MAGIC ROADSHOW SPECIAL #13

Summer 2022

Hello Everyone...

Again.. Thank You for sharing a part of your day with the **Magic Roadshow.** I wish you guys knew how much work goes into each issue..

with the hope that someone, somewhere will be inspired to do something grand.

I'm going to call this the 'Inspiration Issue'.. because I've decided, against my better judgement actually, to share some personal information with you guys. I'm NOT a special person. I AM a curious person, and it doesn't take much to talk me into taking side trips others overlook. I



encourage everyone to look for new situations and commit to new challenges. Take something other than the path of least resistance.

It seems like, every day, I'm getting about ten or more 'friend requests' on FB. Most are from foreign countries, and seem to have a number of 'mutual friends' with me. Am I the only one seeing this..?

** You guys remember.. you're feedback is important to me. There was a time when I received 50+ emails upon publication of each Roadshow.
I thoroughly enjoyed replying to each one.. regardless of good or bad comments. It also gave me a good idea of who I was reaching and

whether or not folks were actually receiving the Roadshow. Now, with s-p-a-m filters and all, I have NO idea whether the Roadshow is getting through to subscribers. Remember, I don't have the luxury of sales figures to help determine whether the Roadshow is being read..

Ultimately, I want to make sure YOU are getting something useful out of the effort of those of us who are trying to share our thoughts. Drop a note from time to time. Let me know what you liked.. and what you didn't like. I miss hearing from you guys and ladies..!!

Comments & Questions... Rick@MagicRoadshow.com

This issue is available only as a PDF.. 60 pages and 12698 words..

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"The results you produce in life are inversely proportional to the degree to which you are intimidated..." Robert Ringer

"The cave you fear to enter holds the treasure you're seeking.." Joseph Campbell

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Comfort Zones, Regrets, Bob Ross, and a 7 Billion \$\$ Boo-Boo - Article Rick Carruth

"You'll find Success just outside your comfort zone.." Lionel Ritchie

I'll begin my little monograph with my own saying.. "My greatest successes in life occurred in areas I never dreamed..."



Medical Alert Systems were first offered in 1975.. but it was a system based on analog technology.. (think rotary telephones). They were a system that connected to your phone line.. and when a pendant worn by a customer was pressed, a signal was sent to a 'dialer' indicating you had some form of medical emergency. This dialer was a 'tape player' type device that dialed a number and played a pre-recorded message.. relaying your request for assistance. Better hope you didn't get a busy signal. They were better than nothing, I suppose, but they were also very limited. In late 1977 I began selling and installing the first digital systems independent of the 1975 systems. I didn't know the system created two years earlier even existed. In fact, the older system became obsolete about the same time, and my company, Timberline Alarm Products, was the only company in the US promoting the new digital product. Our product also connected to a phone line.. but it actually opened the phone line and allowed the owner to communicate directly with an operator at a call center. who, in turn, made all the necessary calls to the proper agencies and contacts. Unlike the analog 'dialer', there were zero moving parts in our digital communicator. In 2022, they are still the industry standard.

For four years, I sold system after system because of a legitimate need to protect the elderly and sick from falls and medical emergencies. I'm shy, and not a very good salesman, but I didn't have a problem emphasizing the need for a medical alert system to folks who already realized the need... And I had the added bonus of having zero competition...

In 1981, a representative of the company who sold Timberline our 'med alert systems' came to Spartanburg SC to find out how I was contracting with so many BANKS to install hold-up alarms. I'm more of a 'smiler' than a 'laugher'.. but I laughed aloud as I told the rep I wasn't selling hold-up alarms, which is what the system was packaged for and sold as, but, instead, we were selling the 'hold-up' systems to the elderly and confined as 'med alert' systems. I explained my model to the rep, and he left one very happy man..

The genie was out the box.

Shortly thereafter, the rep evidently couldn't pass up the opportunity to sell even more 'hold-up alarms', and other companies begin to call or travel to Spartanburg to see what Timberline Alarm was doing that had the rep so excited.. I never hesitated to sit down with others and explain my business model. Eventually, offers to buy my company, and my accounts, became part of many conversations... and in 1983 I agreed to sell Timberline. I served as a 'consultant' for a year with the new owners.. and then my non-compete agreement kicked in and I was out of the business.

I didn't intend to run a security company. In fact, I didn't know enough about security systems to install one. But I DID see a need.. and I had just enough gumption to give it a try. I was a deputy sheriff, and I frequently listened to folks lament over not having a security system -after- their homes were burglarized. They all had the same notion.. "Well, I guess I have to buy a system now." I certainly wasn't comfortable getting into this market.. but I felt there was an opportunity just outside my 'comfort zone'. So, I went all in, learned everything I needed to know, and then some, and turned an idea, abet a scary one, into a success.

In 1989, a company with owners much smarter than me, began running a national commercial with the catchphrase.." *Help, I've fallen and I can't get up.."* ™ to sell their medical alert service. Today, medical alert services are a 7 billion dollar a year market. Yes, I was farsighted... just not farsighted enough, evidently.

Forgive me if I've bored you with my little story. I don't like writing autobiographical stuff. I have close friends who are not familiar with this portion of my life. Heck.. I have friends and family who are totally unaware I've published a 'newsletter' the past 17 years. I suppose I was destined to be a magician.. because I have no problem keeping 'secrets'.. My medical alert story is one of several, and I don't want to wear out my welcome.. The point is.. stepping outside my comfort zone made Timberline Alarm possible. Stepping outside YOUR comfort zone can have the same effect on aspects of your life. I know.. this is a 'magic' related article, and I'm going to try to limit my scope to just that... (Although it does applies to many facets of our life..!!)

Sometimes, even in the little world of magic, there are many different paths and many different decisions to make. When you make a wise decision to expand your scope, you'll often find one path leads to another, to another,... to another. You can bet you're going to feel underqualified and out of place, and that's perfectly OK. I've Been there. It's so easy to fall into that.. 'I'm not worthy' trap, which is nothing more than a bogus sign some little devil planted on your new path.

What DOES happen though.. is the enormous amount of performers you'll meet who are willing to help you in whatever route you choose. Some of these will be fellow performers you've long admired.. and you're likely to be envious of their achievements and accolades. The truth is.. and I don't have to tell you this... every performer has been exactly- where you are, and, despite the fact there's a few scrooge's out there, there's many more saints.

Now.. before I write another word, I have to say that, despite your doubt and anxiety about change and new endeavors, NO ONE owns the road you're on.. NO ONE has a right to say '..you don't belong'.. or '..You're not good enough'. Yes, there will be pot holes and speed bumps, that's a given, but the road you're on is YOUR road. You chose it. You drive it. And you'll profit from it, in one way or another.

My bride is blond... and I love to toss out a 'blond joke' occasionally, just to keep her honest. I told Carolyn one day.. "Do you know how to keep a blond at home?"..

"Build a circular driveway.."

I don't think she particularly liked it.. but I can't help but think about all the wonderful magicians out there who are stuck in a circular driveway.. going around and around and never getting anywhere. Doing the same effects over and over.. telling the same stories.. sitting in the same corner of the room and talking to the same three 'magicians' who share a mutual outlook on magic.

A very well-known young PGA golfer who just won his third career tournament, said in an article the #1 problem keeping talented golfers from winning is... anxiety. Fear of taking the shot you HAVE to take to win the tournament. He said he spent two years playing it safe because of fear of failure and fear of ridicule. He said it wasn't until he came out of his comfort zone and begin taking the shots other golfers weren't willing to take that he won his first, second and third tournaments.

