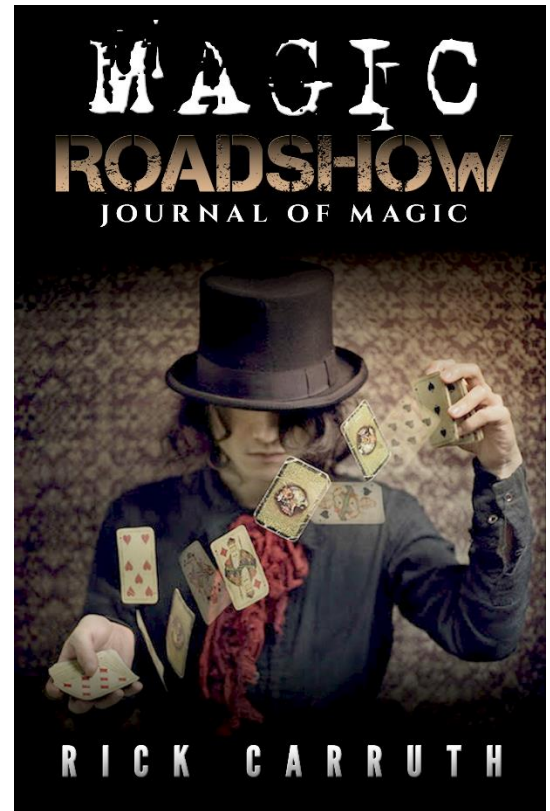


MAGIC ROADSHOW SPECIAL #12

Spring 2022

Hello Everyone..

First.. I want to welcome everyone back to the Roadshow.. and if this is your first time here.. I want to say "Thank You!" for risking life and limb to join us in our attempt to learn a bit of magic. I hope you learn way more than 'a bit'.. but that's up to the Guardians of the Scrolls.. and how far you scroll.. Actually, some of the strongest resources are located at the very end of this issue. Now.. you HAVE to look !! Here you are.. a brand new reader.. and I'm already yanking your chain. Sorry..



I'm excited about this issue. Some Roadshow's seem to come together much easier than others.. and that's in large part when I have contributions from some of my super-talented friends. This issue.. Paul Lelekis is back in the saddle after a small hiatus last issue.. and his effects are always a true highlight. My Canadian buddy, Harvey Raft, gave permission to publish his wonderful memory effect... And Michael Breggar, a true treasure and highly influential magician/creator, is beginning a new series of articles for the Roadshow. Certainly, I am not worthy !!

I don't think I've EVER seen this volume of new magic. If the quarantine didn't do anything else.. it brought out the creativity in

magicians AND gave them the time to develop their projects.
Take advantage of this time...

I hope you guys are taking advantage of all the many Zoom meetings too. I receive notice of at least a couple almost every week. Since most are free, I encourage you to find one and learn something new.. or share something old. If you sponsor a magic related zoom meeting.. and would like for me to publish information in a future Roadshow.. send me the info. (This is for free interactive zoom meetings and not commercial magic shows.)

Well.. A few weeks ago I finally got Covid. Nothing to brag about. (I consider myself lucky). God Bless all of you that lost love ones to this sometimes insidious, sometimes violent pandemic.

Happy Birthday to my wife, Carolyn !! Love, Kisses and Hugs. (LOTS of Love, Kisses and Hugs.. since I gave her my Covid. Thankfully, hers was somewhat mild also.)

When this issue goes out, hopefully before March 3rd, (my goal), I'll treat myself to an evening with Joe Bonamassa on the 5th.. and a day or two at the Winter Carnival of Magic in Pigeon Forge, Tenn. about five days later. Music and magic. (Aside from Faith, Family, and Forever Working..) that's my core..

Comments, questions, suggestions, or cordial greetings? Email me at: Rick@MagicRoadshow.com

This issue is 61 pages long and 13215 words. Go ahead.. print it out.. I dare you..

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"A successful man is one who can lay a firm foundation with the bricks others have thrown at him." - David Brinkley"

Success is not final, failure is not fatal: it is the courage to continue that counts." - Winston Churchill

"When you don't do what has to be done according to its importance, jobs start to arrange themselves according to their urgency. And when that happens, you miss great opportunities."
<https://theencouragingword.org/>

"I'm sure wherever my mentor is, he's looking down on me. He's not dead.... just very condescending." Rick Carruth & Jack Whitehall

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New Copper/Silver/Brass - An Effect Paul Lelekis' rendition

The time-honored Copper/Silver/Brass effect is a superlative routine that most of us performing magicians have used in the past.



My routine has two points that I feel make it make it stronger and more direct: One, it removes the "sucker" effect that is inherent in this routine and it also does NOT disclose that gaff coins are being used. Sucker effects are for children, NOT adults. The patter makes this effect even MORE fun!

The normal routine that comes with this coin set, "divulges" the secret inherent with these coins. My routine has a completely different "feel" and the spectators will think

that you are a slick manipulator and will not think you're using gaffed coins. Children love these "strange coins"...but DO NOT hand them out or you may have a REAL problem getting them back! You've been warned!

EFFECT: A game is played between a con-artist and the magician. When the magician keeps "losing the bet", he makes the coins completely vanish!

SET UP: You need a set of the Copper/Silver/ Brass coins, with the brass shell and the copper/silver gaffed coin. Buy a set if you don't have them! Place the nested Copper/silver coin with Brass shell into your right pants pocket. Be sure the silver side of the C/S coin, faces out when nested - place the three real coins into your left pants pocket.

METHOD: Begin your patter "I was in New York city, driving through Astoria when I saw a store sign that said, The Academy of the Greek Martial Arts! Well I HAD to check this out!"

"I went inside and realized that it was pretty much like the traditional martial arts, you know, a lot of hits and kicks, only they provide you with a 300 pound Greek man to hold the guy down!"

"You can get your black belt in just one day...but it's really expensive!"

Pull the three coins from your left pants pocket and lay them out on your left hand to display.

When I left, this Greek guy stopped me to play a game with these really strange looking coins...he said "Look, I have three coins, a Chinese brass coin - see...it has a hole in the middle!"

"I have a copper coin from England - they've stopped making these...and I have an American silver half dollar...they're basically all worthless!"

Hand the coins out, one at a time for a quick inspection by one of the spectators - and KEEP YOUR EYES on your coins.

Display of the coins on your left hand:

As you take the coins back into your left hand, place the silver coin on your open palm, but about 1/2 of this coin will cover the base of your two middle fingers. Then place the copper coin on top but overlapping the silver coin toward your wrist.

The Brass Chinese coin overlaps the other two coins further toward your palm, even closer toward your left wrist. All three coins are overlapping, and all three remain quite visible.

The Routine Begins:

Stage 1: The Patter...Including the Patter Above -

The Greek guy said "Look, from here on out we'll refer to the coins as the silver half dollar and the two foreign coins, O.K.?"

"Let me show you how this works. In this case I'll take the silver half dollar and place it in my right pants pocket. Then YOU have to tell me what's left in my left hand."

"Now tell me what's in my left hand."

Well then I said, hesitatingly "Uhh...the two foreign coins?"

The Greek guy responded "Yea! Your right! You're a natural! Even I thought it was the silver half dollar!"

The Greek guy then brought the silver coin out from his pocket and opened his left hand to display the two foreign coins.

Actions for Stage 1:

Removing the three real coins from your left pants pocket and display them on your left open hand. Remember...each time you

display the coins on your open left hand, the coin closest to your fingers will be the silver coin (or the gaff!).

Then, overlapping the silver coin will be the copper coin, and then the Chinese coin, uppermost and closest to your wrist.

Then close your left hand up into a loose fist and turn your hand over so that it is palm down.

You then reach into opening of your left fist through the 'thumb-hole', and remove the uppermost coin...it will be the silver coin, or gaff, each time.

Display the silver coin, briefly, on the fingers of your open right hand - the coin, each time, will rest on the joints of your right middle fingers.

Following the patter above, place the real silver coin into your right pants pocket and switch it out for the nested coin. Be sure to show the gaff coin with the SILVER SIDE OUT when you remove your right hand!

Hold the gaff (the C/S coin, nested within the Chinese shell) onto the middle joints of your right middle fingers with the silver side of the gaff facing upwards. This will hide the sides of the shell fairly well...but don't worry about it!

Then place the gaff into your left hand, placing it slightly under the overlapping copper and Chinese coins, just as you did to begin this routine.

No one will suspect that a switch has been made.

Situation Check: The three coins (the silver, the copper, and the nested gaff) are now displayed on your open left hand, similarly to the way you displayed the coins in the beginning of this routine.

The real silver coin is in your right pants pocket. Your right hand is empty. A “Convincer” for this Routine:

Here’s where you can justify that there are NO other coins used, unlike the original routine with the C/S/B set:

Reach into your right pants pocket and hide the silver coin behind your right fingertips.

Then grasp a bit of material of the inside of your right pants pocket and pull your pocket inside out.

Since your right fingers, are concealing the silver coin from view, you have a very convincing display of an empty pocket!

