les Arnold's chest during his routine. I guess you had to be there but there was not a dry eye in the crowd as the butterfly went unnoticed by the performers. Another talked about moment was when Andrew Goldenhersh produced two live chickens from his strait jacket . Truly amazing!

During the event, there were lectures from Juliana Chen, Christopher Hart, Losander, Jonathan Levit, Daryl, Andrew Goldenhersh and Shin Lim. For me, Daryl and Juliana Chen had the most entertaining lectures, both for different reasons. Daryl provided great technical insight and quite frankly had a lot of good stuff to show off. Juliana, on the other hand, kept the audience interested by telling the story about how she came to be a magician in China and then wowed the crowd with her manipulation skills. I thought she provided an entertaining and fascinating insight into magic in another culture.

My only negative about the convention would be that I thought a couple of the lecturers were not as prepared as they could have been and just wanted to chat about life. I personally thought if they would have stuck to a traditional magic lecture and left the "war stories" for the bar it would have been better received.

The last day concluded with a fantastic close up contest, more lectures and the best closing show I have ever seen at a convention. The evening concluded with the Champions of Magic Gala Show at Gilmore Auditorium. The venue was top notch and was a packed house. Each performer brought their unique brand of entertainment to the stage. Personally, the highlights of the Champions of Magic Show were Michael Trixx and his rock and roll style along with Juliana Chen's FISM act and the unbelievable quick-change act of David and Dania.

After the Gala Show we all returned to the Resort for the Farewell Party. Lots of food and drinks were served and they had a one-man band playing music for all of us to enjoy. Losander even took a turn on the microphone as he sang one of his favorite songs for everyone. All in all, this was one of the best and most well organized conventions I have ever attended. The shows were fantastic, the talent was great and most importantly everyone had fun and enjoyed themselves.

Chairmen of the event, Roman LePree and David Tanner, along with their staff, Mike Heidtman, Michelle Householder, Matt McCoy and Melena LePree out did themselves this year with a great convention. I already have next year's Magic at the Beach on my calendar and I look forward to another weekend of enjoying some great magic with my old friends and many new friends in Myrtle Beach, South Carolina.

In addition to being an avid magician, Wayne Capps is head of Reserve Productions. Located in beautiful Charleston, South Carolina, Reserve Productions provides customers with access to a full service production studio and some of the finest filmmakers and production crews in the Southeast! You can contact Reserve Productions at: <http://reserveproductions.com>

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Micky Silver - Hands of Las Vegas

I wish I could manipulate coins. It's all I can do to use a pencil.. or drop coins in a vending machine. And then there are folks like our friend Mickey Silver. If you've never seen Mickey at work, wowing the celebs in Las Vegas, then please take a few minutes and watch these videos. I'm not going to say the folks in Vegas are jaded, but they can see the top magicians in the world at will. They can go to every show on the strip and STILL not see the likes of Micky.

If anyone could make you want to buy a stack of silver dollars and lock yourself in a room for the coming decade, it would be Micky.

<http://www.youtube.com/user/SweenSpiciouS?feature=watch>

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6 Coin Tricks - Six Coin Trick Videos on One Page

Howcast publishes quality videos by experts from around the world. This page features six different effects ideal for someone getting into coin magic.

Coin Bend Effect
Four Coin Flourish
Coin Through Table
Coin Production from Two Cards
Getting Started
Thumb Palm

Good Quality videos in a field many of us admire but are afraid to jump in...

<http://www.youtube.com/playlist?list=PL4B28624B8F2C737C>

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Hugo Luccioni's 'The Guardian' and 'Smash' - Free effects from Theory 11

Thanks to Jim Canaday at the Magic Portal for pointing me to these two effects from Hugo Luccioni.

Smash is an impromptu routine with two visual phases. In this download, you'll learn a double from the center of the pack and a nice color change to reveal the selection. In the second phase, you take two

cards in hand and they change to a signed card. Taught with an over the shoulder view to allow for easy learning step by step.

The Guardian is not for beginners, but very do-able by mid-level magicians. The Guardian is an original idea to put a selection in a sandwich position. The revelation is left to the performer.

Typical Theory 11 quality... Eleven plus minutes in length... And you certainly can't beat the price.

<http://www.theory11.com/wire/hugo-luccioni/the-guardian/>
<http://www.theory11.com/wire/hugo-luccioni/smash/>

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Craig Ferguson and Steve Carell - video

Watching the Super Bowl was a blast. As a big sports fan, I love the build-up, the game, and the after-parties. Perhaps my favorite moment after this years Super Bowl was watching Craig Ferguson and Steve Carell in one of New Orleans's many great seafood restaurants 'trying' to eat raw oysters for the first time.

I've watched this over and over just for the laughs... You will too...

<http://www.youtube.com/watch?v=7Bot7yCzTIU>

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(All downloads are now available from one location - see link below.)

- *Erdnase' "Expert at the Card Table"
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- *Hugard's "Royal Road to Card Magic"
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Email me – Rick@MagicRoadshow.com

"May my next issue find you well.."

Rick Carruth / Editor

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