

JIGGERY POKERY

**A Three-Phase
Texas Hold 'em
Routine for Mentalists**

**Biagio Fasano
and
Michael Daniels**

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for Mentalists**

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Michael Daniels

Second Edition

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Dedication

To my son Stefano, my wife Sabrina, my parents Mario and Franca, with love, and also to Mike and Ben: they make all this kind of Magic become True!

Biagio

To Biagio, with thanks for the generosity shown in sharing a remarkable discovery with me, and for the joy of collaboration on this project. Also to all lovers and explorers of mathematical serendipity.

Mike

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Jiggery Pokery

Jiggery Pokery is a three-phase Poker routine for mentalists. It is best suited for performance at the card table, using two or more spectators. The routine may be presented as either a prediction or clairvoyance effect. The prediction effect is very easy and involves no memory work. The clairvoyance effect is more advanced, and requires some basic memorisation.

Prediction Effect

The mentalist places three numbered sealed predictions on the table. A full deck of cards is shuffled and spread on the table. The spectator on the right cuts the cards and deals three hands following the standard rules of *Texas hold 'em*¹. The three hands are then examined in the *showdown*, and the mentalist's first prediction is opened and read out by the spectator. The mentalist has correctly predicted the value of each hand, and the mentalist's hand wins.

For the second round, dealing passes to the mentalist and the number of players (real or imagined) is increased to five. The cards are shuffled again, and a second spectator cuts the deck before the cards are dealt. The five hands are examined and the second prediction is opened and read out by the spectator. The mentalist has correctly predicted the values of all five hands, and the mentalist's hand wins.

For the final round, the dealing passes to the player on the mentalist's left. Five hands are again dealt. The spectator then opens and reads out the third prediction. Once again, the mentalist has correctly predicted the value of all five hands, and the mentalist's hand wins!

Clairvoyance Effect

The clairvoyance effect follows the same sequence of rounds. Instead of predictions, the mentalist (who may be genuinely blindfold throughout) describes the hands in detail, including actual values of cards (e.g., "John has a pair of Aces ... Bill has zilch ... Marty has a pair of Sevens ... Sam has a pair of Kings ... but I win with an Ace-high straight!"). Again the mentalist always wins.

Please note the following:

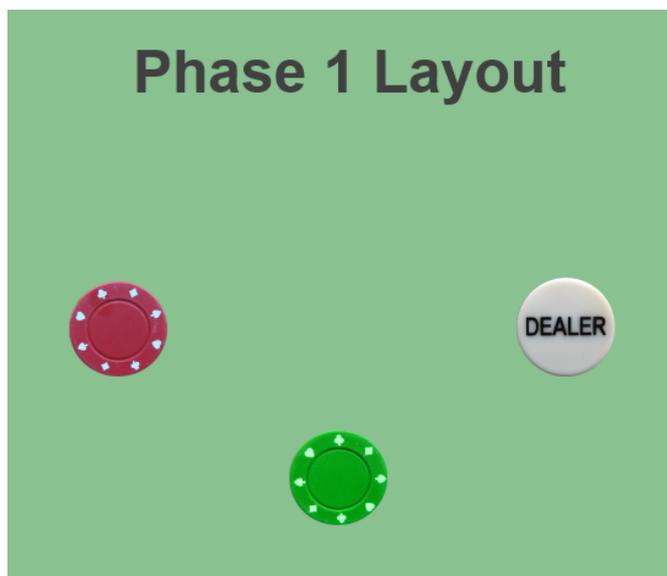
- Completely self-working and 100% successful. No sleights or skill needed.
- Uses no gimmicks, stooges, switches, *equivoque*, multiple outs, or dual reality.
- The spectators freely choose exactly where to cut the cards. Spectators deal the cards.
- Predictions are numbered and placed in plain view **before** the cards are cut and dealt by the spectator for the first round.
- In the clairvoyance routine, the mentalist names the exact values of cards.
- Clean and completely logical procedure that follows the standard rules of *Texas hold 'em*.
- Can be performed as a one, two or three phase routine.

¹ See http://en.wikipedia.org/wiki/Texas_hold_%27em

Three-Phase Routine (Prediction Effect)

Phase 1

The mentalist sits at the card table with a spectator on either side. There can also be other spectators at the table. He places a GREEN poker chip in front of himself, a RED chip in front of the spectator to his left, and a DEALER button in front of the spectator to his right.



*Mentalist: Are you familiar with **Texas hold 'em poker**? Let's play a few hands. Of course we're not going to make any real bets – it wouldn't be fair for me to take your money! If you don't know the game, I'll explain the rules as we go along. We'll keep it simple to begin with and just deal three hands .*

Now I've got some sealed predictions that I'll place here on the table. I've numbered them 1-2-3, so we will know the order in which to read them. I won't touch them again.