This is quite easy to do! Push your right hand back into your pants pocket and leave the silver coin there...then remove your hand - or it will look funny!

Continuing the routine...

The Greek con-artist then said “I’ve been accused of using extra coins before, but as you can see I have none in my pocket...I just want you to trust me...uhh, you DO trust me don’t you?!”

Stage 2: The 1st Con - Patter -

“First we need to make a bet...how does \$10 sound?” I said,
“Uhh...well O.K.!” This “game” seemed easy enough!

The Greek then said "I'm going to close up my left hand and then reach in and pull something out...as you can see, it's the two foreign coins this time!"

"I'll place them into my pocket and it's now your job to tell me, WHAT is in my left hand? Is it the foreign coins or the silver coin?"

I was getting a little confused, but I said, "The silver coin is in your left hand!"

He then pulled his right hand out to show me the silver coin! The Greek then said, "Wrong! It's the two foreign coins...see?"

The silver coin is in my right hand...gimme \$10!"

I said "What?! I thought you put the foreign coins in...well maybe you just confused me with all your yapping! Do it again!"

Actions for Stage 2:

On your left hand, overlapping each other are the three coins, the Chinese coin, then the copper coin, and on the bottom of the overlapping coins, nearest your fingers is the gaff coin, silver side up, of course. When you close your left fist up, you again remove the uppermost coin, the gaff. But keep it hidden from view.

Let the gaff set onto the joints of your right middle fingers. You then slightly close your right fingers which will grasp the shell of the gaff. This is still hidden from the spectators' views!

Then move your right hand just slightly toward your body and the C/S coin will fall out of the Chinese shell, and land on your right palm, copper side up!

Then close your right hand a little more and the Chinese shell will fall, staggered onto the copper coin. Open your right hand up to show what appears to be the brass and copper coins!

Put your right hand into your pocket, again nesting the gaffs with the silver side facing upward. When (as the patter goes) you guess that the silver coin is in your left hand, open it up to show the two foreign coins! This is a very strong moment!

Then remove your right hand from your pocket to show the silver coin, which is actually the nested gaff!

NOTE: This is a very powerful moment! The “retro-grade analysts” will recall that your right pocket was empty...hence no switch!

Stage 3: Conned Again! - Patter -

The Greek con then said “O.K. - we’ll do this again...for another \$10?!”

I said “Sure...let’s do this again!”

The Greek said “O.K. - As you can see, I’m removing the two foreign coins again...see? Now tell me what is in my left hand?”

I said “The silver coin!” I was paying close attention this time!

Then the Greek said “Ohhh...you were SO close that time! I have the two foreign coins in my left hand and the silver coin is in my pants pocket - see?!”

I said “Wait a minute...let me see those coins!” When checked them out, they seemed to be just regular coins!

Actions for Stage 3:

Repeat the exact same procedures as in Stage 2 above...only this time, instead, (when you pull your right hand out of your pocket) bring out the REAL silver coin from your right pants pocket, leaving the nested gaff in your pocket!

Stage 4: The Reckoning! - Patter -

I said, "Hey, let me see those coins, you're trying to con me!"

The Greek said "No sir, I'm not! Here look at the coins!"

I said "O.K., but this time I'm going to do this in MY hands! Do you want to play double or nothing?"

The Greek said "Sure!" I was a little uneasy with this...The Greek seemed a little too 'eager' for my taste! So I decided to cheat!

"As you can see, I'm placing all three coins onto my left hand. I'll close it up and remove the...the foreign coins again"

"I'll place them into my pocket and you guess what is now in my left hand!"

The Greek said "That's easy...the silver coin!"

I said "Nope! You lose! Gimme my money" I opened my right hand and it was empty!

The Greek said "You cheated!"...and I said "You've got a lot of room to talk...you can't Con a Con man!"

So I left with his money, his coins...and I took his watch too!

Actions for Stage 4:

This time the events occur in “the magician’s hands” instead of the Greek con man’s hands. You apparently take (in the story) the three coins from the Greek con. These three coins are the real coins...the nested gaff is in your right pocket.

Proceed as with the patter above, except this time you are going to use a very clever sleight that I saw the late Roger Klause use.

I like this sleight a lot because Roger completely fooled me with it! What happens is this...

Place the three coins onto your left hand just like the other times, spread out in an overlapping row. Close up your left hand and reach into the thumb-hole as before, but secretly pull out the silver coin and hide it behind your right fingertips as you pull out the two foreign coins!

Display the two foreign coins as you repeat the same patter as the Greek con man did.

The audience will only be aware that you have the two foreign coins in your right hand and will not even suspect the silver coin to be missing!

This is a startling moment! Proceed as in the patter and show both hands empty!

I like this ending better because I don’t like implying that I’m using gaffs or extra coins at all. That’s why I added the “empty pocket” display at the beginning...the spectators will be left with nothing! The traditional way of performing this routine, will cause the spectators to “dismiss” it as trick coins...and they’d be right!

This "Closer" is more of an intimate closer as opposed to the other two closers, above. I like using it table-hopping or for a shorter close-up set.

And, yes, it is a powerful closer!

Paul A. Lelekis -

Paul's magic has been featured in many periodicals and magic newsletters around the world. Paul has been honored with seven One-Man Parades in the Linking Ring magazine, 3 Mini-Parades, and he wrote and conducted a Ring Parade for ring 42 in Clearwater...and at the time, ring 42 was the third largest ring in the world with often 200 members in attendance. View all 67 ebooks at:

<https://www.lybrary.com/paul-a-lelekis-m-163788.html>

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Card Sharks.. 'Memorize' 10 Decks of Cards.. An Amazing Memory Effect by Harvey Raft

This effect is from Harvey Raft's 'MAGIC' book.. available through Murphy's Magic. I have reviewed MAGIC in this issue. Check for my article in the review section.)

CARD SHARKS is a brilliant method for knowing the identity and location of over 500 cards.. and being able to readily repeat this information to an audience with ZERO aids, props, or assistance from confederates.. Although Harvey's method uses a 15 page template as an aid for the audience, you have many other

options.. including typing the numbers and card identities on several sheets and printing it out with your printer. The power of the effect is well worth the cost of printing your own props..)

Over the course of many years of performing magic, there were many methods and systems for memorizing a deck of cards that I was taught.



The one that made the most sense to me, albeit difficult, was Mnemonics. This is a technique in various forms that assists and aids in information retention.

One of my best effects using Mnemonics was my ability to recall two complete decks of cards. My audiences over the years gave me such positive feedback, that I used it as the closer for my show.

I was often asked how I was able to do this, and my response was always the same. "I don't know, I can't remember how I learned to do it." (It always got a laugh.)

I have always wanted to share this ability with my fellow performers. The difficulty was how to teach what I know.

I rattled my brain for quite a long time and finally, one day, it hit me. I came up with an idea that resulted in the effect that you are about to learn. It does NOT require Mnemonics or any memory

work and with a little bit of practice you will be able to recall not just 2 decks of cards but

MORE THAN TEN(10) DECKS !!!!!

Props Required...

15 - 8.5" X 11.0" Cards Revealing Playing Cards

Performance..

To a round of applause invite a spectator on stage. After some by play about the difficulty many people have about remembering such things as anniversary dates, telephone numbers and yes even appointments, begin explaining that there is a technique known as Mnemonics that assists and aids in memory retention. It is a system that utilizes words or images that are associated with what we try to remember.

Ask the spectator, "How many times has someone said something to you and your immediate response was, that reminds me? "Explain that you have studied Mnemonics for many years and will attempt to demonstrate what Mnemonics is all about."

Retrieve and display the 15 large cards. Explain and tell the spectator and the audience that there are 40 images of different playing cards printed in random order on each card, for a total of 600 different images. Each playing card has been designated a different number. By using Mathematic Mnemonics, I am able to reveal what card each different designated number represents. Give the spectator a piece of paper and a marking pen.

Direct the spectator to mix the large cards and to select any two he wishes. Walk far enough away from the spectator so as not to see the images.

Have him to select any playing card from the selected cards and write the name of the card and designated number in large bold print on the paper. After completing this action, direct the spectator to reveal ONLY the designated number loud enough for the audience to hear. Use your best acting abilities and reveal the selected playing card. You are 100% correct every time!

SECRET

Many performers when utilizing a system to place cards in a sequence use the Si Stebbins system. This system includes placing the cards in CHaSeD order. That is, the cards are placed in Clubs, Hearts, Spades and Diamonds sequence as shown. To assist in remembering the card sequence in CARD SHARK I utilize a system I named the SHoCkeD System. That is, the cards are placed in Spades, Hearts, Clubs, and Diamonds sequence as shown....

Spades has 1 Point Hearts has 2 Humps Clubs has 3 Humps
Diamonds has 4 Points

1. Every image in CARD SHARK has a three-digit Designated number.

2. The MIDDLE digit in the designated numbers represents the four suits. Utilizing the SHoCkeD system...

3. Spades is represented by the number 1. It is also represented by the number 5.

4. Hearts is represented by the number 2. It is also represented by the number 6.

5.Clubs is represented by the number 3.It is also represented by the number 7.