As my buddy Bob Ross loved to say.. "We don't make mistakes, just happy little accidents." Bob is a perfect example of someone who truly stepped outside his comfort zone. He dropped out of high school in the 9th grade and, in time, joined the Air Force, where he rose to a master sergeant in Alaska. Bob was the guy who constantly yelled at recruits, to the point he vowed to never raise his voice again when he left the military.

He was struck by the beauty of the Alaskan landscape, and painted small mountain scenes on gold-mining pans. Eventually, he began painting full-size landscapes on canvases. He was told that was a deadend road, and there were no profitable markets for landscapes or a quicker method of painting. The critics advised Bob to get into the 'abstract painting movement' if he had ANY hope of success.

Bob eventually filmed his first painting shows at a PBS station in Muncie, Indiana, featuring his 'wet on wet' technique... and the rest is history. Although Bob passed on July 4, 1995, he is more popular today than during the peak of his series. So much for listening to the critics. Kudos for striking out on his own and having the faith to believe in what HE wanted to do. His career was truly '..one little happy accident.'

Sometimes there's no accident even. Sometimes there's simply a decision to do something we've never done before. Take a step sideways instead of repetitively forever forward or backward.

So.. what does Bob Ross, a PGA golfer, my wife, and Timberline Alarm have to do with YOUR magic..??

It's about taking chances. It's about getting outside your comfort zone. It's about choosing new pathways. It's NOT about giving up your life's work.. but adding a nuance. Sometimes you'll see the 'nuance' has more potential than your life-long focus.. But, I promise you, you'll never see it until you step outside that 'box' you've limited yourself to for years.

- Do those kid shows at the library this summer..
- Learn a daring matrix.. with no less than 7 coins..
- Perform a fearless palm.. Twice. In front of twenty adults..
- Teach a class in magic or misdirection at a local community college.
- Get an agent.. a REAL agent.
- Pursue a cruise ship gig..

- Write a book.
- Prepare a lecture.
- Send that trick to Penguin or Murphy's.

(I know 'some' of you excel at a number of these tasks already.. but the vast majority of us don't. These are just a few of our 'roads not traveled' ...)

Remember what Robert Ringer said? "The results you produce in life are inversely proportional to the degree to which you are intimidated..."

And who is our number one intimidator? Without a doubt.. <u>the man in</u> <u>the mirror</u>..

• Don't be intimidated...

Sometimes, when pursuing new endeavors, you take baby steps.. and sometimes you take giant leaps. Either way, you project yourself onto a new path... and that, my friends, leads to new destinations. Wasn't it Albert Einstein who said.." The definition of insanity is doing the same thing over and over again and expecting a different result." 'Doing the same thing' is synonymous with 'traveling the same road'. Don't expect your road to take you somewhere today it didn't take you yesterday.

• Eliminate regrets...

Remember, in the business world, (and the Magic world) you rarely regret the roads you take.. It's the roads not taken that keep you awake

at night. (Says the guy who thought Google.. at \$88 a share.. was overvalued.)

I honestly wish success upon EVERY ONE of you. I'd love to get an email from Penguin tomorrow selling your new, killer effect. Your success encourages me... it doesn't intimidate me. That's why I sincerely want to see you step outside your comfort zone an become the Best YOU. Make it your goal this coming year to do something you never imagined yourself doing.

• Surprise yourself !!

If I had listen to my self-doubt in 2004 when contemplating the first issue of the Magic Roadshow, there wouldn't have been a Magic Roadshow. I had absolutely NO idea how to publish a newsletter, or what to put in it for that matter. Looking back at the first issues now.. I cringe. 213 issues later, I'm glad I stayed on this path.. because I've met some of the greatest people in the world along the way. Thank You !!

One of my all-time favorite saying goes: There are three types of people in this world... Those who make things happen. Those who watch things happen.... And.. Those who wonder what happened.

My Friends.. Don't be in the last two groups. Get out of your comfort zone.. Make things happen..!!

- Rick Carruth -

A.C.A.A.N. the Warrior! - Paul A. Lelekis - An Effect (Any Card At Any Number)

EFFECT: A peeked card is found at the number given between 1 and 52, by another spectator!

METHOD: This method has probably been used many times - it's just my particular handling of a wonderful classic of magic.



Have deck inspected and shuffled by a

spectator. Now you will perform a standard peek at the outer right corner while turning your head. As soon as she says, "Stop!" quickly show her the card and then move your hands to show the card to the others present. (At this point, employ a subtlety of mine called The Lost Peek.)

The Lost Peek is a ploy that I've used for many years and can be devastating to the layperson or even to magicians. IT WORKS EVERY SINGLE TIME!

THE LOST PEEK

When you have shown the spectator this "peeked" card, turn to show the other spectators...THEN as you turn back to the original spectator, "accidentally" let the right finger slip and pretend you lost your place with the card, even though you still have a left pinky break below the selection. I PROMISE YOU, this ploy works beautifully, every single time. They will really think you lost your place! Act apologetic and appear very concerned for your error. At this point you should immediately ask the spectator if she saw her card.

She will indicate that she did see her card. Turn and ask the spectators the same question – but you KNOW they saw it.

The reason you should ask the spectator immediately if she saw her card, is that she will be caught off-guard and will say, "Yes"!, every single time.

If you wait too long, she may feel bad for you and say, "That's, O.K.! You can do it again!" You DO NOT want her to say this...so ask immediately!

With all this commotion going on, it is a very simple matter to Pass or undercut the 7D to the bottom and then undercut it to the top. Act as though you goofed!

At this point, give the cards a tabled riffle shuffle (if you have a surface!) dropping the last card on top of the selection. You want the 7D, second from the top!

However you do this is fine, because the spectators are NOT paying attention to what you're doing. You may even use a quick series of undercuts to get it second from the top, just relax and do it...it "flies" every time!

Drop the deck onto the table (if you can) and act as though you are devising some sort of an alternative plan to compensate for your "booboo"!

Then remove a piece of paper - or your card - and ask that the spectator write the name of her selection onto the back of your card

and turn it face down - but don't show it to you...you are still acting as if you're thinking how to get out of your "boo-boo"!

Ask another spectator to think of any number between 1 and 52.

But before she can settle on a number, turn the top card of the deck, face up, and say, "...well any number except ONE! I want to show you how this works first!" The very reason for the above statement is so she won't pick the number "one".

Now with the top card face up, grasp it and the face down, 7D, below it, in right hand Biddle grip. Don't pick up the double yet!

*Ask her what her number is (let's say it is 17) and then drop the double onto the table and immediately start turning cards face up on top of the table at a fairly rapid pace until you reach "16"! Now leave the seventeenth card, face down on the deck!

*(See NOTE below for an alternative!)

Now say, "I counted that kind of fast – let's make sure there are 17 cards!" Drop this face up pile, back on top of the deck.

Start the count again, and more deliberately, by counting each face-up card onto the table. You will count 16 face-up cards and then take the 17th card (the face-down 7D) and lay it, face down, on top of the face up cards.

Ask the other spectators if they remember what the name of the selection is. When they say, "Yes!", ask them to name it.

Reiterate as you say, "On my word - I have NO idea what her selection is!" You really don't!

Ask the original spectator if that is the selection that she wrote down on your card (or on a piece of paper). Then ask to see it.

Reveal the face down selection for the conclusion.

This trick is very, very strong!

*NOTE: If you are wary of dropping the back-to-back double to the table at the start of the count, you may opt to hold the double in Biddle grip and use the left, long side of that double to flip up the "second" card atop the deck, placing it on top of the double in your right hand.

