

4 MOST

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Provenance

1st edition, 2004, Peter Duffie

4-SOME

Here's a simple and automatic, yet highly effective, way to get four of a kind using the Fulves "Gemini Twins" concept.

Have three Queens on top of the deck and one on the bottom.

WORKING

1. Give the deck to a spectator and ask him to deal three piles of cards and to stop at any point. They don't need to be equal and he can deal randomly, back and forth, etc., but only after he's dealt the first three cards in a row to begin.

Tell him to turn the top of card of each pile face up. Now tell him to drop the deck onto any pile - pick that lot up and drop it on another pile - then drop all on the last pile.

2. The deck is given to a second spectator. Tell him he will only reverse one card and this will be the "control card." He deals a single pile and stops after a dozen or so (he must not reach a face up card) - turns the top card of the pile face up and drops the deck on top.

3. Spread the deck across the table and remove the four face to face pairs. Turn over the face down card on the "control card" (left hand pair) revealing a Queen. Tap the other three face down cards then turn these over to finish with four Queens.

3-SOME

A matching effect where the spectator does all the work and finishes with Three of a Kind. Inspired by, but not using, Marty Kane's Status Quo-2 Principle.

Remove any three threesomes, say, 3 Aces, Kings & Tens. Arrange them rotationally as follows: A-K-10-A-K-10-A-K-10. Place this packet on top of the deck.

Devise your own presentation for this if you feel you need one.

WORKING

1. False shuffle then deal off nine cards - discard the rest of the deck.
2. A spectator gives the packet a few cuts then carries out any number of Deal Mixes, as follows:

A spectator deals the packet into two face down piles, then picks up either pile and drops it on top of the other. He repeats this as many times as he wishes. He can also cut between mixes, but that might slow things down too much.

Finally he deals the top card face down onto the table as his selection. He is left holding eight cards.

3. He now deals the top four cards into a face down row on the table. He turns the remaining four cards face up then deals these onto the first four to form four pairs - he must deal in the same direction both times.

4. Now turn the selection face up. Look for a matching value among the four face up cards (clue....it will be the 3rd pair along), and slide the selection under this pair to form a three card sandwich - the middle card is face down. You might want to ask for a number between 1 and 4 thus forcing the 3rd position.

Turn the lower cards of the other three pairs face up showing that none match. Finally flip over the face down card to reveal Three of a Kind.

THE HEAVY TEAM

A selected card lost in a packet is found by a randomly chosen Ace detective.

Remove the four Aces from the deck, then stack the remainder in alternating colours. Finally insert the Aces at random places in the deck.

WORKING

1. Remove the four Aces and place them in a face up spread on the table, saying, "These are Ace detectives who specialize in tracking down heavy villains." Give the rest of the deck to a spectator and ask him to give it a few cuts.

Tell him to deal the top three cards into a face up row. These will either be RBR or BRB. Later when you combine the three piles the size will be important. So, RBR = small and BRB = large.

2. Tell him to deal a pile below each card by spelling its colour. So if the three cards are BRB, he spells BLACK dealing 5 cards, then RED and finally BLACK. The rest of the deck is discarded. You can also discard the three FU cards now as they are no longer needed.

3. Turn away and ask him to look at the top card of any pile and leave it there, saying, "That card will be our heavy villain." He now picks up the other two piles, shuffles them together and drops this pile on top of his card.

Point out that, because of the random quantities you couldn't know precisely where his card is - which is true.

4. Say, "You need to program the cards by inputting some information about your card, but we'll make it as minimal as possible. Spell its colour by dealing a card for each letter into a pile on the table, then drop the rest on top."

This positions his card 8th from the face always. And 4th or 6th from top, depending on whether the packet is small or large respectively.

5. The card is now revealed as follows:

Draw attention to the Ace detectives, saying, "You'll remember I told you that these are Ace detectives who specialize in tracking down heavy villains? Well now it's time to test them. We only need one of them. It's up to you to guess

which one is the best for this job.”

Ask the spectator to name any Ace. He now spells the chosen Ace.

If the packet is “small” he spells ACE dealing 3 cards to the table, then drops the balance on top. Then he spells the suit (what he spells here is irrelevant) and drops the balance on top. The selection is on the bottom.

If the packet is “large” he spells ACE dealing 3 cards to the table, then drops the balance on top. Then he spells OF dealing 2 cards and drops the balance on top. Then he spells the suit and drops the balance on top. The selection is on the bottom.

Finish by saying, “If you’ve been successful, the heavy villain will be easy to find because he’ll have sunk to the bottom.” He announces the name of his card then turns the packet over revealing it.

GHOST BUSTER

In effect, you show an Ace, Two, Three and Four of Spades. Each card passes from top to bottom and it is then discarded. When you reach the Four there are no more cards for it to pass through, so you change the colour of the card from a black card to a red suited card.

This is essentially a Roy Walton trick (Ambitious Ghost), and I have simply added a twist to the finish. This twist has been used by many before me, but using Roy's method allows for a very easy means of accomplishing the effect.

WORKING

1. To begin, cut the four of Diamonds to the face of the pack, then spread through and transfer the Ace of Spades to the face, followed by the Two, Three and lastly the Four. Lift off the front five cards as four, and place the rest of the pack aside.
2. Hold the packet face up and count the cards from one hand to the other reversing their order as you say, "Here we have the Four, the Three, the two and the Ace." the last two cards are taken on top as one.
3. Turn the packet face down. Emphasize the position once more by showing the Ace at the bottom and the Four on top. Now say, "I'll reverse the order of the four cards..." Do an Elmsley Count, saying, "Four, Three, Two, Ace." Injog the 3rd card as you count it.
4. Double Lift to show the Ace on top, as expected, then turn it face down again. Transfer the top card to the bottom, saying, "If I place the Ace on the bottom, a funny thing happens.....it comes back to the top." Turn over the top card and deal it onto the table - this is the Ace.

Without showing the next card (you can double lift to show the Two if you want) transfer the top card to the bottom, saying, "Now if I put the Two on the bottom....it also comes back to the top!" Deal the Two face up on top of the Ace.

Transfer the top card to the bottom, calling it the Three. This time buckle the bottom card slightly and flip over the top two as one to show the Three has risen to the top. Remove the double and place it on top of the Ace and Two on the table.

This leaves you holding one card which the audience presume to be the Four. It is a four but not the one they expect!

Say, "That leaves us with the Four. Unfortunately I can't do the trick with it because there are no other cards for it to pass through. So I'll try something else."

Rub the card on vigorously on your sleeve, saying, "If I apply enough friction the four turns.....RED HOT!" Toss it face up onto the table revealing it has changed into a red Four.