6.Diamonds is represented by the number 4. It is also represented by the number 8.

7.The numbers 5, 6, 7, & 8 were included to deceive the public who otherwise might suspect how the suits are determined.

8.To assist you in remembering what these 4 numbers represent, simply subtract 4 from the number. The remainder will reveal the suit of the selected card.

9.The First and Third digits when totaled reveal the Value of the card selected.

10. 1 is the Ace. 2 to 10 is the numerical value of the card. 11 is the Jack. 12 is the Queen. 13 is the King.

Example.

(a) Designated Number 120 is called. The middle digit is a 2. The number 2 is represented by a Heart. The first digit is a 1 and the third digit is a 0. When 1 plus 0 is totaled the answer is 1. (Ace) The Designated number 120 is the Ace of Hearts.

(b) Designated Number 677 is called. The middle digit is a 7. The number 7 is represented by a Club. $(7 \text{ minus } 4) = 3$. The number 3 is represented by a Club. The first digit is a 6 and the third digit is a 7. When 6 Plus 7 are totaled the answer is 13. . (King) The designated number 677 is the King of Clubs.

To enhance your performance be certain that when you reveal the card :

Name the colour. Then the suit. Then the value...

Do Not Reveal It Too Quickly...

Use your best acting skills and have it appear as if you were concentrating and that you were trying to remember which card corresponds to the called - out number.
Have it appear that it is difficult memory work.

With a little practice you will become very proficient at utilizing this system. I am confident you will enjoy it and will help you recognize that it is indeed a True SHOW STOPPER!!!

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TOUR DE FORCES - "The Fish Turnover Force"

A 'Forceful' Forcing Concept Column By Michael Breggar

I was quite thrilled when our Fearless Leader Rick asked me to put a column together for the Roadshow. I have been a fan of this journal for some time now and an admirer of F.L.R. Many of you know I am a regular proponent of



sleight-lite effects for The Linking Ring and have recently turned a portion of my cerebellum over to the marvelous Michael Close writing a mentalism column for his nifty Newsletter. And...there are those five books I've written and many commercial effects lining the walls of magic shops and the bottoms of birdcages.

What can I tell you ... I love to create cool effects and share these ideas with you.

For this series of articles, I thought I'd take a slightly different direction. Instead of trick-of-the-month-club, I thought it would be fun to share some of my favorite force ideas with you.

These are not necessarily all card forces, but nonetheless interesting tools that you can use to propel routines and tricks that you create. Listen, no sooner did Max Holden publish Annemann's seminal 101 Forces, the Jinx-in-Chief was ready with another 101. Holden's book then became Annemann's 202 Forces! And Annemann had dozens of other force ideas as soon as that booklet was released!

I've realized over the years that my work has utilized so many published forces and so many of my variations to published forces (as well as some interesting forcing concepts of my own), that it might be interesting to make a record of these. If nothing else, document some of the nuances and list some of the forces I use frequently.

So, there you go. That's my story. And I'm sticking to it. Just try to force me away.

"The Fish Turnover Force"

Having said this isn't a column all about card forces, I'll kick things off with a card force. I originally described this force in my book *The Expert at the Card Table*. Its DNA can be traced to Lin Searles "So Simple Force," the so-called "Balducci Cut Deeper Force," and ideas from Lewis Jones and several others. It is a highly effective force and very deceiving. The execution of this force entails a bit of process and therefore works most effectively

when it is part of the fabric of the trick. It should not be perceived to be the trick itself.

I love using this force (for a single or a few cards). It is lots of fun and so deceptive because most of the action occurs in the spectator's hands. Heck, you'll fool yourself!

The force card (let's say, the Queen of Hearts) starts on top of the deck. Shuffle the deck in any fashion keeping the force card on top. Then place the deck face-down on the table and slide it over to your helper. Keep your fingers and hands as open as possible as you push the cards over stating how you want to keep this as fair as possible. "I don't even want to touch those cards!" you state.

Instruct your volunteer to pick up the deck in an overhand manner, "Like a claw in one of those arcade games." Thumb on one short end, fingers 3 and 4 wrapped on the far short end, index and pinky fingers on opposite long sides. We magi know this as a "Biddle Grip."

Now have your helper "Drop a small packet of cards from the bottom – 6, 7, 8 or so – in a little face-down pile to the table. Very good. Now, drop another little packet somewhere on the table. And another. In fact, drop as many little packets as you wish, the only rule is to keep a small number of cards in your hand."

You'll need to take note of the number of packets dropped to the table, the reason will be apparent shortly. The small packet of cards remaining in your subject's hand has the force card (QH) on top.

Next, tell her to turn the packet still in her hand face-up and drop it on top of any face-down packet on the table. She then picks up this combined packet, turns it over and drops it on top of any other packet on the table. She continues this process of picking

up the newly combined packet, flipping it over and dropping it on top of any other packet on the table. Eventually, she will have randomly reassembled a shuffled deck that she cut into as many piles as she wished. Drive this point home.

Now, have your helper pick up the newly assembled deck and slowly spread through the face-up cards on top until she comes to the first face-down card. At that point, she is to remove that first face-down card and place it on the table. You quickly take the deck from her and carelessly, sloppily pull off batches of face-up/face-down cards saying how that card she ended up with could have been “any one of these.” “Carelessly” let these cards flip as they messily fall to the table (away from the selection, of course).

The “selected” card will be the Queen of Hearts, the force card. Do with it what you want.

Stacking the Scales.

Casualness is the key here, as is so often in my magic. But the framework is very structured and nuanced. I would urge you to read through this brief description and execute this force as described. The open-handed pushing of the cards to the spectator at the start is very important. You are intimating that there is no way you can control anything that is about to happen. Which, of course further implies that any magic which may be occurring is the result of your magical volunteer! Similarly, when you grab the cards at the end and sloppily drop them to the table, you are destroying the Balducci-ish order of the deck, as well as again demonstrating how all of this was out of your control – after all, the spectator pulled the card out before you touched the deck!

I noted earlier how you must note the number of packets dropped to the table before the reassembly. If there is an even number of packets on the table, proceed as above.

If there is an odd number of packets, one final turn is needed. So, after the spectator has assembled all loose packets into one, have her give “the whole mess one final turn-over” before she spreads and looks for the first face-down card.

One final note, sometimes, I will just pick up the cards once reassembled and look for that first face-down card. It speeds things up a bit and gives you a chance to add one more (rather strong) bit of deception. With the reassembled pack in my left hand, I quickly spread a few cards to my waiting right hand. Pause a nanosecond, then spread some more. This hurky-jerky, non-fluid motion gives the impression that you are looking for something that you thought would be closer to the top of the deck.

When you “finally” get to that card, say “ah ... there it is ... the first face-down card!” Pull it out of the spread and toss it face down to the table. “I didn’t know where I find it with all that flip-flopping mixing you did. It could have been much further away!” As you say that last line, proceed with the chaotic, careless showing/dropping of the cards to the table as above.

Well, that’s the way I do this. Keep these touches in mind as you utilize this force method in your favorite effect.

You’ll flip for it.

(sorry!)

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Check out a number of Michael's effects and books at Penguin, among other leading sites.

<https://www.penguinmagic.com/s/breggar>

[BigBlindMedia..](#) Self-working and semi-automatic ebook bundle

Email Michael directly at: mbreggarmagic@gmail.com

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"Ladies and gentlemen, I'm proud to say that I have been an inspiration to other psychics and magicians everywhere... They figure if I can do it, anyone can." Unk.

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A Free Teaching Course for Hospital Performers - A Wonderful Resource

As you know The Society of American Magicians is the oldest group of magicians in America. Houdini was one of t's founding members. For over 100 years our member magicians have performed in hospitals all over the USA either as paid entertainers or hospital volunteers. Magic has been performed and even used for patient therapy.

During the Pandemic we recognized the need to perform in hospitals and put together 2 programs for this. This is a national project we are coordinating With national hospital associations on a grassroots level. Here is what we are offering initially.

A Free Video

A 50 minute video that can be shown on the tv's in a hospital to provide entertainment by a magician, balloon sculptor and ventriloquist. Our video, "Grand Master Grady and His Magical Friends" is hosted by a mildly autistic young magician Grady Josephs who loves to entertain his passion of magic. It was professionally produced and is available for free to any hospital that wants it. Here is the link to view 3 minute trailer.

<https://youtu.be/ktFRIUQ-bJc>

We have added Spanish subtitles to increase the size of the audience who can enjoy it.

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A Course to Teach Volunteer Magicians How to Perform in Person or Virtually in Hospitals. - Free Resource

(You don't have to be a member or magician to take this course.)

This course is being offered to the over 5,000 member magicians of the **Society of American Magicians** for free. It was created using e-learning on a website www.hospitalmagic.org by a committee of some of the top officers of S.A.M. and took over 10 months to produce.

We went live in November, 2021 and currently have almost 100 magicians taking the course in various stages. You don't have to be a member or magician to take this course. It has been designed for non-magicians possibly in service organizations locally to learn how to perform with lots of information on not only magic, performing, do's and don'ts but some of the Hipaa rules to be followed.