Continue quickly flipping more cards, face up, from the top of the deck and on top of the growing pile in your right hand as you quickly keep count, out loud.

When you have a few cards in your hand, just drop the disheveled packet onto the table and then continue counting until you reach one number short of the called number, in this instance, leave the 17th card, still face-down, on top of the deck and continue as stated above.

Paul A. Lelekis –

You can view ALL of Paul's ebooks, at Lybrary.com .. They are, undoubtedly, one of the best values in all of magic.. Many are now considered underground classics and are available for IMMEDIATE download...

http://lybrary.com/paul-a-lelekis-m-163788.html

TOUR DE FORCES - Michael Breggar - Installment 2

In this installment, we'll tap a couple of number forces. These are both very versatile and I use them all the time when I need to ... wait for it ...

force a number! Both are easy to execute, but, as with all forces discussed in this column, and in general, they should never be performed as the trick itself. So think of forces as one would think of a sleight: a deceptive method to enable an amazing outcome or effect. Here we go...



Turn Up the Heath.

Royal Vale Heath devised a large number of interesting forces over the years. In his 'Mathemagic' book (1933) he described a very effective force idea. It was one of Gene Grant's (AKA Phantini) favorites and certainly is one of mine.

As an example, it works like this. A folded piece of poster board and a marking pen is handed to a volunteer. The folded board is held shut by a couple of colorful "bulldog" clips. A jumbo deck of cards is introduced and mixed by the magician.

"We'll need a couple of two-digit numbers between 1 and 100. And so you don't think I'm doing anything sneaky, I'll call out my number first. Oh... since a deck of cards has 52 cards in it, let's each use a number higher than 52, OK?"

Once you are sure your helper understands, think for a second then shout out "75". You ask your helper to write 75 on the top third of the board. Now, you ask your subject (or anyone else in the audience) to shout out their number. Let's say they call out 63. You have the boardholder boldly write 63 directly under first number (75).

Turning to the person with the board, you instruct them to ..

"add these two numbers together. And if the total is greater than 100, just cross out the '1'. We don't need such a big number!"

Adding and writing, directly under the first two numbers they scribe the total 138 (because, 75 + 63 = 138, of course!) and then strike out the 1. A big "38" is now the focus.

"Finally, to make things <u>really</u> random, subtract that number, 38, from the random number called out just above it. 63. And put a big, bold circle around that final number."

Doing this, the spectator winds up with 25 (63 - 38 = 25) and encircles it.

"Obviously," you continue, "had any other numbers been called, you would have ended up with a different circled number at the end, right? But, here we have arrived at number 25."

Turning to another spectator, you ask them to take the shuffled (jumbo) deck and deal down to the 25th card and place it aside. It is the Queen of Hearts.

"Somehow, I had a feeling this is where we'd get to at this time: that you'd call the specific random numbers you called, that you'd deal out 25 cards and that card would be the Queen of Hearts. Yeah, really! No kidding!" With that, you instruct the board-holder to remove the clips and unfold the posterboard. On it, in big red letters is printed "THE QUEEN OF HEARTS RULES!"

Number Please.

Heath's number force described above will always get you to 25. Whatever card you wish to force, beforehand place in the 25th position of the Jumbo deck. Later, when you "shuffle" the Jumbo deck, do an overhand-shuffle-like mixing of just the top (or bottom) 20 cards. This does not disturb the force card and move it to another position. (A Jay Ose false cut works equally well).

Of course, the name of the force card is written in large letters on the poster-board, which is then folded and held shut with the clips (or anything else that holds things together and is fast and easy to remove).

Now, the math-y part. The two two-digit numbers called must be greater than 50. So, the motif of asking for numbers greater than the number of cards in a deck works nicely! You always go first which totally diffuses any thinking that your number was based on their number to make the trick (and math) work.

Ironically, it does just that, even though you call first! Your number is always 75. They can truly call out any other number (between 50 and 99) and the math noted above will work out forcing 25.

If you wished to have your force card in any other position (less than 50), just subtract that position number from 100. And that is the number you will call out. For instance, you do a trick and need a card at position 13 (or, need to force the number 13). 100 - 13 = 87. So the number you shout out is "87". Try it. Works great doesn't it? (It is

possible they may end up with a negative number when they do the final subtraction. Such is the case in this example if they call, say, 54. 87 + 54 = 141. Remove the leftmost 1, you get 41. 41 - 54 = -13. Either just ignore the minus sign, or always have them subtract the small from the larger number.)

There are LOTS of opportunities here. Book test anyone...?

Enter the Matrix Force.

I have also always been a fan of what has been called the "Matrix Force." This is motored many of my effects over the decades and the one described below is absolutely one of my favorite applications of the force. It has been a staple of my parlor shows. I have published it in both my column in The Linking Ring, and in my comedy card magic book The Expert at the Cod Table. Give it a try; I am certain it will become one of your faves as well.

"Hot Dates"

"Everybody has a lucky playing card. Did you know that? Did you ever pick a lucky playing card? Well, if you picked it, it may not be the right one... you see, the card needs to pick <u>you</u>!"

By now, you have removed a deck of cards from its box.

"We must start with a complete randomizing of the pack of cards. Lift off a packet of cards like this. Give it a good mixing, then place it faceup here so everyone can see it is really mixed and there is no funny business happening."

You lift about a quarter of the deck and give it a brief overhand shuffle then place the packet face-up on the table. You direct your helper to place her packet on top of yours. "Nice shuffling, Marilyn," you state as you push the shuffled, assembled deck to the side for a moment.

"Now we move from randomness to personalization. This must be based on you and your birthday. And by the way, I have a little birthday wish for you!"

You now bring into view 5 or 6 typical hanging wall calendars. Each with different themes and designs.

"Find a calendar with a subject that really intrigues you, then pull out the page with your birthday month."

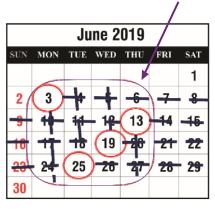
Marilyn somehow finds a calendar that encompasses several favorite things: cats shopping in Paris. You comment about the selection as she tears out the page for JUNE.

"We are well on our way to personalization and learning more about you! We now know you were born in June and you like Paris and shopping and cats, though not necessarily in that order! Purple box Now let's do some more randomization."

Handing her a wide-tipped PURPLE marking pen. "With

this marker, draw a big box around any 16 days. Four days across and four days down. You can draw this big box anywhere on this calendar page, just be sure that one of the days in the box is your birthday!"





Since Marilyn's birthday is the 25th, she

draws a box enclosing June 3rd, 4th, 5th and 6th across the top and June 24th, 25th, 26th and 27th on the bottom.

Handing her RED and BLUE marking pens, you continue, "Now let's start with your birthday. What day is it? The 25th? OK, with the red

pen, put a circle around it, and with the blue pen, draw a horizontal line through the rest of the days in that row, then a vertical line through the rest of the days in that column. This protects your birthday and takes the other days out of play for now."

"Now will someone in the audience please call out any other number you see that is in play?"

"We heard '13', so as before, take the red pen, put a circle around day 13, and then as before, put a line through the rest of the days of that week and, vertically, through the rest of the Thursdays of June."

One more "open" date is asked for. This time, Monday the 3rd is selected, then circled. The other days of that week are stricken as are the remaining Mondays.

"In your randomly selected grouping, Marilyn, the 19th is the only open day remaining, so put a circle around that one too".

You show that in this randomly selected calendar, four days have been randomly selected. Other than her birthday, neither Marilyn nor you nor anyone else could possibly have known which days would be selected.