The mentalist places the sealed predictions in plain view on the table (or he can give one each to different spectators for safe keeping). He then shuffles the cards and ribbon spreads them face down on the table. Turning to the spectator on his right (DEALER):

Mentalist: Now I want you to point to the card where you wish to make the cut. It's very important where you cut because, of course, that will determine what hands we are each dealt. So choose carefully ... And now please make and complete the cut.

*Now deal two cards to each of us – these are known as each player's '**hole**'. The next card we '**burn**', so put that to one side ... Then deal three cards face up in the center – that's called the '**flop**' ... Now, **burn** the next card ... Deal the next card face up – that's the '**turn**' ... And **burn** the next card ... And finally deal the next card face up – that's the '**river**'.*

*So now we're ready for the **showdown**. Remember that my predictions were made BEFORE anything happened ... and you decided where to make the cut ... and you dealt the cards ... Let's see what is the best **five-card poker hand** each of us can make using our own two **hole** cards and the five **community cards** that are face up on the table.*

The Rules of Texas Hold ‘em¹⁷

Overview

Texas Hold ‘em is a poker game for two to ten players. The object of the game is to win the “pot” of cash/chips by having the best poker hand. Unlike draw poker or stud poker, Texas Hold ‘em is a form of *community card poker* in which a number of community cards are dealt face up in the centre of the table, any of which can be used by a player in combination with his own cards to create the best possible five-card poker hand.

Play in a hand of Texas Hold ‘em focuses on one or more successive rounds of betting which take place before or after certain cards are dealt.

Sequence of Play

A series of games starts by choosing the dealer. This is normally done by dealing a card to each player, or getting each player to choose a card. The player with the highest value card (Aces high) starts as dealer and is given the dealer button. After each hand (pot) is completed, the dealer button moves clockwise to the next player.

Blinds

Before any cards are dealt, two blind bets are made. The player to the left of the dealer places down a “small blind” chip (for example, 10 cents). The next player to the left then places down a “big blind” which is normally double the small blind, or close to this (e.g., 25 cents). The players agree on the value of the blind bets before play commences.

Hole Cards

Once the blinds are down, the dealer deals one card face down to each player, starting with the player to his immediate left and continuing the deal clockwise round the table. The dealer then deals a second round of face-down cards, so that each player now has two cards. These are known as each player’s “hole cards”.

Preflop Betting

Each player then examines their two cards and this is followed by a round of “preflop” betting, starting with the player to the left of the big blind. This player can choose one of three actions:

1. To “fold” by discarding his cards (which are not shown to the other players). If this player folds, he puts no money into the pot and plays no further part in this particular hand.
2. To “call” by placing down the amount of the big blind (e.g., 25 cents).

¹⁷ There are no universally-recognised rules of Texas Hold ‘em. The rules presented here are fairly standard for cash games. Tournament rules are different.

About the Authors

Biagio Fasano is an Italian expert in commercial informatics and an amateur magician of many years experience, with a particular interest in mathemagics, card magic and mentalism. This is his first magical publication, but he is currently working on several others that will hopefully be published soon!

He loves to read and collect books of magic and he is also a collector of video games and consoles.

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Michael Daniels is a retired University Lecturer in Psychology and magical enthusiast, with a special interest in mind magic and the application of mathematical principles to magic and mentalism. He is the author of several eBooks of effects he has developed. These are available from Lybrary.com at www.lybrary.com/michael-daniels-m-63273.html .

He is also the developer of three educational-entertainment websites: www.psychicscience.org , www.mindmagician.org , and www.transpersonalscience.org .

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Mike Daniels



Jiggery Pokery

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"This is great. I am thrilled. BRILLIANT."

Ben Harris

"Interesting and clever"

Gianfranco Preverino

"I love the @#%*!. I also found interesting properties in some effects I have published. But you and Michael have discovered a new application in this poker routine that I like a lot. The properties of the @#%*! that you have used make this a great self-working audience-participation routine. I like this ebook very much."

Peter Duffie

"I appreciated your work (particularly the first part about the Prediction effect which looks excellent) ... not only and simply for the work itself but for the passion I found in it. Only with research can Magic improve, live, and survive ... The greatest pleasure in Magic is not only the performance but, above all, the research and the creativity and you are on the right path. Congratulations."

Tony Binarelli

"I love Jiggery Pokery! There are only a few great gambling routines ... 'Jiggery Pokery' might become such a great classic ... as easy as it is an amazing routine ... If you are interested in a great Poker routine for mentalists, then 'Jiggery Pokery' by Biagio Fasano & Michael Daniels is a must for you!"

Dr Hans-Christian Solka