100's of hours of research and over 1,000 hours of website development have gone into this project.

I look forward to working with you to entertain many patients in hospitals across the USA. Performing for an audience of one...the patient!

<https://www.hospitalmagic.org>

Hank Feinberg, Director - 561-739-3567

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Kosky's Automatic Placement - A Great Self-Working Tool

Gerald Kosky's method of automatically bringing a noted card to any position in the deck was originally published as "No Clue"

Have a spectator freely shuffle a deck of cards. Ask him to remove a small packet of cards, maybe up to 15 or so, quietly count them and set them to one side face down.

Tell him this is simply a reference number. Ask him to count from the top of the face down deck to the number matching the random number of cards in his pile, remember it, and replace everything.. aside from the original packet sitting on the table.

Now, have him deal off cards one at a time, face up onto the table, and calling each card Red or Black based on its actual color. He is to stop when you tell him to stop.

When told to stop he is to turn the face up cards face down on the table and put the remainder of the cards in hand on top of this now-face-down pile.

Ask him to pick up the pile and, as an afterthought, drop this entire pile on TOP of the small original pile.. restoring the deck to its original number.

The magi now knows the exact position of the spectator's chosen card in the deck.

Secret:

Determine beforehand the number where you want the selected card to end up. Although you won't know the identity of the card, you WILL know its location.. which opens many possibilities. If you are a fan of jazz magic, as I am, you'll have a hoot with Kosky's Automatic Placement.

Subtract the position where you want the card to be from 52. If you want the selected card to end up in the 25th position, subtract 25 from 52.. leaving 27. Now, 27 is the number where you will STOP the spectator's count as he is dealing cards face up.

If you have your back turned during the entire process, which is the ideal way to perform this, simply listen to the spectator call 'Red' or 'Black' twenty seven times.. and say STOP. Turn over the face up packet, place the cards in hand on top, and put everything on top of the small, original packet. The spectator's viewed card is now in the 25th position. If you don't believe me.. try it for yourself.

Calling Red or Black is just a method for you to keep up with the count.. it serves no other purpose.

I have made a small change or two to the original to facilitate handling. I read this originally in 50 MODERN CARD TRICKS by Glenn Gravatt.. a wonderfully original book . Gravatt deserves to be considered among the most influential and important card magic creators of all time.

Everyone loves Jean Hugard's Encyclopedia of Card Tricks.. but a lot of magicians don't realize Jean based his book on Glenn's Encyclopedia of Self Working Card Tricks and his Second Encyclopedia of Card Tricks. Although Glenn published many effects created by the legends of magic, his original effects are equally important.

You can get the PDF from Trickshop for about five bucks.. Look for Gravatt's Second Encyclopedia of Card Tricks also. It can be purchased along with 50 Modern Card Tricks for a combined \$8.00.. That's a steal... (Unsolicited)

<https://trickshop.com/50-modern-card-tricks-gravatt.html>

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Wild Things: Siegfried & Roy - 8 part Podcast



A new 8-part Apple podcast is billed as “the behind-the-scenes story of the world’s most famous magical duo..” Among the intricate story, it explores the possibility the infamous tiger attack on Roy Horn was something other than a tragic accident. I was hesitant to

publish this.. but the podcast is not an attack on Siegfried and Roy, and their lifestyle, but a look at whether their lifestyle could have provoked a third party to prompt the attack. Other possibilities considered by investigators are also examined..

Much like last years 'TIGER KING'.. and it's enormous popularity.. WILD THINGS talks to many different people involved in Siegfried and Roy's show. Some are quite likeable, like Rick Thomas, and others not so much. Wild Things delves deeply into the storybook lives of Siegfried and Roy.. sometimes with good journalism.. and other times with a mix of showbiz and soap operas. (If you are offended by sporadic profanity.. I would avoid the podcast...)

"Over the course of nearly half a century, Siegfried & Roy performed 30,000 shows for 50 million people and generated well over \$1 billion in ticket sales. Although the German-born illusionists and pop culture icons were mega-famous, much about their private lives, eccentric public personae, and tragic final show remained shrouded in mystery...until now. Emmy®-winning filmmaker and journalist Steven Leckart, in his very first podcast, takes you behind the velvet curtain to reveal shocking moments, surprising details, and hidden truths about two men who were lionized by millions of fans, lampooned by the media, criticized by animal welfare advocates, and endlessly scrutinized by the public."

<https://podcasts.apple.com/gb/podcast/wild-things-siegfried-roy/id1599176021>

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Spidey Card Change - Tutorial

This is a simple card change, using the most basic method known to man. But.. learn whatever card changes you may.. this is STILL one of the most impressive changes to the public. You won't fool a magician.. but it's not all about fooling magicians. I stress the KISS principle in magic, and this is a very good example of KISS personified...



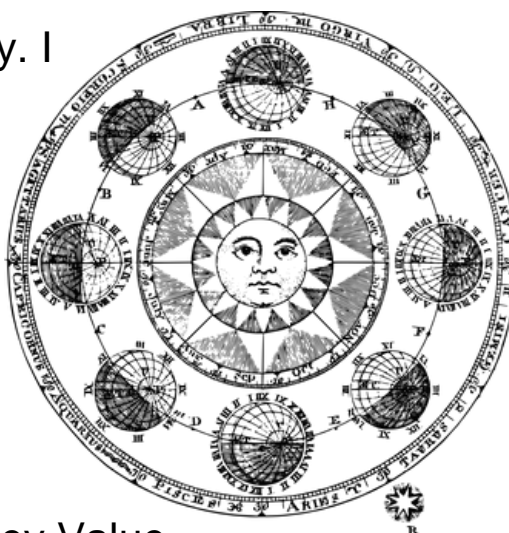
Spidey teaches it both quick and thorough...

<https://youtube.com/shorts/pbk9bMjTHaA?feature=share>

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Determining Someone's DAY of Birth (On The Fly) - Tutorial

Some folks can do this almost instantly. I can't. But I CAN calculate a day of birth fairly quick - with this formula. There are two well-known formulas.. one is Zeller's Rule and the other is The Key Value Method. I use the second method as I am not blessed with the ability to use the first. Algebra is NOT my thing.



If you take the time to memorize the Key Value Method, you will have a very strong tool to perform an impressive feat for your audience.

*If you want a quick peek at your day of birth to confirm your calculation.. go to:

<https://www.thecalculatorsite.com/misc/birthday-calculator.php>

Zeller's Rule

$$F = k + [(13 \cdot m - 1) / 5] + D + [D / 4] + [C / 4] - 2 \cdot C$$

Go at it..

The Key Value Method

1. Take the last 2 digits of the year.
2. Divide it by 4 and discard any remainder.
3. Add the day of the month to this value.
4. Add the month's key value, from the following table to the value obtained in step 3.

Jan-1 Feb-4 Mar-4 Apr-0 May-2 June-5 July-0 Aug-3 Sept-6
Oct-1 Nov-4 Dec-6

** If the date is in January or February of a LEAP YEAR, subtract 1 from step 4.

Easy way to calculate leap years.. If you were born in a year when the third digit was even.. (1960's, 2000's for example) the leap years are the 0, 4th and 8th years (1960, 1964, 1968). If the third year is Odd.. (1950's, 2010's for example) then the leap years are the 2nd and 6th years. Remember.. you ONLY subtract 1 -if- you were born in Jan. or Feb. of a Leap Year. Otherwise, ignore this...

5. Add the last two digits of the year to the value we obtained in the previous step.
6. Divide this value by 7 and take the remainder. Get the day from the following table based on the value of the remainder.

Sun -1 Mon -2 Tue -3 Wed -4 Thur -5 Fri -6 Sat -0

Your work is done and your calculations are complete..

Let's take 16th September 1952 as an example.

1. Take the last 2 digits of the year. In our case, this is 52.
2. Divide it by 4 and discard any remainder. $52 / 4 = 13$, no remainder, so we take only 13.
3. Add the day of the month. In our example, $13 + 16 = 29$.

4. The month in our example is September, which has the key value of 6. So $29 + 6 = 35$
5. Add the last two digits of the year to the value we obtained in the previous step i.e. $35 + 52 = 87$.
6. Divide this value by 7 and take the remainder. $87/7=12$, remainder is 3.
7. On the last table, 3 represents Tuesday.. So the day of birth is Tuesday.

If need be.. you can perform this step AFTER step 4 and determine the day of ANY century. You simply roll the formula over to determine other centuries. Ex. 1600s is 6, 2200s is 2, 2300s is 0, 1100s is 0...

Add the year (century) code from the following table.

1700s - 4 1800s - 2 1900s - 0 2000s -6

Enjoy...

Rick C.

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Impossible No Set Up Card Trick - Tutorial

Sean Devine teaches a well-designed, almost self-working, card trick. Two random cards reveal the location of a spectator's card.

Based on a well-known mathematical principle.. that doesn't require calculations on your part.. you can



perform this after a very short practice routine.