"We've gone through randomization and personalization in the process of finding your lucky card. Now, we need to add some cosmic dissonance! Believe it or not, fate dictates these numbers will point you towards a card in this deck ... which I will remind you was fully shuffled by you before we started. Take these four numbers and add them together."

Marilyn totals 60.

"Well, a standard deck of cards only has 52 cards... so... we'll add the 6 and 0 together. Six! Perfect! Now take the deck you shuffled and count down to the 6th card. And that will be your lucky card!"

Marilyn does just that and discovers her lucky card is the **7 of Hearts**.

You slide a little envelope towards Marilyn. It has been on the table for a while. "I said I had a little birthday wish for you."

She opens the envelope and finds a birthday card. She opens the birthday card and out falls a **7 of Hearts**!

I Love, I Love, I Love My Calendar Grid!

I truly do love the "Matrix Force" and its many variants. The calendarizing of this force was brought to light in 1938 by Walter Gibson ("Date Sense," The Jinx #41) though many credit Mel Stover's "Days of Force"

found in issue #77 of The Phoenix (1945). In Stover's "Irrisistible Force" (purposely misspelled, so it is said, and found in The Phoenix, #340, 1957), the calendar is ditched and a "magic square"-type arrangement is used to force any number you choose.

Number in top corner	total	result
1	52	7
2	56	11
3	60	6
4	64	10
5	68	14
6	72	9
7	76	13

This has since been elaborated upon by fabulous works by Martin Gardner, Max Maven, Harry Lorayne, T.A. Wate<u>rs and</u> <u>several others. It is an ingenious</u>

mathematical engine that allows for truly magical effects. It is well worth your time researching and studying (drop me a line and I'll help you start your search). If you can find it, Thomas Henry's Hidden Numerical Forces has some great details about this and other fabulous number-based forces. It's a great read with some fabulous principles.

It's the number only that is forced in our demonstration; the calendar and month are not forced. If you follow the procedure just as noted here, amazingly, only seven outcomes are possible. It is all dependent upon the number in the upper left corner of the 4-by-4 day square drawn by Marilyn at the start of the effect. To make it "personal," I have tied all of this to her birth month and day (making sure her birthday is within the square and that it is the first of the three numbers called out). A nearby deck of cards has known cards in positions 7, 11, 6, 10, 14, 9 and 13. A false shuffle, as noted above, keeps them in place.

I have seven small envelopes in my pockets (I place 1 - 4 in my left jacket pocket and 5 - 7 in my right). Each envelope contains a little birthday card or note and a duplicate of the cards in the seven positions. As soon as I see where the upper left corner of the drawn square is, I immediately extract the correct envelope and place it on the table. I do this under the pretense of removing the different colored marking pens from my pocket (to be used in the circling/striking-out procedure).

This remarkable method is pretty versatile. Stover used it in a book test; the "total" was the page number turned to, the "result" was the word to be thought-of. I have found other many other uses for it as well.

If you are interested in the math behind the workings, hop over to <u>http://www.jwstelly.org/TheCalendar/MagicMatrixForce.html</u>

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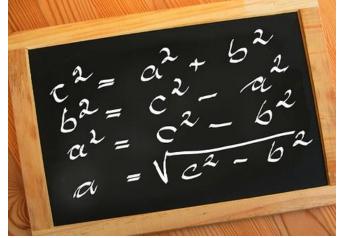
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Email Michael directly at: mbreggarmagic@gmail.com

Theory of Equivalence - A Perplexing Dilemma

The Original source of this effect is unknown.. It was shared by **Abbott's Magic & Bob Durante**, and extrapolated by Rick Carruth for the Roadshow..

Albert Einstein is best known for developing the theory of relativity, but he also made important contributions to the development of the theory of quantum mechanics.



Einstein is credited with the

creation of many mathematical oddities not easily explained by other means. That said, I cannot find written evidence where Einstein devoted any amount of time to puzzles or card tricks. It makes for a good story, but in reality it's probably not true.

Einstein came to the United States permanently in 1935, in part to avoid the impending war. Later, he joined with fellow mathematicians and physicists John Von Neumann and Kurt Godel at the Institute of Advanced Study in Princeton NJ, where he remained until his passing in 1955.

Some twenty years later, students conducting research in the Institute's library uncovered a stack of research papers with a very perplexing problem. On one of the pages, someone had drawn a circle with a triangle inside and various numbers both at the corners and along the

perimeter. Two of the students copied the drawing before placing everything back.

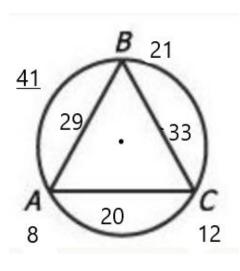
Over the next few weeks, the students encountered a roadblock. Despite their best efforts they couldn't determine HOW the circle arrived at an apparent 'answer'. They took their research to a professor who was equally perplexed. The group went back to the original papers, hoping to find a key to the problem. Unfortunately, nothing on the other documents gave a clue to what the group had named their "Theory of Equivalence'. Unlike 99% of all mathematical problems, they knew HOW this mathematical oddity worked.. they just didn't know WHY it worked.

In time.. researchers tried to tie the puzzle to Einstein. Handwriting on some of the other papers looked very much like that of Einstein. There were also writings that closely resembled Von Neumann. So, the researchers were left only with speculation.

The researchers eventually went public with both the drawing and their findings. I will detail the contents of this anomaly.. and let you draw your own conclusions. Enjoy...

- Draw a circle..
- Draw a triangle inside the circle
- Place a dot in the center of the triangle for reference.
- The point where two sides of a triangle meet is called a vertex. Go to the upper vertex and place a 'B'.

- Go to both the lower corners (vertex) and place the letter 'A' on one and a 'C' on the other.. (see photo)
- Ask a spectator to name any number from 1-50. Place this number at point A. (It can be larger numbers, but let's keep it simple for now..) In this example they chose an 8
- Ask a second spectator for another random number and place it at point B (21)



- Get a third number and do the same for point C (12)
- Add A and B.. and put the sum outside the triangle, but inside the circle, halfway between the two points (see photo 29 in this example)
- Add B and C.. put the sum outside the triangle, but inside the circle, halfway between these two points (see photo – 33 in this example)
- Add C and A and repeat as above. (20)

This is the 'base' for the puzzle. Remember, EVERYTHING is RANDOM.

- Add the A number to the sum of B and C .. (41) A was a random number.. and the sum of B and C was the sum of two random numbers. Write this numbers down outside the circle and below the B and C sum.
- Add the B number (21) to the sum of A and C (20). Write your answer down outside the circle near the A and C sum..

- Add the C number (12) to the sum of A and B (29).

The three numbers outside the circle SHOULD be a random hodgepodge of numbers. Right?.. All three numbers were random. A random number, added to the sum of two other random numbers, should NOT match two other sums.

Instead, in this example, everything totals 41. Everything...

Credit Einstein? Credit Von Neumann? Credit the janitor..? We may never know. But in the meanwhile, show your friends and enjoy a good mystery.

**Editor's Note: The information in this article unrelated to the performance of the effect itself may not be factual. In other words.. "*Don't quote me*.."

Rick Carruth

ShareMagic: Live for Ukraine -

On Sunday, April 10th, our friends at Vanishing Inc. sponsored **ShareMagic: Live for Ukraine**, an online 'convention' to raise money for Ukraine. Afterwards, the entire convention was posted to Youtube. You can still both watch and contribute by clicking the link below.



By contributing an amount of your choice, you will be able to view this extended lecture on the Vanish website ... Help the good citizens of the Ukraine and learn new magic by contributing today..

Total run time: 4 hours and 9 minutes..

