

Magic Camp Manual: Contents

Close-Up Magic

- Jumping Rubber Bands
- Vanishing Coin
- Static Cling
- Double Vanish
- Pencil Up the Nose
- Cups and Balls
- Saltshaker Through Table
- Hot Rod Force

Show-Stopping Magic

- Threading the Needle
- Cut and Restored String
- Rope Through Neck
- Rope Through Body
- Hands and Pockets
- Torn and Restored Toilet Paper

Card Magic Galore

- 2-Card Monte
- Criss Cross Force
- Cut Deeper Force
- Ribbon Spread
- Cut to the Aces!
- Key Card, Spelling Bee
- Oops! Discovery
- Out of This World
- Impossible “Is this your card?”
- Double Impossible Prediction

Close-Up Magic

Jumping Rubber Band

What: A rubber band jumps from two fingers, to the other two fingers!

What you need: A rubber band. Your hands.

How: Put a rubber band around your left index and middle fingers. Hold your hand up and down, with your fingers pointing towards the ceiling.

With your right index finger, pull the palm-side strand of band toward you a few inches.

Fold all four left fingertips into the open loop of band, taking care not to let the backside loop slip off. Let go of the rubber band with your right hand. The rubber band is now resting on the backside of your hand, across the fingertips.

By opening your left fingers, the band will magically jump all by itself to your other fingers!

Vanishing Coin

What: A coin disappears!

What you need: A coin, like a quarter.

How: This is called the French Drop.

First, how to practice: Hold the coin in your hand, with your fingertips on one edge and your thumb on the other edge. With your other hand, grab the coin in your fingertips and close the hand into a fist. That's how to actually grab a coin!

Now, let's talk about how to pretend to take the coin. You will do the exact same motions as taking the coin, except when you are just about to grab the coin, and your fingers are closed so the coin is no longer visible to the audience, you let the

coin drop into your fingers and close your fingers slightly. This is called finger palm.

Your other hand continues to pretend to take the coin and close into a fist, while the hand with the coin finger palmed drops naturally to your side. Open up your fist to show the coin is gone!

Static Cling

What: A pencil, spoon, or magic wand defies gravity and clings to your open palm!

What you need: A pencil, spoon, magic wand, or anything else long and skinny. Let's say you're using a pencil.

How: Rub the pencil up and down the sleeve of your shirt, as though you're building up a static charge.

Lay the pencil across your open left palm. Close your hand into a fist. Grab your own wrist with the other hand. Turn your fist so the back of your hand faces the audience. As you do this, straighten your right index finger (which is now out of sight) so that it pins the pencil against your palm. Open up your left fist and show that the pencil is now clinging to your palm!

The two key points to this trick are 1. Straightening your index finger quickly, while the hands are in motion and 2. Keeping the hands moving slightly while the pencil "clings," which will keep your audience from focusing on your right hand (which will appear to be missing a finger).

Double Vanish

What: While trying to use a pencil to vanish a coin, the pencil vanishes instead! Then, the coin vanishes as well!

What you need: A pencil, a coin, and pants with pockets

How: Show the coin on your palm, around waist level. Point to the coin with the end of the pencil. Announce that the coin will disappear. Tap the coin with the

pencil 3 times, counting outloud as you go. “One....Two...” Before each tap, you raise the pencil all the way up near the side of your head.

The third time you raise the pencil, you lodge the pencil behind your ear. On “Three..” you open your pencil hand to show that the pencil is gone.

During the shock of the pencil vanishing, point up to your ear to let the audience in on the secret. While all attention is on the pencil and as you take the pencil, secretly slip the coin into your pocket, and bring your hand back out to the position it was in, this time with your hand closed in a fist.

Tap your fist with the pencil 3 more times, and open your fist to reveal the coin is now vanished for real this time!

Pencil up the Nose

What: You shove a pencil up your nose.

What you need: A pencil. It needs to be a solid color pencil.

How: Grab the pencil eraser end with your right hand. Place the pencil tip just under your nostril. With your left hand, cover up your nostrils and the pencil tip with a couple fingers.

You’re holding the pencil from underneath, with the pencil pointing up towards your nose.

Slowly slide your hand up the pencil, allowing the shaft of the pencil to slip behind your hand and wrist.