<https://youtu.be/kR22qo0QaYc>

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The Best Card Switches On Youtube - TOP CHANGE - Two Tutorials

The Top Change can be used in so many different ways. Unfortunately, many magicians are afraid of performing a top change.. but it's truly a matter of confidence. Much like the palm.. it's not difficult. Done during movement, it passes the eye test with ease..



If you can perform a decent Elmsley Count.. you can perform a top change.. I promise! I've included a link to two different tutorials.. each a little different from the other.

https://youtu.be/S_iwl12dtM Alex Pandrea

<https://youtu.be/F9OVz03dbxo> Shin Lim

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Max Mavens Mind Games 1984 - Full Video

(From our archives..)

Aside from some 1984 technology, this video has held up very



well. Max was in full-blown Max-mode, and gave the world its first look at his unique look and style. The effects, both presented and taught, are mostly of the rigged game style.. but play strong because of Max's wonderful persona..

Although the audio isn't great, this is one of the few watchable copies on Youtube. I posted this about four years ago and it has garnered over 2000 (gasp!) views.. a good number for this type performance piece. Max always excels at entertaining both the magic community and the

general public. This tv special introduced Max Maven to the public. Total run time is almost one hour...

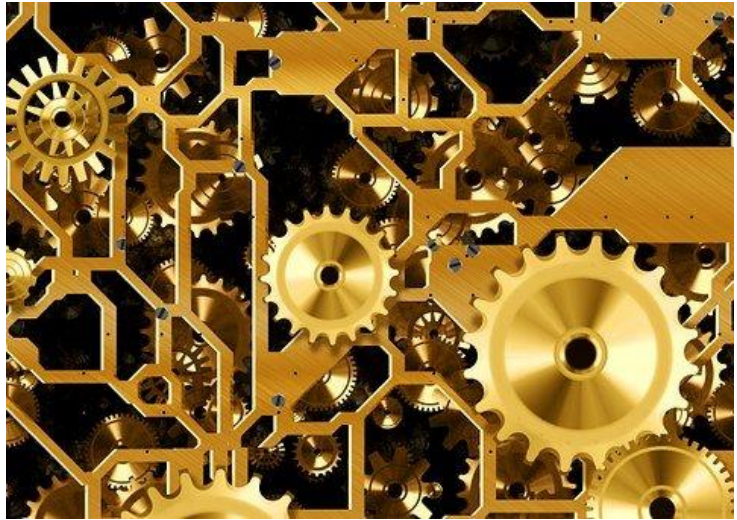
<https://youtu.be/81Xe56uQglo>

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Darren Brown - Infamous - Full Episode

This was Derren Brown's sixth live stage show.. and many consider it the Best of the best. It is as close to his live stage mentalism show as you'll find online.

He explores how mediums work and challenges their techniques. Derren performs a strong array of traditional magic, mind-reading and memory games to get his message across. If you are a mentalist, or a fan of mentalism, you'll see a number of familiar effects/techniques.. but Derren always has a unique presentation.



Always the showman, anyone who has ever dreamed of getting on a stage in front of a live audience NEEDS to watch a true master as he captures the hearts and minds of a live audience.. There is SO MUCH to learn from this show..

Total run time is one hour and ten minutes.. From 2014..

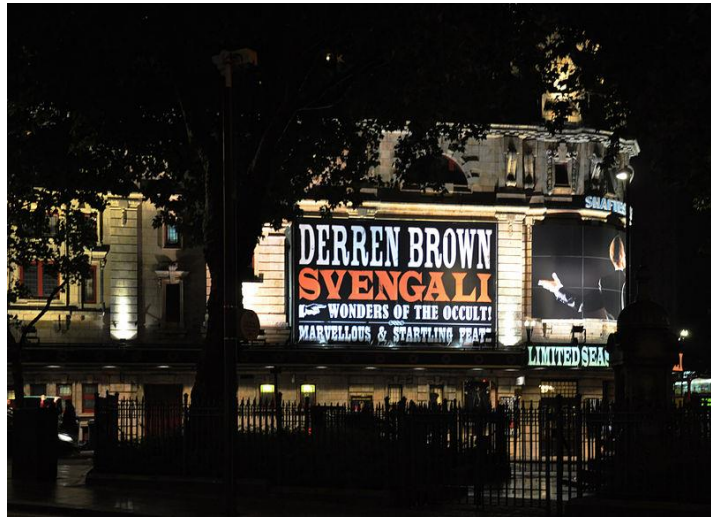
<https://youtu.be/E6ix1UmrFTI>

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Derren Brown - Svengali - Full Episode

Similar to the 'Infamous' show above, it STILL features the master showman.. Derren Brown, in a live stage show in front of a large audience. The effects are perfect for his style. Derren is one of only a hand full of performers who can take a four minute effect.. and turn it into a fifteen minute tour de force.

"The 2011/2 sell-out stage show toured the UK and played in two major West End theatres: the Novello and the Shaftesbury. The show revolved around a restored 16th century automaton which was once again able to astound audiences with its mechanical powers."



The show was directed by Polly Findlay, and won the 2012 Olivier Award for Best Entertainment. (This photo is from Wikimedia Commons .. https://commons.wikimedia.org/wiki/Main_Page)

One hour and ten minutes run time..

<https://youtu.be/huoRpn74d2c>

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MAGIC - Harvey Raft - A Review

Ebook Download

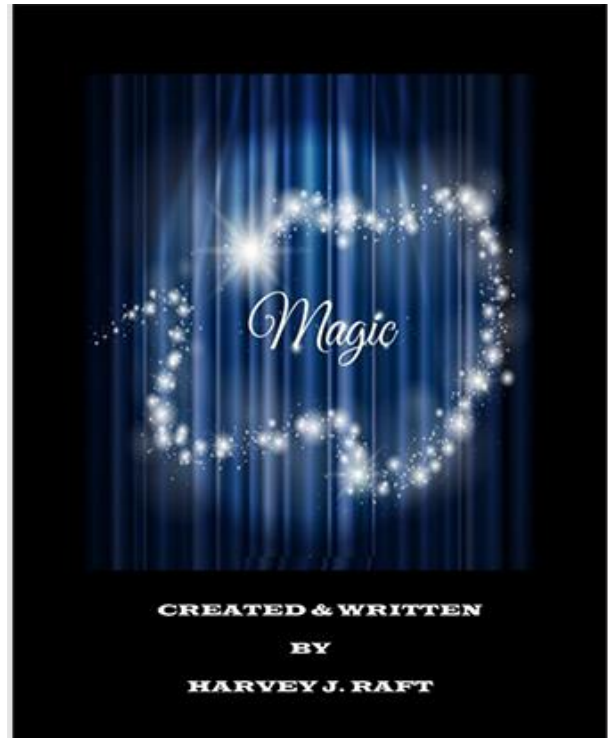
This is the Ad Copy: This book mostly deals with decks of cards that Harvey has designed over the years. We have included with ALL of the effects in this books the graphics needed to print YOUR OWN DECKS.

The face of the cards have been designed to be seen on a large stage. Harvey gave these faces a lot of thought and discovered

that if he had lots of pips on the cards people could easily see them from a distance.

The backs might be different with different marking systems, but these are explained with each trick. You are supplied with downloads as PDFs so you have FULL ACCESS to print the cards yourself and can upload them to the various printing websites that offer this service.

If you do print them off, you will have a unique deck of cards that most magicians will not own and will fool not only lay people but also your magic friends.



My Thoughts:

Harvey is a unique guy.. in that he spent the earlier part of his life performing as a clown. Not magic or mentalism, mind you.. but as a clown.. associated with the Shriners. Aside from voluntary work to raise money for Shriner hospitals, Harvey began to perform house parties and corporate events. He also co-wrote two books dealing with change bags and Christmas routines as well as co-created a number of different magic effects.

An untimely illness almost twenty years ago put Harvey out of business. But, you know what they say about keeping a good man down.. He attended a magic club meeting loaded with both magicians and mentalists, and the fire was re-lit.. Not just for magic.. but for his new-found appreciation for mentalism and mental magic.

During the past twenty years, Harvey has become, in my personal opinion, one of the foremost authorities on Zener cards.. and the use of Zener cards in mentalism. He has also created many other effects using his own specially crafted decks. I have spoken with Harvey numerous times via phone from his home in Toronto, and he has a mathematical mind to rival anyone I know. Period..

Aside from performing mentalism shows, he has over 50 effects published by Murphy's Magic, which probably led to the publication of this ebook and its sister publication.. All For Fun and Fun For All..

Magic Squares, Zener Cards, Book Tests, Mnemonics - without the Mnemonics, Memorize TEN decks of cards, Shell Games, Image Cards, Super Zener, Flag Recognition, More Mental Picture Effects, Afghan Bands, Custom Zener Card Effects, Color Changing Water, Change Bag Effects, Movie Magic, Card Forces and Dice Tricks.

This is a partial list of the many different type effects in "MAGIC". Most are number based and require mathematics to work properly. -But- they do not necessarily require you to use mathematics. Many use principles that require you to learn a basic method to derive the solution. For instance, a number in the first spot of a three digit number may represent a suit. The second and third numbers may represent a location. Using the numbers are a simple process and don't require mental finesse on your part, only remembering a basic order or placement. As many effects use marked props or decks, the handling is simplified even more.. making your job an easy one..