- 12:00pm Opening with Joshua Jay and Andi Gladwin
- 12:10pm Chad Long performance and talk
- 12:25pm Carisa Hendrix talk and performance
- 12:40pm Archie Manners performing magic at the border
- 1:20pm Victor Pina talk
- 1:30pm Avi Yap lecture
- 1:45pm Ondřej Pšenička performance
- 2:00pm Five new sleights from Ollie Mealing
- 2:15pm Henry Harius lecture
- 2:30pm John Guastaferro lecture
- 2:50pm Asi Wind interview
- 3:10pm Jeki Yoo lecture

There is nothing to download.. and you can watch the entire convention online after making the contribution of your choice.

https://www.vanishingincmagic.com/free-magicdownloads/sharemagic-for-ukraine-bundle/

I never push magic on people. I want them to feel comfortable... comfortable enough to say, 'No thanks.'" – Jay Sankey (Beyond Secrets by Jay Sankey, pg. 95)

Lives of the Conjurers, Volume 2 & 3 – Free PDFs

Professor Solomon

A magician with a degree in English from Harvard, Professor Solomon is also a *findologist*—an expert at finding lost objects. We have featured works by Prof. Solomon in past Roadshows, and we're excited to offer these two great ebooks for free. Look for a number of other free ebooks on the Professor's site... Volume Two features:

- CARDINI He seemed bewildered by his &
- BLACKSTONE "The Last of the Great Magicians"
- LEON MANDRAKE He wore a turban or a top hat— depending on the gig
- DUNNINGER Was it true that the renowned mindreader couldn't read the mind of a gnat?
- DAVENPORT BROTHERS Their spirit cabinet brought them fame. But were they mediums or magicians?



- PROFESSOR NEUMAN He had misread a mind and the police hauled him away
- THE GREAT LESTER Did he have the exclusive rights to that name?
- GEORGES MÉLIÈS A magician who transformed himself into a filmmaker

• CHARLIER No one knew where he came from or where he finally went

• MAX MALINI He learned his trade as a youth, in a bar on the Bowery

• MYRUS THE MENTALIST An ordinary fellow with extraordinary powers?

• JOHN CALVERT At the age of a hundred he was still performing

• DE SARAK Was he a Tibetan adept, with psychic powers, or an egregious fraud?

• THE BANANA MAN From the pockets of his coat he pulled hundreds of bananas

• PROFESSOR SOLOMON As promised, he produced an elephant (or at least its trunk)

• DANTINI THE MAGNIFICENT Magician-in-residence at a Baltimore bar

160 pages. Illustrated.

Free download of entire book: <u>lives-of-the-conjurers-two.pdf</u> (7.2 MB file)

Lives of the Conjurers, Volume Three

• HOUDINI (Part I) The story of the escape artist who became the highest-paid performer in vaudeville.

From his early days as a newsboy, to his years struggling in beer halls, sideshows, dime museums, and other lowly venues, to his success as the Handcuff King, to his rise to international fame.

(His fateful encounter with Sir Arthur Conan Doyle and spiritualism, and subsequent campaign against fraudulent mediums, will be the subject of Part II.)

• LARRY WEEKS A master juggler, he dwelt amidst a chaotic collection of magic memorabilia—including the sole surviving copy of *The Grim Game*, Houdini's lost film.

• MARTIN SUNSHINE Every summer for 35 years, he donned a fez and performed at a resort as Kismet the Magician.

• LUNG TUNG Once the Court Magician to the Empress of China, he had been reduced to passing the hat in hotel lobbies. But he could still hear the sounds of the court and the reverberations of the gong.

127 pages. Illustrated.

Free download of entire book: <u>lives-of-the-conjurers-vol-3.pdf</u> (6 MB file)

Also.. look for Volume 1 at:

Web site: http://www.professorsolomon.com

The 2021 Penguin Magic Awards - The BEST Magic of 2021

If you missed the live broadcast of the Penguin Magic Awards the first

week in March, here are the results.. "We want to shine a spotlight on the very best products of the year, voted on by the magic community."

One hour video with previews of all the downloads, tricks, decks, lectures, and P3 Products that were nominated.



https://youtu.be/LOd7bPavsqs

The Gilbreath Principle and a Great Effect - Video Tutorial

The Gilbreath Principle is one of the most intriguing aspects of magic. It works.. and it's never obvious to anyone. **Rudy Tinoco** explores the concept and teaches a very nice effect in this Magician's Forum video..



http://magicmysteries.org

Learn A \$100 Card Trick - Jay Sankey - Video Tutorial

Want to learn a cool effect that uses a set of sleights any magician can do? I promise.. you can do this with a minimal amount of practice.. and you'll not only fool your audience.. you'll fool yourself with this classic move...

"Magician and comic Jay Sankey shares the extremely cool secrets to this mindbending street magic card trick. It looks so FAIR, but you are in total control the entire time!"



https://youtu.be/7JFMW5O-0SM

Magic Manuscripts from Tom Salinsky – 5 Free PDF's

(This was borrowed from **Issue #176** of the Magic Roadshow. July 2016. While looking for a specific effect last week, I came across this post and thought there would be plenty of new readers out there who would appreciate this...)

To quote Tom's site.. "Inside you will find various magic manuscripts that I once sold and am now giving away. Feel free to tell me how much you liked them, or if you really want, to express your thanks by dropping a few coins in the bucket..." Thanks to Michael Lyth for the link!

Order This World – Effect

Do we need another version of Paul Curry's famous effect? Well, maybe. I fell in love with the plot as soon as I heard it, but I hated the idea of switching the markers. This, to me, created a "bump" in the magical narrative which made the spectators suspect that something fishy was going on, even if they 't know what.



http://tomsalinsky.co.uk/orderthisworld.pdf

Pre-coin-ition – Effect

The mentalist pours five different coins into the spectator's cupped hands and commands the spectator to shake them up and then arrange them on the table in whatever configuration seems appropriate. The spectator then eliminates four of the coins leaving only one remaining. The spectator is reminded that the coins were freely shaken and then arranged, and is then directed to pick up the mentalist's business card which is lying undisturbed on the table. On the back is written "You will choose the 10p coin which will be tails up". This prediction is perfectly correct.

http://tomsalinsky.co.uk/precoinition.pdf

Seven Tricks With Cards -

1. Gemini Twins Plus. A little self-working gem revisited and tweaked.

2. Forget-me-Not. Ever had a spectator forget which card they picked? This trick will have them doubting their memories forever.

3. Double Prediction. First you predict which card they are going to pick – then they predict which card you will pick. They can even force you to change your mind as often as they want before the revelation.

4. A Stab in the Dark. A two-phase card-stab routine designed to catch them unawares.

5. Your packet of six cards and your spectator's packet of six cards turn out to be in the same red-black order.

6. Sandwich To Go. Is this the fastest, cleanest sandwich effect ever?7. The Trick Deck Trick. A neat variation on Red Hot Mama, with four phases of increasing strength, wrapped in a cute presentation you'll love.

http://tomsalinsky.co.uk/cleansimpledirect.pdf

Apple Turnover –

This was the result of playing around with an impromptu Card-at-any Number. It occurred to me that if you dealt cards face up and then the card at the appropriate number face down, it might be possible to pull a switch and thus deliver the appropriate card at the appropriate number. Already my solution was veering towards a different effect altogether (Paul Curry's "Open Prediction"). The problem, once I'd figured out how to pull the switch, was how to motivate the delay between dealing the card face down and revealing its identity. As I worked at that idea, I moved even further away from Any card at any Number.. and in fact ended up at Voodoo Decks. I realized at this point that I was simply using this procedure as a force and with that in mind, I came up with and Card and Number.

http://tomsalinsky.co.uk/appleturnover.pdf

Cold Business-

"Bold Business" by Patrick Kuff (from "Mind Stunts") seems like a killer effect. An anytime, anyplace, anywhere drawing duplication. All you need is a few business cards, a pen and a victim! However, the first few times I tried it, people spotted the peek right away. Maybe this was my poor technique, but in any event I went back and tried to come up with a handling which suited me better and allowed me to cover my tracks more. This is it.

http://tomsalinsky.co.uk/coldbusiness.pdf

Holidaze - A Classic Effect from Abbott's Magic - Tutorial

I think many of you will recognize this effect by a number of different names. (Missing Square Illusion, Impossible Missing Square) It's been around. According to Martin Gardner, this particular puzzle was



invented by Paul Curry, in 1953. However, the principle of a dissection paradox has been known since the start of the 16th century.