The pencil does not actually move. Your left hand protects your nostril from being impaled, and moving just your right hand up towards your nose gives the illusion that the entire pencil is sliding up your nose.

Cups and Balls

What: Three balls magically penetrate through three solid cups.

What you need: Three cups, and four small balls. The extra ball is a secret!

How: Stack the cups mouth up with three balls in the top cup, and the fourth ball hidden in the middle cup.

Hold the cups stacked in the left hand and tilt the cups, spreading the three balls out on the table. With the right hand palm up, remove the bottom cup of the stack and place it mouth down on the table by turning your right hand palm down.

Repeat the same action with the middle cup, placing it to the right of the first cup.

Make sure you turn the cup over quickly and smoothly so that the hidden ball doesn't fall out. Repeat the same action with the last cup, placing it to the right of the middle cup.

Pick up a ball and place it on top of the middle cup (with the ball hidden underneath). Cover the middle cup with the other two cups, tap the cups and lift all three cups, showing the secret extra ball on the table. It will appear as if the ball has penetrated through the cup!

Turn the cups mouth up and repeat the previous pattern of laying the cups mouth downward on the table (there will now be two balls under the middle cup, but your audience thinks there is just one). Again place a ball on top of the middle cup, and cover the cup with the other two. Give a tap, lift all the cups up, and show that the second ball too has penetrated through!

Repeat this process a third time for the final ball, but instead of putting the final ball on top of one cup, place it on top of TWO for a fun finale!

Saltshaker Through Table

What: A saltshaker magically vanishes, and reappears under the table!

What you need: First, you and your audience will need to be sitting at a table (this is a perfect trick to perform at a restaurant). You'll also need a paper napkin, a salt shaker, and a coin.

How: Announce that you will make the coin disappear. Lay it on the table, and cover it mysteriously (and a little suspiciously) with your hands. Take your hands away...the coin is still there.

Say something like “Oh, the coin needs to be in total darkness.” Set the saltshaker on top of the coin, and cover the shaker with the napkin. Make sure you cover the shaker tightly, so that the napkin takes the shape of it. This will be important in a bit.

Hold the covered shaker at its base, and perhaps say some magic words.

Now, move the napkin-covered shaker towards you, and give the coin a little rub on the table with your other hand. It hasn't disappeared. Say something like “hmm...still nothing.” Put the covered shaker back on top of the coin.

Say the magic words again, move the shaker back towards you, and once again give the coin a little rub with your other hand....the coin is **STILL** there. You're frustrated.

SECRET MOVE: That second time when you move the shaker towards you, you actually let the salt shaker drop into your lap while all the attention is focused on the coin.

Carefully replace the napkin (which still looks like it has the salt shaker underneath) on top of the coin once more. Say magic words. Then, suddenly, smash the napkin onto the table. The saltshaker is gone!

Reach underneath the table, secretly grabbing the saltshaker as you do, and bring it back out as if it dropped right through the table!

While your audience is still reacting to that crazy moment, slide the coin on the table towards yourself. Pretend to pick it up, but actually secretly let the coin drop into your lap. Say the magic words once more, and show your hand totally empty! The coin has finally vanished!

Hot Rod Force

What: A neat way to predict a “randomly” selected object!

What you need: 6 different items. They can be literally anything, from 6 random objects from your desk, 6 playing cards, a spoon, knife, fork, napkin, plate, and cup...the list goes on and on. For this example, we're going to use 6 different colored crayons.

You'll also need a prediction. So decide which crayon you want your volunteer to pick, and color in a circle on a piece of paper with that crayon. Fold up the paper so no one can see what color you used to make your drawing. Let's say you're using the Green crayon for this performance.

How: Dump out the 6 different colored crayons on the table. Take out your folded up prediction and lay it on the table off to the side.

Ask your volunteer to lay the crayons out in a row. Now here's the important part: You need the Green crayon to be the THIRD crayon from the end. It doesn't even matter which end. If your volunteer happens to arrange the crayons with the Green one third from one end, great! If not, don't freak out. Simply ask them to randomize everything more by switching the order of some of the crayons. Ask them to mix it up. Simply have them do this until Green is third from one end.

Say "Hmm...we've got...lets see...6 crayons here. Pick a number from 1 to 6!"