A number of effects require a special deck. Harvey has designed the decks and included templates for you to have printed. He has also included printers he has used who he knows to be both

reliable and affordable. For Harvey to provide all the decks in your purchase would cost hundreds and hundreds of dollars. Instead, you read the effects and decide what YOU like, and what you need to complete the effect. This allows you to have custom props and custom decks that make your performance an individual event.. something probably never seen by your audience.

With approximately 50 different effects in MAGIC, covering a very broad spectrum of performances, I can't be overly specific with a wide array of examples. What I AM going to do is publish one of the many effects to give you focus on the type and quality of Harvey's work. This effect, titled CARD SHARKS, shows the thinking behind the curtain. It allows ANY average magician/mentalist to know the identity of ANY one of over 500 cards in a stack. Personally, I think this is an amazing feat of memory.. that's actually NOT a feat of memory, but appears to the audience to be just that..

(This effect will be available in Special Issue #12 of The Magic Roadshow.. which will publish around the end of February, 2022. Sign up now to receive this issue for free.
<https://MagicRoadshow.com>)

I am recommending Harvey's ebook to my friends and readers -if- you have any interest in performing mental feats, card magic with unique cards, or parlor magic effects with a very unique twist. MAGIC is one of the most original works out there, and as such.. will be one of your best magic purchases ever if you're willing to create the props and practice the magic.

MAGIC's Editorial Director is Paul Romhany and all Artwork and Magic is courtesy of the author.. Harvey Raft.

I've included a short list of SOME of the many effects.. to give you a general idea of the content... (This is approx. half of the many effects)

5,000,000 To 1
A Moment in Time Super Magic Square
Be A Star
Card Shark
Dreamages Connection
Inflection Detection
Eye Detector
Retrospection
Super Sensory Touch Contact
Time on Your Hands
Total Premonition
What Number Please
What's In A Name?
Zener Super Mind Power
Flag Recognition
I Get The Picture
I Am Able To Read Your Mind
Zener By Design
Projected Phantasm
Mental Pictures
Super Energy
Afghan Bands
Afgan Bands To Dove
Colour Changing Water

\$35.00 .. Available from Murphy's Magic and their Associates..

<https://www.murphysmagic.com/product.aspx?id=70849>

Review by Rick Carruth for Murphy's Magic and The Magic Roadshow

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Princess Card Trick by DARYL - The Legacy Line - A Review (Gimmicks and Online Instruction)

This is the Ad
Copy:

A mindreading trick
that will blow your
audiences away!

A packet of cards
is fanned before a
spectator's eyes.

The spectator is asked to merely think of ANY ONE of the cards
(NO FORCING). At no time does the spectator tell anyone, write
down or indicate his mental selection to anyone.

The Magician removes one of the cards from the pack to commit
himself to a specific card! The magician shows the remaining
cards and the thought of card WAS the selection removed from
the pack.

This SELF-WORKING miracle is extremely easy to perform and
instantly resets.

Princess Card Trick cards are printed by the United States
Playing Card Company on red, Bicycle Rider back cards.

Note: written instructions no longer included. All instructions are
via video link.



My Thoughts:

The Princess Card Trick is a classic of magic. It was probably created by Henry Hardin around the first of the last century.. as reported by T. Nelson Downs in The Art of Magic.

At some point in time, it has been performed by many of the great performers, including Dai Vernon, who influenced Daryl to market this effect using Bicycle brand cards. This release is part of The Legacy Line, which includes several of Daryl's classic effects. (The Whole Thing, Jumping Jacks, Ultra Monte, Bizarre Assembly, Morphed, Presto Pronto, Papa Rabbit, Rainbow Ropes, Crossed Thought, Ultimate Ambition, Red Prediction, Enchanted Cube, and The Amazing Acrobatic Knot)

This release is a stylized version of Daryl's effect.. intended to support Daryl's family since his tragic passing, and to re-introduce a new generation of performers to several of his more popular effects.

The magi shows a spectator five different face cards and asks them to mentally select one. Afterwards.. the magi mixes the cards, removes one and puts it in a pocket. He then asks the spectator to reveal their selection.. and after they do, he removes their selection from his pocket.. while showing the four remaining cards in his hand to NOT be the thought-of card.

Many folks are familiar with The Princess Card Trick, as it has been published online as an app and/or program. That doesn't change the fact that this is still, after all these years, a strong effect that requires very little practice. In fact, the instruction video for this effect includes a method that adds an extra layer of magic to PCT. The magi, after the card is named, pulls the named card from his pocket.. before showing the card missing from those in

his hand. I've included a link to a performance video below..
giving you a chance to view the complete effect.
Video demo of this effect... <https://youtu.be/97bl-ac90zE>

There are no printed instructions. Instead, there is a nine minute online video that teaches everything you need to know. All the gaffed cards are included, and they are official Bike gaffed cards. The packaging is first class and very stylish. And, the effect is a classic that still fools the heck out of an audience. If you were a fan of Daryl.. and who wasn't.. you will find a place for The Princess Card Trick.. either in your repertoire or your pocket. At only \$9.95.. this is money well spent.

\$9.95 .. Available at Murphy's Magic and their Associates

<https://www.murphysmagic.com/product.aspx?id=62244>

Review by Rick Carruth for Murphy's Magic & The Magic Roadshow

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"The mind is a wonderful thing. It starts working the minute you are born and never stops until you get up to speak in public." -
Roscoe Drummond

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Cherry Casino (Black Hawk) Playing Cards by Pure Imagination Projects

This is the Ad Copy:



Based off vintage Las Vegas casino playing cards, Cherry Casino Playing Cards pays homage to the classics of Sin City. Like Jerry's Nuggets or Wynns, the Cherries back design was designed by Sam Devins

to incorporate a simple, symmetrical back, perfect for card games and magic performances alike.

Now, we're back in black! Pure Imagination Projects is very excited to present our newest release: Cherry Casino V3 True Black Playing Cards with a darker scheme. The black version is even better than the last. It is new and improved, on crushed Bee stock with metallic red ink throughout. The cards look as beautiful as they handle, and we cannot wait to get them into your hands!

My Thoughts:

I have handled so many decks of playing cards, hundreds upon hundreds, it's hard to find something that attracts my attention. Cherry Casino does..

I measure a deck, in part, by how it handles straight out the box. I want something that doesn't have rough cut edges and faro's nicely from the get-go. Traditional Bikes don't meet my criteria. Although Cherry Casinos ARE made by the US Playing Card Company, they are made of the crushed Bee stock.. which is not only one of my very favorite finishes, but is very thin and easy to both shuffle and faro.

I did make the mistake of opening the tuck box, removing the deck, and wondering why they were not stacked in typical black,

red, black, red descending order. Then, shuffling like crazy for a minute or two, before I remembered reading the decks come pre-stacked in a mnemonic stack. (I can be dense at times) A stack out the box is great for performing a little mental magic. Nice touch..

The cards are specially colored in a true black, which is great in the right light. Although the numbers and faces are traditional, which is a good thing, the darker black separates Cherry Casino from most decks.. and gives it a richer, more expensive look.

The Ace of Spades and Jokers are custom designed. Also, you get a blank face and double backer gaff cards.

Although my review deck was the Black Hawk, there are, I think, 14 different colors.. All the traditional colors, plus pink, purple, silver, teal, and black and gold. Most decks are priced by Murphy's at \$11.95.. BUT, there are low production decks that range from \$25.00 (2500 decks) to \$250.00 (144 decks), have numbered seals, and generally sell for higher prices on the popular selling sites.

Again, these are smooth handling cards, not to mention collectable cards. Their basic design has a strong appeal to both magicians and collectors. The limited run decks may become the next Jerry's Nuggets. I am adding these to my collection of NOC's, stashed by my computer and ready for the next ZOOM meeting.. You should too. I think your only regret will be you didn't order more decks...

\$11.95 .. Available at Murphy's Magic and their Associates
<https://www.murphysmagic.com/Product.aspx?id=60352>

Review by Rick Carruth for Murphy's Magic and the Magic Roadshow..

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Oyster (Marked) Playing Cards by Think - A Review

This is the Ad Copy:

Luxurious and elegant custom playing cards based on the fascinating process that enables a pearl to be created inside an oyster.



It was long ago,
my dad used to work as a fisherman.
Growing up with him I got to learn quite a few things about the sea.
One that has fascinated me since, is the process in which a pearl is created inside an oyster.

A foreign substance slips inside the shell and to protect itself, the oyster covers it with a nacre. A true mystery and beauty of nature itself.

The layers of an oyster's shell somehow reminds me of the art of magic.

Layers of deception.

Layers of mystery.

Layers of secrecy.

There is always more to uncover.

With the Oyster Deck, that is what I've wanted to share with the community.

A back design that reflects complexity yet bold, minimalistic and classy.

Standard faces for everyday uses and situations.

As you scrutinize the cards, you will discover the hidden pearl.

A work in constant progress.

An intripid and deceptive marking system.