That said.. I STILL like it.. and think it's ideal for the right audience. Holidaze is one of those effects that only gets a shrug from some.. and leaves other totally perplexed. I love performing it for the latter..

(Quote) For several years Abbotts has been including "freebies" with orders. A trick with no strings (or threads) attached. The idea for presenting a free magic trick without strings had to meet certain criteria.

1) It had to be something that could be emailed. Postage on a free trick would be too expensive.

2) It had to be something you could do right away.

3) It had to be something tangible rather than just instructions or a book. We wanted an actual prop(s) that could easily be made with a printer.

4) It had to be something the entire family could play with and learn5) It had to have something to do with the Holidays

We came up with Holidaze, an online version of an old Abbott effect called Dollar Daze (which is why there are dollar sign versions included). Greg Bordner, owner of Abbotts Magic and Novelty Company, remembers it from when he was a child. (Unquote)

http://magicroadshow.com/wp-content/uploads/2022/04/holidaze.pdf

Thanks again to BOB DURANTE & ABBOTT'S MAGIC <u>https://www.abbottmagic.com/</u> <u>https://www.zap-entertainment.com/</u>

Impress The Ladies - Card Trick Tutorial Video Mismag822



I enjoy effects with a kicker.. and the appearance of the four Queens -after- you assume the effect is over adds a nice punch to this performance. It's easy enough for anyone to perform.. and impressive enough for your next magic meeting.

"Easy amazing beginner card trick that will impress the ladies... and your friends, revealed in this

tutorial."

Posted by one of the Magic Roadshow's favorite creators.. Mismag822

https://youtu.be/pP62ItKghhM

Swing False Cut Tutorial - Used in the tutorial.... (not required) <u>https://youtu.be/4vA8VjyDLx4</u>

20 Magic Tricks For Kids - Article and Video Tutorials

I found an interesting article in a blog titled **Mom Junction**. Some of these tricks for kids are really very good. I'm a sucker for stuff like this, as it takes me back to my youth and a time when I would have performed back flips for an hour to learn a trick like



some of these.. I've included the first trick and a video to give you an idea of the content.. Original article written by Harshita Makvana..

https://www.momjunction.com/articles/magic-tricks-forkids_00456089/

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One of the great things about getting old is.. you learn tricks like this.. you forget the tricks you once learned.. and then when you see them again, they seem like something new.!! This trick could easily be performed for adults as a mentalism effect. A little tweaking here and there, and you're good to go... If David Blaine could pull off his 'Ashes in Palm' trick.. you can do this...

Many of you have performed this in years past.. but there's always a group who have either forgotten it or never knew it. This is for you....

The Sugar Cube Magic Trick



the same trick...

Yes, this effect has been around for many years. I'm sure some of you have performed the Sugar Cube Magic Trick at some point in your career, but I'm also sure many of you have forgotten how good this simple effect can play.

I know at least one magician who secures corporate gigs showing this to decision makers. He has sophisticated it up... but it's Write a number on a sugar cube, melt it but save the number magically. This is Science. The graphite (carbon atoms) in the pencils transfer easily to the human skin. You will need:

A pencil Sugar cubes(use Imperial Sugar or Dixie Crystals) A glass of water

How to do the trick:

Have someone from the audience pick a number from 1 to 10. Write that number on a sugar cube using a pencil.

Pick up the sugar cube and squeeze it against your thumb, the number will get transferred on your thumb.

Now drop the sugar cube in a cup of water and allow it to melt. Ask for your volunteer's hand and press your thumb against his/her palm. The number will transfer to the palm.

For a magical effect, ask him/her to wave their hand over the glass of water and see the number appear on their hands!

Video Tutorial - <u>https://youtu.be/Zgl_dd1gV_Q</u>

Five Easy Magic Tricks For Kids - Video Tutorial

Five more... from Wayne Kawamoto

Every magician should know four or five magic tricks for kids. I am a magician now



because of several magic tricks shown to me when I was about 6 years old. Don't miss the opportunity.

Wayne Kawamoto teaches five easy magic tricks that let kids magically multiply money, levitate a playing card, vanish objects and more. All of the magic tricks are simple and quick for kids to learn and perform. And they're great for magicians who would like to teach kids some easy magic.

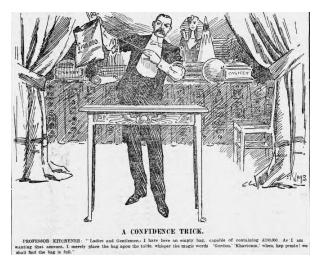
http://magicblog.org

If you are new to the **Magic Roadshow**.. or if you somehow missed our last issue.. step right up and download it here...

http://magicroadshow.com/wp-content/uploads/2022/03/MAGIC-ROADSHOW-SPECIAL-12.pdf

The Top 10 Conmen of All Time - Article

What do Conmen have to do with magic? Well.. magicians sometimes represent themselves as hustlers or gamblers. I know.. you have to shield your eyes with your hands blocking the sun to see the connection.. But.. It's STILL interesting. "Since the dawn of time, people have craved instant riches. Some of the more devious of their fellow citizens have exploited that human desire and forged their own path to a fortune.



Here we look at the leading exponents of the art of taking advantage of people's primeval urge to get something for virtually nothing.

The simple rule to learn from this is that if something sounds too good to be true... it almost certainly is."

https://www.casino.org/blog/top-10-conmen/

Rewrapped.. by Brandon David and Chris Turchi - A Review

Gimmick and Online Instructions

This is the Ad Copy: ReWrapped is the ultimate chewing-gum life-hack!

Imagine this. You take your old, chewed piece of gum. You stretch it and snap it back into a brand new gum stick. Then, the gum stick visually wraps itself in



its original packaging! Now you have a fresh, 100% real gum stick ready for you to re-chew or save for later!

Devised by the creative duo behind "Envy-Lope" and countless other amazing effects (Brandon David and Chris Turchi), ReWrapped allows you to take a familiar everyday object and perform a mind-bending visual chewing gum restoration! Your spectators will think you've discovered a real-life infinite glitch! Customizable to assorted brands of gum across the world!

Detailed instructions with Brandon and Chris Resets in seconds Easy to perform Takes little pocket space Perfect for socials and professional occasions Highly Visual Restore your gum again and again and again with this refreshing take on visual gum magic!

This is ReWrapped, by Brandon David and Chris Turchi!

My Thoughts:

First... After creating my own gimmick and performing for both friends and strangers, I can say the ad copy is fully correct. There's NO stretching of the truth to hook us poor magicians. That said.. here's my thoughts.