Here's the cool part: No matter what number they say, you will make them end up grabbing the green crayon. You will either spell or count the number, while moving your finger and touching each crayon as you go. Here's how.

If they say 1, you SPELL out loud the word ONE from the end that the Green is third from. "O...N...E..." lands you on the Green with that last letter.

If they say 2, you do the same thing! SPELL the word TWO!

If they say 3, simply COUNT to 3 from that same side, so that when you get to "3," your finger is resting on the Green.

If they say 4, COUNT from the OTHER side to get to Green.

If they say 5, SPELL from that side to arrive on Green. "F..I..V..E"

If they say 6, SPELL the word SIX to arrive on Green. "S..I..X"

Open up your prediction to show you somehow knew they would pick Green!

Make sure not to repeat this trick for the same audience, because they will see that the process changes depending on the number called out!

Show-Stopping Magic

Threading the Needle

What: Magically “thread” the end of a rope through a small loop...lightning fast and without letting go!

What you need: A short piece of rope, about 2-3 feet long.

How: Honestly, this is a hard trick to explain without pictures! Here’s a link with lots of pictures that you can follow along with. <https://www.thespruce.com/easy-rope-magic-threading-the-needle-2267043>

Cut and Restored String

What: Two pieces of string magically melt together into one long string!

What you need: A strand of about 3 feet of yarn. Make sure that it’s a a string made up of little twisted strands.

How: You only have one piece of string! You cleverly make it LOOK like two pieces. At the middle of the string, pull apart the twisted strands with your fingernails, forming about 1-inch loops on either side.

Now, retwist these loops until they look like string ENDS. Hide the section where all the yarn connects with your fingers.

Hold your “two” pieces of string, pinching the joint between your finger and thumb.

With your other hand, grab the two phoney ends in a fist. Massage them in your hand. Let go of the rest of the yarn with the other hand, and regrab just one REAL end of the yarn.

Begin to slowly pull the yarn out of your hand. As you do, the fake ends will retwist into the yarn and it looks like 2 strings just became 1!

Rope Through Neck

What: You wrap a rope around you neck, and with a quick tug, the rope passes through your neck, leaving you unharmed!

What you need: A length of rope a few feet long. You can also use a winter scarf!

How: The rope is never really around your neck, because of a clever way of wrapping it to begin with. Follow along with the instructions carefully.

Drape the rope around your neck. The right end should hang lower than the left on your chest.

Grab the right piece of rope with your left hand at about armpit height. At the same time, reach across to grab the left-hand rope with your right hand. Your left hand should be a little higher than the right. Notice that your hands are crossing your chest to grab the opposite ends. This also happens simultaneously and only takes a second.

Pull the right side rope to the left, across the front of your neck. Simultaneously, bring the left side up, left, back, and around the back of your neck. Basically, you're just pulling a loop of the right side rope to the side while the secret move-- your right hand going forward, up and around over/behind your head--is happening.

As your right hand pulls the left side rope back around to the front of your body (now on the right side of your body), pull the loop (which your left hand has been holding) around behind your neck so nobody really sees it. Let go with both hands. Remember, all that happens rather quickly and should simply look like you're wrapping the rope around your neck.

Grab both ends of the rope, yank it forward, and it will appear to pass right through your neck!

Rope Through Body

What: You pull two pieces of rope through a volunteer's body!

What you need: Two long pieces of rope (5 feet or so). You'll also need a small piece of white thread.

How: Before your performance, lay the two pieces of rope next to each other, side by side, with their ends lined up. Tie a loop of white thread tightly around the exact center.

Invite two people to help you. One of them needs to be wearing a jacket of some sort...a raincoat, blazer, zip up hoodie, whatever. You are holding the rope by the thread-tied center, letting the ends trail out the opposite ends of your hand.

Ask the volunteer to remove their jacket. As they do this, you're going to change the rope from parallel to two U-shapes. Let gravity help. Stick your pointer finger underneath the thread, and drop your hand. Bring your hand back up and the ropes should now be in U-shapes, with the thread holding them together (hidden in your hand).

Stand behind your volunteer, and then hand then hand them one pair of ends in their right hand, and one pair of ends in their left, with the rest of the rope running behind their body. Of course, they don't know this, but each hand is actually holding BOTH ends of the same rope.