One that will ineluctably sparks creativity.

IDEA BEHIND THE MARKING SYSTEM

I am a huge wielder of the power of estimation and memorized deck (mnemonica).

In order to facilitate the use of it, I needed a simple and effective marking system.

For the one that knows mnemonica, you will be overjoyed by its simplicity. There won't be any reasons as to why you wouldn't take advantage of it.

For others. It will become a memorized deck trainer.

You'll get to practice anytime, anywhere.

Instantly know the identity of a card.

Instantly know its position.

Instantly know where you need to cut the deck.

My Thoughts:

Credit where credit is due.. Think Nguyen has created one very nice deck of cards. The Oyster Deck not only appeals to collectors.. but to magicians who are seriously into their card magic.

First.. the Oyster Deck is slightly thinner than typical Bikes and has what is labeled as "premium stock". Don't quote me on this..

but the stock feels and handles like crushed Bee stock. Since its maker is the USPPC, it is most likely Bee stock. It handles good straight out the box. The edges were slightly thick, but it shuffled and faro'd like a premium deck from the onset..

What makes the Oyster Deck unique is this... It is a marked deck. It is not marked in the traditional sense, but marked for the Mnemonica stack. The deck arrives in 'almost' Mnemonica order. One cut gets you in position. With the stack, you know both the position and identity of any card in the deck. This is powerful stuff. Of course, you need to know Mnemonica.. but even if you don't, this deck serves as both a good excuse and a teaching aid to spur you along.

In addition, the backs are one way.. aiding in a number of card effects. There are two Joker cards, plus one double-backer and a fancy-do advertising card.

Again, Think has done a very good job putting this together. Although there are no instructions for Mnemonica, you can find info via Google. Tamariz wrote the definitive word on it, since he created it. Also, there are a number of trainers available online, as well as photos of the order of the cards. Here is a good, free site for you...

<https://ulearnmagic.com/mnemonica-stack-order-juan-tamariz/>

I was a little hesitant to do this.. but I'm going to anyway. There were no instructions detailing the 'secret' of the Oyster Deck. I suppose if you're familiar with Juan's stack, and look at the cards closely, you can cypher the secret. But.. I noticed a couple of selling sites who publish this PDF as part of their advertisement. So.. I'm assuming there's not really a secret. This link will enable you to download the PDF and see the location of the number on the backs of the Oyster Deck. Remember, this number tells you

the location of a 'specific' card in the deck, and that location, if you know Mnemonica, tells you the identity of the card.

<http://magicroadshow.com/wp-content/uploads/2022/01/Oysters-Explanation.pdf>

The Oyster Deck is a wonderful tool for anyone who knows, or wants to know, the Mnemonica Stack. Aside from being well-crafted pasteboards, you can arm yourself with a secret completely unknown to your audience. I have bought many marked decks costing much more than 15 bucks, and I consider these a real bargain. Recommended..

\$15.00 .. From Murphy's Magic and their Associates..

<https://www.murphysmagic.com/Product.aspx?id=71168>

Review by Rick Carruth for Murphy's Magic and the Magic Roadshow..

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Untouched by Ryuhei Nakamura - A Review

This is the Ad Copy:

Gain telekinetic abilities that can be used under any circumstance.

A telekinetic routine that can be performed even in unsatisfactory conditions. Nothing will be able to stop you from performing this beast of an illusion! SansMinds is proud to introduce an effect brought to you from the mind of Ryuhei Nakamura, a master of telekinetic magic. He is famous for his ability to perform complex

actions with the power of his mind. This is not just a simple push or pull - it is far more!

This is Untouched!

A weapon that will stop any passerby in their tracks! Create a show unique from the rest, with complicated actions normally not



seen in other telekinetic routines. Use everyday objects, and make them dance with the power of your mind. This is truly a performance piece that is sure to gather an audience.

Here's a truly special effect that is gaining immense popularity in the Far East. Don't miss out on getting a taste of the insane magic scene in Japan.

Grab yourself a copy today!

What's in the Box?

1 Untouched Instructional DVD

(Please note that this Instructional DVD has English subtitles with Japanese audio.)

My Thoughts:

SansMinds presents UNTOUCHED by Ryuhei Nakamura. I was not familiar with Ryuhei before watching this DVD, but it became

obvious he is one of a number of Far East performers with great technical skills. SansMinds chose him to teach this DVD because of his use of invisible thread while performing an entire street routine, consisting of a number of spins, floats and flips with glassware and silverware.. all wrapped in a telekinetic performance. He literally goes down to street level, no table, and performs for his audiences.

I am going to tell you what you'll find in UNTOUCHED. I am not going to tell you how easy or complicated it is.. as I have never performed thread work to this degree. My personal knowledge is limited to small pieces of thread and a few loops. I do own an ITR (invisible thread reel).. but I have a perpetual fear of failure.. and that's on me.

First.. Is there an elephant in the room? Sort of.. The entire DVD is recorded with subtitles. I think Ryuhei's skill level is such that SansMind couldn't resist the opportunity to get this on video. As so much of the DVD is technical skill, and as so much of that skill can be demonstrated in virtual silence, I personally don't have a problem with subtitles. The translation is correct and readable.. even for someone like me.. who has a problem with small lettering. They do not 'hurry' through the subtitles, and give you ample time to see what you need to see. Again, this is a very 'visual' subject.. and the quiet times and careful demonstrations are somewhat more important than the words.

Ryuhei explains his choice of clothing, flooring, and locations. There are good reasons for making good choices.. and he explains it all. He is well known for his outdoor work in broad daylight, which can be quite challenging -if- you are not familiar with the subtle nuances.

Yes, Ryuhei uses ITR's.. sometimes two for safety sake.. and goes into detail about what to expect from small reels, medium

reels and large reels. He covers where and how to place your reel to maximize its use and protect the thread. He gives time to wax, portions and placement.

In his personal performances, and most of his demonstrations, he uses a plastic, long stem glass and a fork. Ryuhei devotes a portion of the DVD to demonstrating his street routine... which he then breaks down, move for move, through much of the video. He wears black clothing and uses white, thick thread to give you a strong visual of exactly where and how he makes each connection and all the appropriate hand movements to sell his telekinetic premise. The DVD is filmed using a table, although he prefers to perform on the floor in real life. This is the crux of the teaching.. and why the subtitles are not a problem.

Part of the demonstration includes metal bending (the fork), which is not covered in this DVD.

About twenty minutes of the DVD is Ryuhei demonstrating how he makes connections with items borrowed from spectators. Ink pens, cola cans, bottles, mint packs, coffee cups and glasses are covered. Glasses are particularly interesting because of their ability to fold and unfold. My favorite is his hookup of a deck of boxed playing cards. He spins the box, opens the flap, and pulls the cards from the case.. and it's a very convincing visual.. Probably my favorite moment on the DVD.

The final portion of the video is a section on troubleshooting. Ryuhei deals with using multiple reels in case of thread breakage.. and how to deal with tangles. My personal fear has always been breakage, unwarranted I'm sure, as there are several ways to deal with it.

Total run time is about one hour and five minutes. UNTOUCHED is sold as a DVD, and not a download, which is a plus for me. The video quality is good and the sound is good. No complaints.

If you have an interest in thread work or learning thread work from the ground up, this is an ideal DVD. I don't know where else you can learn an entire thread routine from one source. You'll learn a number of tricks and tips from UNTOUCHED.. and I'm pleased to recommend it to all you invisible thread guys and girls out there...

\$34.95 .. From Murphy's Magic and their Associates

<https://www.murphysmagic.com/product.aspx?id=59615>

Review by Rick Carruth for Murphy's Magic & The Magic Roadshow

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“Many magicians are too quick to equate applause and laughter with approval and success.” -Lawrence Hass (Transformations by Lawrence Hass, pg. 92)

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RIP.. The Amazing Johnathan. You were a totally unique performer... From the Rolling Stone.. [OBIT](#)