ReWrapped is very strong transformational/restoration magic. A piece of gum is removed from the mouth. You stretch the gum between the fingers to display its malleability.. And in a blink of an eye.. you show the gum to be fully restored to its original stick form. Then, almost as quickly, you show the stick ReWrapped.. You can then unrap the gum and put it back in your mouth. Don't believe me? Watch the video...

ReWrapped is a quick trick. You know... one of those tricks that's over before you have time to realize you need to pay attention. There's nothing wrong with that technique, and its suddenness certainly catches the spectator's eye.

ReWrapped is a remake of Sticky Situation by Andy Leviss. I've seen Andy's effect performed by both Justin Flom and Rick Lax with great success. The difference is ReWrapped claims to be a more advanced version. I can't say for certain as I am not familiar with the handling of Sticky Situation.. other than the promo trailer, which on the surface looks very similar to ReWrapped. I'm making an educated guess when I say ReWrapped probably offers a more sophisticated gimmick and 'possibly' eliminates a switch. Forgive me if I'm wrong...

Everything is carefully and meticulously explained in the 44 minute video. A gimmicked piece of 'gum' serves as the base, and you are shown, step by step, how to create the finished gimmick. There IS some DIY involved.. although it's primarily wrapping the gum with your favorite brand of chewing gum paper. Provisions are made to allow you to use different brands from different parts of the world.

I'm going to publish the table of contents from the instructional video. I think I can do this without giving away too much. It will give you a good understanding of what's covered....

What's in The Box Dressing The Gimmick The Gimmick Different Handling Performance Explanation Paddle Move Details Angles Patter Toss Display Mouth Stretch Simplified Version Snap-Restore Details

Again, the video is 44 minutes, a little on the long side, and taught by Brandon David and Chris Turchi in an informal setting. There are closeups of any critical construction, and you should only need gum, a pair of scissors, and a little double sided tape to complete any and all work.

If you like quick magic, I could almost say 'startling magic'.. definitely consider ReWrapped. There's no doubt you'll have some very surprised and astonished spectators.!!

\$24.95 .. From Murphy's Magic and their Associates..

https://www.murphysmagic.com/product.aspx?id=58256

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

Mental Dust by Quique Marduk - A Review

This is the Ad Copy:

The spectator selects a card and write the number and suit on a sugar



envelope. The magician opens the envelope, pours the sugar on the spectator's forearm and the selected card appears written on the skin.

It is the old and great "ashes on arm" trick but on the spectator's skin, and

can be done with ashes, salt, sand, pepper or any dust.

You receive a special gimmick and a holder to get the trick always ready to be performed.

3 patterns available: 8 of Spades, King of Clubs or Waves (ESP cards)

Includes a video download with explanations and ideas.

My Thoughts:

Mental Dust is a smart take on the classic 'Ashes on Arm' effect. It was a sensation when it was first introduced.. and I can honestly say I've truly amazed spectators with this trick.

It is being offered by Quique Marduk.. creator of Osmosilk, Human Slot Machine, Portable, and A Bar Kadabra.. plus utilities like Triple Thumb Tip Holder, Harlequin Cigarette Holder, and Fake Egg.. among many other creations. David's Voodoo Ash was dependent on the magi being able to determine a name selected by a spectator, and then writing that name on his own arm with soap. Marduk's method results in the magi placing the identity of a card on the SPECTATOR'S arm.

He has created a special 'stamp' that can be kept in the performer's pocket until needed. A substance, provided, is placed on a small stamp which has one of three patterns.. 8 of Spades, King of Clubs or ESP Waves.. (one choice per purchase). This stamp is secured in a well-designed holder to keep safe until you're ready to 'stamp' your spectator. Of course, this is accomplished in stealth mode.. following suggestions from Quique.

Once the spectator has been stamped, the magi can force any of the three selections, and eventually reveal the 'prediction' on the spectator's arm by rubbing any one of a number of different substances over the unseen pattern.

The promo video shows the magi rubbing a sugar packet or salt over the pattern to make it visible, but you could also use darker substances for fair-skinned spectators, like ashes, when available.

Training is via Youtube video, about 9 minutes in length, and an enclosed instruction sheet with pictures. Also included is a Spanish video and written instructions.

Watch the Murphy's video to get a good idea of the outcome.

Included are one stamp of your choice, a stamp holder, a substance holder to allow you to rub the coating on the stamp, and a special holder to hold the stamp in position as you 'stamp' the spectator. The price is \$35.00, which is not too much to pay if you're excited about the possibilities. I don't think many performers will purchase at this price-point out of curiosity. 20-25 may have been a better price.

This is a straight-up effect, adding a nice twist to a classic. Good thinking and fairly simple handling make it desirable for all those who remember the reactions they received from the original Blaine effect.

\$35.00 .. From Murphy's Magic and their Associates

https://www.murphysmagic.com/product.aspx?id=71388

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

Unhanded - by JP Vallarino - A Review

This is the Ad Copy:

Imagine being in full control of a spectator's card, without EVER

touching the cards. Impossible!? Welcome to J.P. Vallarino's UNHANDED!

This is the ultimate card control utility - they choose, they sign, they cut, they shuffle, and they can even



place the deck back into the card box to make it completely sleightproof! You can have your back turned the entire time while sipping Pina Colada's, and UNHANDED will control of their selected/signed card for you!

And because you never have to touch the cards, the heat is never on you. UNHANDED can be used as a super easy peek, as a devious card steal, a card penetration, a fully hands-off transpo, or a miraculous vanish! From magic to mentalism, the choice is fully up to you!

-You never have to touch the cards

-The spectator does all the work, yet you still have control of their card -Over 2 hours of instruction - (We couldn't stop coming up with routines!)

-Includes sleight free routines for beginners

-Includes advanced routines for magicians looking to easily level up.
-Use it as a card steal, card control, in mentalism, card penetration, and a super easy peek

-Instant reset

-The power to control their signed and selected card is now in THEIR hands! But what you do with that, is entirely up to you... This is UNHANDED!

My Thoughts:

I recently received a number of items from Murphy's Magic for review. I was impressed by all the items, to some degree. But.. THIS item.. UNHANDED by JP Vallarino, was my favorite. My mind has been racing with the many possibilities and different ways this can be personalized by the performer to suit his style.

My goodness.. I don't know where to begin. So... let's start with a basic performance/handling and go from there..

JP has created a utility device that allows the magi to allow his audience to perform much of the magic.. and he can still take the credit. I don't want to say TOO much, but I want to say enough to answer your basic questions about Unhanded.

The magi, with a very slight bit of prep, can hand a deck of red Bicycles to a spectator. The spectator can then open the deck at any location and make a 100% free selection of a card.

(The magi has his back turned during the effect)

The spec then signs the card and places it face down on top of a face down deck.

The spec is then requested to cut the deck, and he can then cut it a second time or allow a fellow spec to cut it.

He then places the deck inside a red Bicycle card box.

The deck is handed to the magi, he recaps what just happened, and opens the card box.. dumping the cards back into the spectator's hands. The spec is asked to look through the deck and find his signed card. He cannot find it.

The magi can then produce the signed card from any location he chooses, including a pocket, a hat, or a wallet.

This is the most basic performance, and you can expand in so many directions from there.

The basic performance is created so a beginner can perform it for friends. More advanced performances include techniques like palming and double undercuts to achieve wildly different reveals. The advanced sleights are NOT required, and are made available so the magi can perform the same basic effect, with the same props, for the same audience, at different times. Aside from the basic handling, a second method involves the cards being dumped into a paper bag, after the 'magic' moment, along with the card box, and the signed card is found inside the box.

Another involves a 'do as I do' plot and a second, ungaffed deck.