Help your helper put their jacket back on as he continues to hold the rope ends and brings them down his jacket sleeves. The rope center (tied with the thread) is now behind their back, under their jacket. Have them let go of the rope ends, since they are clearly threaded through the sleeves.

Take ONE rope from each sleeve and tie them in a single overhand knot, like the first step in tying your shoes. Do NOT tie a double knot.

The current situation is that your helper believes he has two ropes running behind him, down his sleeves, and tied in a knot. He's totally trapped!

Ask your second volunteer to hold one pair of rope ends. You hold the other pair. "At the count of three, I want you to take a step back."

To your second spectator, say "And when I get to three, I want YOU to pull the ropes. Give them a strong pull and I'll do the same."

On the count of three, give the ropes a sharp pull. This tug will break the white thread behind the jacket, and in a split second, both ropes will be suddenly in front of your helper's body! It has passed through the body and the jacket! The little piece of white thread will have fallen to the floor or otherwise has been brushed away and will not be noticed. The rope, the jacket, and the person can be examined!

Hands and Pockets

What: Sponge balls travel invisibly from your pocket to your hand, and then vanish!

What you need: 4 sponge balls (or 4 rolled up paper napkins), and a pocket.

How: Begin with 3 sponge balls set out on the table. The 4th ball is in your right pants pocket. Your audience will only know of 3 balls, so the 4th ball is a secret!

You will say these words as you do the next few moves: "One in the pocket, one in my hand, and one in the pocket."

"One in the pocket": Pick up one ball off the table with your right hand. Place the ball in your pocket. While in your pocket, secretly palm that ball and the secret 4th ball in your fingers. Bring your hand back out and immediately grab another ball from the table with that hand.

"One in my hand": Place the second ball, and secretly the two that you have palmed, into your left hand closed into a fist. So your audience believes you have one ball in the hand, but you actually have three!

“One in the pocket.”: Grab the last ball on the table with your right hand and openly put it in your pocket.

Ask your audience: “How many in my hand?” They will say one. Open your hand to show them that you have THREE!

Next, repeat all those steps, exactly as before. Again ask how many balls are in your hand. Sometimes they will guess one again, sometimes they might say three, or even two. Either way, it’s still funny when you open your hand again to show THREE!

Offer to play one more time. To your audience, the process will look exactly the same as the first two times. However, here’s what you do this last time:

Place the first ball in your pocket. You actually leave it there, for real!

When you put the second ball into your hand, you actually PRETEND to place it in your hand. You keep it hidden in finger palm. Check out how to vanish a coin earlier in the camp instructions for details on how to do this.

With the second ball secretly palmed in your fingers, grab the third ball and place it and the hidden ball in your pocket.

So to your audience, the procedure looks exactly like what you’ve been doing all along. But in actuality, you have ZERO balls in your hand and they are all in your pocket!

Ask them “Now how many in my hand?” No matter what they answer, clap your hands together and say “Nope, this time they all vanished.”

Torn and Restored Toilet Paper

What: You tear up a square of toilet paper, ball it up, rub it against your elbow, and it miraculously restores itself whole again!

What you need: A roll of toilet paper.

How: When you go to the bathroom to grab a roll of toilet paper, tear off one square, ball it up, and wedge it behind your right ear. That's your big secret.

Return to the party with roll of toilet paper in hand.

Hand a square of toilet paper to everyone interested in being a part of your magic trick. Take a square for yourself too.

Have everyone tear up their square. First, rip it down the middle. Then rip those two halves in half. Then tear them up again! Make sure you're tearing along with your friends.

Roll up the shreds of paper into a tight little ball. Have everyone else do the same.

With your left hand, press the little ball against your right elbow, and begin rubbing. Again, have everyone follow along.

As you're focused on rubbing the ball on your elbow, secretly grab the extra piece of toilet paper from behind your ear with your right hand. Hide it in your fingers.

Bring your hands together, as though to further compress the TP ball. In actuality, you mash the two balls together, handling them as one.

In the process of further squishing the TP balls together, rotate the bundle around, exchanging the right hand ball for the left. You now have the whole TP square in your left hand and the torn up pieces balled up in your right.

Rub the left hand TP ball against your right elbow like before, but this time, drop the wad of torn up pieces down the back of your shirt. No one will notice because your hand is naturally at your collar during that position, and everyone is following along as well.