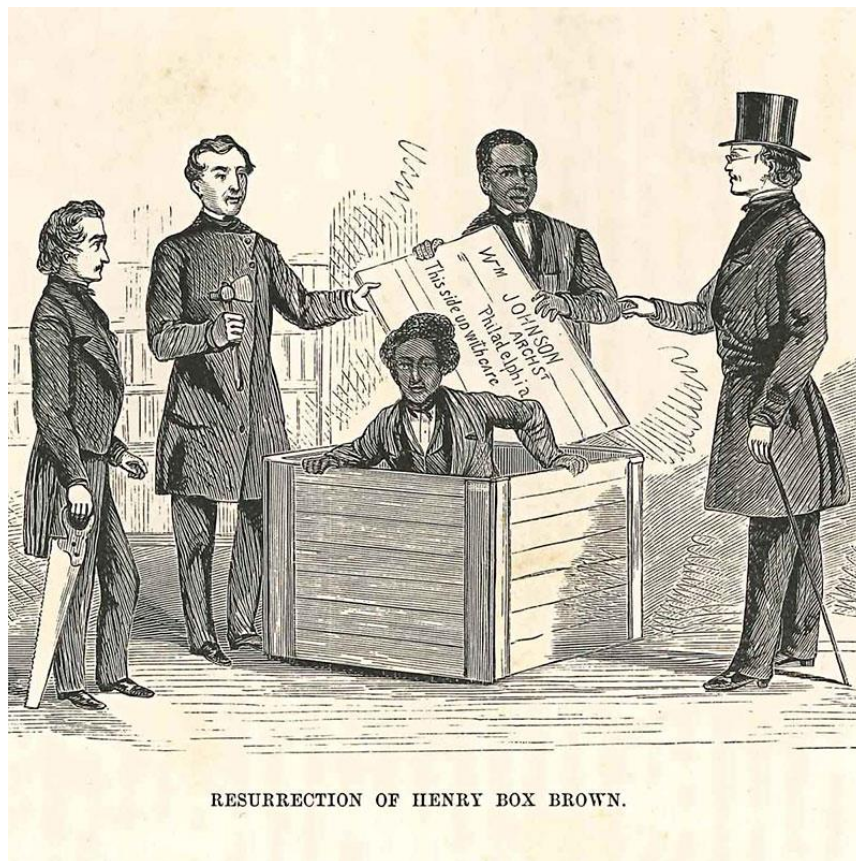
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The Story of Henry ‘Box’ Brown.. Former Slave & Magician.. and his Greatest Escape. – Article
Eric Colleary for the Ransom Center Magazine

In his day, Henry “Box” Brown was a celebrated stage magician who incorporated performance into his lectures on abolitionism in the United States and England. Much of what we know about him comes from his memoir, the Narrative of the Life of Henry ‘Box’ Brown – Written by Himself (1851)

Brown was born enslaved in 1816 at the Hermitage plantation near present-day Cuckoo, Virginia. Henry had great affection for the plantation owner, John Barrett, but when separated from his wife and children, he decided it was time to act.

Packing himself in a small 2 foot by 3 foot box, with the help of a friend, Henry ‘mailed’ himself to freedom. Read about Henry and he inspiring story at:



<https://sites.utexas.edu/ransomcentermagazine/2021/05/06/rare-ephemera-shows-legacy-of-henry-box-brown/>

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R. Paul Wilson On: The Benefits Of Magical Thinking – Article

“One of the peculiarities of being a magician is that we often find solutions to problems no one else would notice or we look at objects, locations and situations with a curious eye that can often detect opportunities for impossible effects that might baffle or confuse a future audience.”

“Magic, mentalism and conjuring offer many ingenious ideas that can help us to understand or illustrate simple solutions for seemingly impossible outcomes and draw parallels to other pursuits where thinking or imagination might be narrowed and could benefit from a little creative magic.”



Why R.Paul Wilson believes everyone should know at least one magic trick... and his recommendation. (Photo from Casino.org)

<https://www.casino.org/blog/benefits-of-magical-thinking/>

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This.. from My Long-Time Friends at Insanity Factor

Attention All Entertainers!!!

A Magical Event In The Middle Of Amish country

The annual (as much as we can) Pennsylvania Entertainers Swap Meet in Leola Pennsylvania. The Pennsylvania Entertainers' Swap Meet is a Fund Raising Event for Steps to Success Early Learning Center.

The Pennsylvania Entertainers Swap Meet is a one day mini convention. The point of this event is to give everyone an easy outlet for selling/swapping unneeded supplies and tricks and buying/swapping wanted supplies and tricks.

Admission is FREE.

The event is hosted by The Insanity Factor and Steps to Success inc, a nonprofit early learning center. A donation jar & concessions to benefit Steps to Success will be available.

There are many tables that can be reserved with a \$5 donation. Tables are recommended for folks who are



interested in spending the day and have a large amount of items to swap or sell.

Everyone is welcome to buy, sell, or trade. We do ask that you stick to performance related items: Magic, Juggling, Puppets, Face Painting, Balloon Twisting, DJ equipment, etc. (This is not a garage sale.) Anything that would be used by an entertainer is great.

Means of payment will be up to the seller. Please come prepared.

Steps to Success also has a Swap Table of items donated from previous years. So bring a couple of items from home and trade them in for something new to you.

Oh, socializing is also very much encouraged. This has become a social event as much as anything.

Join the Facebook Group page (Search "Pennsylvania Entertainers Swap Meet) for details. Let us know if you plan to attend on the Facebook event page. Feel free to post any feature items.

Event schedule:

7:30am to 9:00am = Set up.

9:00am to 1:00pm = Swap meet.

1:00pm to ? = Tear Down.

@ Zion Lutheran Church
18 Quarry Rd, Leola, PA 17540
Saturday, March 12, 2022
9 am to 1 pm

Papa Tater

<https://www.facebook.com/groups/entertainersswapmee>

https://www.facebook.com/events/2892225731087563/?active_tab=discussion

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“To think of your creations in terms of better or worse- big mistake. They are your children.” – Jay Sankey (The Definitive Sankey by Andi Gladwin and Joshua Jay, pg. 1608.)

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Penn & Teller's Fool Us and Masters of Illusion both Renewed

January 20, 2022 (Burbank, CA) — The CW Network announced today the renewal of three hit alternative series for the 2022-2023 broadcast season, including the captivating magic competition PENN & TELLER: FOOL US, the awe-inspiring magical



showcase MASTERS OF ILLUSION and the fur-ociously funny WORLD'S FUNNIEST ANIMALS. The 2022-23 premiere dates for these series will be announced at a later time.

Renewed for a ninth season, PENN & TELLER: FOOL US is a one-hour competition series celebrating magic and featuring the

legendary duo Penn & Teller. On each episode, aspiring magicians are invited to perform their best trick to try and fool the world-famous team of Penn & Teller. Anyone who succeeds wins the right to perform with Penn & Teller in their celebrated show at the Rio Hotel & Casino in Las Vegas. The remote studio audience and the TV audience watch along with Penn & Teller as they try to figure out the secrets. Penn & Teller see the trick only once and have to immediately try to work it out. The remote studio audience knows there are no camera tricks, secret edits or helpful camera cuts. This is all real magic.

Hosted by actress Alyson Hannigan (“Buffy the Vampire Slayer,” “How I Met Your Mother”), PENN & TELLER: FOOL US is created and executive produced by Penn Jillette, Teller, Peter Adam Golden (“Penn & Teller: Fool Us,” “Penn & Teller: BS”), Andrew Golder (“Penn & Teller: Fool Us,” “Solitary”) and Lincoln Hiatt (“Penn & Teller: Fool Us,” “Solitary”), in association with 1/17 PRODUCTIONS and September Films (part of DCD Media).

Hosted by actor Dean Cain (“Supergirl,” “Lois & Clark: The New Adventures of Superman”), MASTERS OF ILLUSION returns for its ninth season on The CW showcasing great escapes, fascinating sleight of hand and large scale illusions, all in front of a studio audience.

MASTERS OF ILLUSION is from Associated Television International with executive producers David McKenzie (“The 38th Annual Daytime Emmy Awards,” “Marie”), Gay Blackstone (“The World Magic Awards” 2007-2009), David Martin (“The World Magic Awards” 2007-2009, “Marie”), and Al Schwartz (“The 38th Annual Daytime Emmy Awards,” “The Golden Globe Awards” 2013 and 2014, “The Gulf is Back”).

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“In every show you do, be sure to include at least one moment that makes you uncomfortable and nervous” -DelGaudio and Helder (Journal of Secrets)

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Again.. I truly hope you enjoyed this issue. I don't have the luxury of counting my pennies from sales... But I CAN have the personal satisfaction of knowing someone received inspiration or motivation from one of the many articles or videos.

SIGN UP FOR THE MAGIC ROADSHOW....

Remember.. signing up for the Magic Roadshow Journal of Magic is Totally FREE. There is NO obligation and your email is 100% safe. (I don't even share it with my closes fellow magicians..) You will be notified periodically as new material publishes to the Magic Roadshow site and you can unsubscribe with one click.

Subscribe Here.. <http://magicroadshow.com>

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LIKE us on Facebook.. (THANK YOU !! to all you Kind Folks who have...)

<http://www.facebook.com/magicroadshow>

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Magic Video Tutorials: Hundreds and hundreds of hand-picked magic tutorial videos at:

Card Tricks and Magical Mysteries video blog..

<http://www.magicmysteries.org/>

Magic Roadshow Video Blog... <http://magicblog.org>

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That does it for this issue. I hope you found something to help your magic along. Remember, if you have material you would like to see published on the Magic Roadshow site.. send it to:

rcarruth@gmail.com (This is my personal email. Guard it with your life..)

Vive Tus Sueños – “Live Your Dreams ”

Rick Carruth / Publisher/ Editor/ Chief Go-fer

“Performer of Magical Curiosities”

Senior Professor - Camelard College of Conjuring of Chemmis, Egypt.. <http://www.camelardcollege.org/>

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**** NOTE:** This issue MAY contain an affiliate link. If so, I have added (Ad) to the title. If you click it, I may receive a small compensation from the seller. Remember, I DO NOT affiliate with any product I don't consider worthy of recommending to my friends and readers.. Rick C.