A third effect is a sandwich effect, using a second Joker. And a fourth and fifth effect include an ACAAN effect and a card penetration effect.

This is only the tip of the iceberg.. as you will adapt effects you use in your current routines to these props. I would say '..the possibilities are endless', but that's so cliche.. although it's sorta true...

What's included? You receive a red Bicycle gaffed card box, a gaffed card (Joker), and approx. 2 hours and 15 minutes of video instructions. You supply a normal red Bicycle deck. Although the video may seem long.. it is full of additional handling ideas and additional effects. The basic effect is covered completely in the first 20 minutes.

-Maintaining the specs card on top.

-Double Undercuts

- -Basic spread controls and bottom steals
- -Applying key card principles
- -A special section on 'peeking' the selected card.

The video quality and sound are typical Murphy's Magic quality. No problems at all. You can watch everything online or download the video.. (1.93GB)

Needless to say.. I highly recommend UNHANDED, and at \$34.95 it is a real bargain.

JP published a compilation of performances to Youtube.. you can watch it at: <u>https://youtu.be/UgXqNbSA1D0</u>

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

https://www.murphysmagic.com/product.aspx?id=66091

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

The Vault - Moving Pen by DingDing - A Review Video Download

The Ad Copy states simply...

"This is a visual effect: a pen through a hole on the card and moves freely.

No magnets, no thread, easy to learn!"

My Thoughts:

DingDing is a young performer/creator who to date has created about 20



different effects for The Vault. This is his latest.. and definitely one of my favorites.

The magi shows two cards with a small hole punched in the middle of both cards. The two cards are shown front and back, and then one card is placed on top of the other with the holes aligned. A pen is stuck through the holes and, again, shown front and back. The magi then moves the pen up and down. As the top card moves with the pen, the bottom card remains stationary... which

-should- be impossible. Afterwards, the magi removes the pen and again shows only two small holes in each card.

DingDing has published about 20 Effects with Murphy's 'The Vault', including...

Hijack Hijack 2.0 Sink Coin Ink Permeation Amazing Straw Dice Through Card

Each effect ranges in price from \$6 to \$12 and involves a bit of DYI.. but not too much DYI.. as I am not a fan of creating your own gimmicks and probably wouldn't review Moving Pen if I were "put off".. Actually, it's not a bad idea to know how to create your own gaff from scratch.. providing it doesn't take hours to construct.

The Moving Pen tutorial video carefully explains everything you need to know in about 13 minutes. You will need a hole punch, some prepositional glue, an Exacto knife or razor blade, and a couple of playing cards. The tutorial uses two Queens and a blank card, but you do not have to use a blank. The gimmick can be created in 20 to 30 minutes. DingDing does a good job explaining and demonstrating everything you need to know. The video is a single shot and not overly sophisticated, but it doesn't need to be. No problems with the video or the sound.

Can you hand the gimmick out for inspection..? After your performance, you can openly show both sides of the gimmick.. but you cannot hand it out for close inspection.

Should you buy it..? Since this is a quick, visual effect.. I suggest you go to the Murphy's link and watch the video performance. It gives you everything you need to decide whether this is something for you. If you perform effects like the pen thru dollar, you'll enjoy performing Moving Pen. Remember, there's NO threads or magnets involved, and you can easily create several of these gimmicks at a time and they should serve you well through many performances.

\$12.00 .. From Murphy's Magic and their Associates.. https://www.murphysmagic.com/Product.aspx?id=72180

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

"One of the biggest mistakes that most people make is clinging to the excuse that the time isn't quite right to take action. In my experience, conditions are never right at the right time. The timing is always wrong. So if you're waiting for everything to be perfect before taking action, you have a foolproof excuse for never taking action." Robert Ringer author

Open Mic Magic - Virtual Magic Meeting For Magicians

Join us for a Free Show spotlighting the talents of Magicians and Mindreaders from around the virtual world.

Our performers will be performing material from their working sets that they want to refine, and new material that they want to try out and you will be seeing for the very first time.



The show starts at 8pm UK Time (3pm Eastern - 12 Noon Pacific)

(Performers please also register here by Booking a ticket) For more information, visit the website or Facebook Page.

https://www.ticketsource.co.uk/open-micmagic?fbclid=IwAR3GI_ksKd8l3ohQrpdSMh1fDwCpOB_7cGkk6KyuOQC 4nKtHMrrMCqH8Jq0

"BEYOND BELIEF WITH DAVID BLAINE" COMING SOON TO DISNEY+

As part of the National Geographic presentation at the Television Critics Association Winter Press Tour, Nat Geo content president Courteney Monroe has announced a brand new documentary series, "Beyond Belief With David Blaine", for Disney+. This new series presents a rarely seen side of magician and endurance artist David Blaine. This new documentary adventure series brings viewers along as Blaine goes on a global odyssey across remote



cultures, each embedded with unique histories and practices. He will hunt for extraordinary people — including shamans, fakirs and magicians who perform magic that defies what doctors and scientists think is possible — and convince them to share their secrets. Brian Grazer, Ron Howard, David Blaine, Sara Bernstein, Justin Wilkes and Matthew Akers are executive producers. Toby Oppenheimer is the executive producer and showrunner.

No release date has been announced for this new Disney+ Original series.

The Insider - Vanishing Inc. Interviews - Podcast

The Insider interviews a different, world class magician or mentalist each week.

Andy Nyman, Justin Willman, Teller, Yigal Mesika, Roberto Giobbi and Tobias Dostal are but a very few of the many interviews. You can listen on many different platforms and don't have to download anything to enjoy the podcast..



"Welcome to THE INSIDER. For three years, every week, we interview the most interesting and important magicians from around the world in just 30 minutes.

Hosted by Vanishing Inc.'s Damian Jennings, you'll hear from the Vanishing Inc. team and magic celebrities every single week. The show is available on our blog, YouTube, Apple Podcasts, Spotify, and almost every other podcasting app."

And best of all.. everything is FREE..

https://www.vanishingincmagic.com/insider-magic-podcast/

** Note: If you are slightly more 'visual'.. **watch** all the interviews on Youtube..

https://www.youtube.com/playlist?list=PLJAEZ04N1tQsNZfEU102Q9hS -tEIYPhHv

Calendar Math Tricks - Effects

Old as the hills.. and still enjoyable..

Simple enough for older kids.. and difficult enough to fool adults. This is another great example of math magic that can be used to fool adults. It's NOT complicated, and can be used by magicians to fool other magicians -and- the public. "This calendar math trick is yet another amazing math activity that lets kids (and adults) see just how cool math is! Just grab a calendar from off the wall or wherever you can get one."

https://www.learn-with-math-games.com/calendar-math-trick.html

Su	Μ	Tu	W	Th	F	Sa
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

This is one of a number of examples:

Example... Can you total the sum of these nine numbers in LESS than 5 seconds ? I can. All you need to do is multiply the middle number of the circled numbers by 9... Always 9. The answer is 99. Give someone a calculator and you'll have it solved before they enter the first one or two numbers.

They can circle any group of 3x3 numbers.. If they circle the 13, 14, 15, 20, 21, 22, and 27, 28, 29... the sum of all nine numbers are $21 \times 9 = 189$.

You can easily create your own effects that incorporate the sums of the Calendar magic.

SIGN UP FOR THE MAGIC ROADSHOW....

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



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http://www.facebook.com/themagicnews

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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... <u>http://magicblog.org</u>

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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: <u>rcarruth@gmail.com</u> (This is my personal email. Guard it with your life..)

À tout à l'heure! – See you soon!

Rick Carruth

"Performer of Magical Curiosities"

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

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