Ask everyone if they are beginning to feel anything magical happen. Then, pull your TP bundle away from your elbow. Have everyone begin to carefully open up their TP balls. You do the same. Everyone will be left with little scraps of toilet paper, but will be amazed to see that yours has restored yourself and it totally whole!

Card Magic Galore

Two-Card Monte

What: Two different cards are shown, one face up and one face down. The magician takes the face up card and places it behind his back and it changes places with the face down card in his hand.

What you need: 2 special cards. One is double-faced, and one is double-backed.

How: Hold the two cards together partially fanned in your right hand. You will appear to show both cards using a secret move.

With the cards held in this position, slide the top card (double backed) to the left with your thumb. At the same time, turn your hand completely over so the back of your hand is up. This is done to give the illusion that you're showing the face of the other card.

Now, reverse the movements and the cards will appear as they did when you started.

Take the double-faced card in your left hand and place it behind your back.

Secretly turn the card over behind your back and bring it out, showing that it has changed to the card which is supposed to be face down in your right hand.

Place the double-faced card beneath the double-backed card and show both sides again with the secret "sliding" move.

Criss-Cross Force

What: A very easy and clever way to force someone to pick a certain card!

What you need: A deck of cards, and a prediction of the card you will force someone to pick.

How: Before your performance, write down a prediction of one card. In the deck, put that same card on the top.

During performance, spread through the cards face up to show your audience that all the cards are different and mixed up. Be careful not to spread ALL the way through the deck (you don't want them to see that your force card is on top).

Set the deck on the table, face down. Ask your volunteer to cut the deck in half. Have him set the cut cards next to the rest of the deck.

Pick up what was the *bottom* half of the deck (the half he didn't pick up), and place it crosswise on top of the *other* half. The deck now is in a cross, or X, type shape.

Now comes the tricky part. You have to use a type of misdirection--time misdirection. You need your volunteer to forget about exactly which half of the deck is which. So take a couple moments to tell a joke, a story, or just re-clarify how fair the process has been so far. Perhaps explain that you've made a prediction.

Pick up the top half of the deck and point out the top card of the remaining deck on the table. Say "Now, for the first time, take a peek at the card you randomly cut to."

In actuality, the card they look at is what was originally the top card! Sneaky, huh? Show that your prediction matches perfectly!

Cut Deeper Force

What: Another very easy and clever way to force someone to pick a certain card!

What you need: A deck of cards

How: Before your performance, take a look at the top card of the deck and write that card on a piece of paper. Fold it up. This will be your prediction. (aka...you're going to make them pick that card, although they will feel like they have a free choice!)

Hand the deck to your spectator and ask him to lift a small packet of cards off the top and hold them separately above the rest of the cards.

Now ask him to take that top packet of cards he's just cut, flip it over so that it's face up, and put it back on top of the deck.

Say "To make this even more random, cut the deck again, only deeper than last time. Take that packet of cut cards, turn them over face up, and replace them on top of the deck."

IMPORTANT: Make sure they cut deeper the second time.

Recap what happened. "You cut the deck not just once, but twice! There's no way I could know where you would cut the first time, which means there's no way I could know where you would cut after that."

"To keep it even more random, we won't use any of these face up cards...we'll just use the first face down card we come to."

Have them look at the card, and show everyone. Open up your prediction to show you predicted exactly which card would be picked!

Ribbon Spread

What: A cool flourish with playing cards. Show off for your friends!

What you need: A deck of cards. It's best if they are in pretty good or new condition. You'll want to do this on a soft surface, like a carpet. Stay away from hard surfaces like wooden tables.

How: Hold the deck with the back of the cards towards you. On top of the deck, grip it with your middle, ring, and pinky finger. On the bottom, grip the deck with your thumb. On the left narrow edge of the deck, grip it with your index finger. Now you are ready to begin.

Place the deck a little to the left in front of you. Bevel the deck a little bit. What that means is that you make the deck slant. Apply some pressure, and slowly

spread the cards from left to right. Your index finger spreads the cards so they don't clump up. Now you have a ribbon spread!

Cut to the Aces!

What: Your volunteer cuts the deck into random piles, and even moves cards around more into random places. In the end, they have actually cut to the 4 aces!

What you need: A deck of cards.

How: Before the trick, put all four aces on the top of the deck.

To begin the trick, you, the magician, ask your spectator to divide the deck into four equal piles on the table, in a row. Point on the table where you want them to set each pile. Keep an eye on the pile with the four aces on top, and make sure it ends up on either the right or left side.

Next, point to the pile on the opposite side of the aces pile, and ask them to take 3 cards from the top of the pile and place them on the bottom. Next, ask them to take another 3 cards from the top of the pile and place them one on each on the top of each of the other piles. Now, ask your spectator to repeat the same procedure for next two non-ace piles.

Finally you ask them to carry out the same procedure for the pile that contains the aces. Now invite them to turn over the top card from each pile. Amazingly, the top cards should be the four aces!

Key Card/Spelling Bee

What: After a failed attempt to find a selected card, you spell out the card one letter at a time, dealing one card per letter. You turnover the card on the last letter and lo and behold, it's the chosen card!

What you need: A deck of cards.

How: Before the trick begins, take a quick peek at the bottom card of the deck and remember it. This is going to be your key card--a card that you will use to locate the card your volunteer is about to pick.

Spread through the deck face down, and ask your volunteer to pick a card, any card. Turn your back while they show it to everyone else. While your back is turned, feel free to take another peek at the bottom card of the deck to make sure you remember your key card.

Turn back around, and ask them to return their card facedown onto the top of the deck. Then, cut the deck. This puts their card somewhere in the middle of the deck, and also secretly positions your key card directly above their card!

Openly spread the cards with the faces towards you and look for your key card. At this point, you'll look at the card to the RIGHT of your keycard. This is the selected card!

Keep spreading through the deck, as if you are thinking about which card could be theirs. While you do this, you secretly spell out their card (IN YOUR HEAD) using one letter for each card. When you get to the last letter, cut the deck.

Hold the deck facedown in your hand. Proudly turn over the top card and announce that "This is your card!" They will say no.

Look a little nervous, as if you messed up. Ask them which card they actually picked. When they tell you, deal the cards onto the table, and spell each letter of the card's name. When you get to the the last letter, turn it over to show them that you have found their card!

Oops! Discovery

What: An easy way to find a selected card, after looking like you messed up!

What you need: A deck of cards.

How: You'll need to secretly set up the deck before the performance. Here's what you do: Take out any 5 from the deck. Turn it face up (the wrong way), and put it back in the deck, 5th from the bottom. In other words, the bottom of the deck is 4 cards, the face up backwards 5, then the rest of the deck.

Spread through the cards and ask your helper to pick a card, any card. They can pick any card they want, BUT be sure not to let them see the upside down 5 near the bottom of the deck. Let them look at their card.

Ask them to place the card back on top of the deck. Cut the cards. Make a little magic gesture, snap your fingers, or whatever, and announce that their card has impossibly turned over in the deck.

Spread through the cards slowly and fairly (so they don't think you are doing some tricky move). Soon, the turned-over 5 will be visible. Ask them if that is their card. They will say no.

Act a little frustrated. Then pretend to realize something. "Oh! That's because this card is locator card! See, because it's a 5, it tells us that your card is only 5 cards away!"

Cut the deck, so that the turned over 5 is on top. Toss it to the table. Begin dealing and counting with the next card of the deck. "One, two, three, four, five." Turn over the fifth card, and it will be the card your helper picked!

Out of This World

What: Without even looking at the faces, your volunteer deals the deck, separating the red cards from the black cards using just their instinct!

What you need: A full deck of cards (52 cards, no jokers)

How: You'll need to set up the deck before the performance, here's how: Arrange all the red cards on the bottom of the deck, and all the black cards at the top of the deck.

Spread through the deck towards yourself, and take out one red card and one black card. Place the red card face up on the table on your left. Place the black card face up on your right. This will be the red pile, and black pile.

Hand the deck to your helper. Instruct them to start dealing the cards, without looking at the faces and one at a time, face down onto either the red pile or the black pile. If they think the card is red, they place the card face down on the red pile. If they think the card is black, they place the card onto the black pile.

As your helper is dealing, secretly count how many cards he has dealt.

After they have dealt 25 cards, say “Now I’m going to stop you right there.”

Since the last card they dealt was black, turn over the top card of the red pile and say “hmm, so you made a mistake. Maybe you’ve gotten into a weird pattern. This will now be the black pile.”

“Let’s make the other pile the red pile now...is there a red..yes!” Say that as you grab the top card from the deck the helper is holding and take a look, as if you are looking for a red card. Of course, you know the card will be red but you act as if you’re simply looking for a red card so you can make the black pile the red one.

Have your helper continue to deal cards into piles, this time going based off the new “marker” cards (opposite of what they were previously.)

When they are finished, there will be 2 piles on the table. From top to bottom, the left pile should have a number of face down cards, followed by one face up black card, followed by a number of face down cards, followed by a face up red card.

From top to bottom, the right pile should have a number of face down cards, followed by a face up red card, followed by a number of face down cards, followed by a face up black card.

Pick up the pile to your left, and have your helper pick up the remaining pile.

Tell your helper to spread through his pile until he finds the first face up “marker” card. Do the same with your pile.

Have them split the cards in their hands into two piles, leaving the “marker” cards at the bottom of each pile.

As your helper does this, split your pile in two at the same spot. However, when you make the split, secretly slip the bottom “marker” card underneath the top half.

Next, pull the black “marker” card away from its pile and underneath the other pile. You have just basically swapped the two “marker” cards in your pile when separating your pile into two.

Place your two piles onto the table, and have your helper do the same.

Have them turn over the cards in each pile, and he will soon see that he has correctly divided the cards into red and black!

Impossible “Is this your card?”

What: A totally impossible and lightning fast way to find not one, but TWO people’s selected cards.

What you need: A deck of cards, and two helpers.

How: Before your performance, arrange the deck so that the red and black cards are separate. In other words, half the deck is all red, half the deck is all black. Unlike in Out of This World, you do not need a full deck for this trick.

Casually spread the cards towards yourself and split the deck at the point where the two halves meet (you are separating the red half from the black half). Set these two halves face down on the table, one pile in front of each helper.

Pick up one of the piles, and spread through the cards, asking that helper to pick any card and take a look at it. Set the pile back on the table and have them hold on to their card.

Repeat this with the other pile and other person.

Now, have each person place their card into the OTHER person’s pile.

Have each person shuffle up their pile.

When they're done, grab the first pile, and spread the cards towards yourself. The cleverness of this trick is that one person picked a red card that has been shuffled into a black pile, and the other person picked a black card that has been shuffled into a red pile!

So as you quickly run through the cards, you'll instantly notice the card that is out of place and can remove it and set it face down on the table. Do the same with the other pile.

Collect the two piles and shuffle them back together as you ask "What cards did each of you pick?" This shuffling will destroy the evidence of your set up deck.

They call out their two cards, and you can triumphantly turn them over revealing that you found both cards perfectly and lightning fast!

Double Impossible Prediction

What: A shuffled deck is handed to your helper, who then deals the cards into two random piles, dealing cards off the top, the bottom and even the middle. After all this, the top card of each pile perfectly matches your prediction!

What you need: A deck of cards, some paper and something to write with.

How: Before the performance, write down any two cards onto the piece of paper. Fold it up. This will be your prediction. Now, take those two cards out of the deck and put them on top of the deck. You're ready to go!

First, show your folded up prediction and set it on the table. Take out the cards, and spread them face up so that your helper can see that the deck is well-mixed.

Be careful not to let them see the top cards. Turn the deck back face down, and hand it to your helper.

“We won’t need all the cards, so start dealing some cards onto the table.” They will begin dealing cards off the top. Watch carefully, and after they have dealt the top two cards (aka your prediction cards) add “And you don’t have to just deal them from the top. You can take cards from the bottom, or even the middle if you want. You don’t even have to deal one card at a time. And you can stop whenever you want.”

After they have stopped, have them pick up their pile of cards and ask them to deal it into two piles. “And you the piles don’t have to be even, you can deal a few cards over there, one card over there, etc.”

While they are dealing into two piles, just keep an eye out for what happens with the final two cards. If they deal one card into each pile, perfect! Have them turn over the top card of each pile, then open up your prediction to show a perfect match!

If the final two cards end up on top of the same pile, say “Great, now hand me one of those two piles.”

If they hand you the pile with the two cards on top, say “Great, so you started with the entire deck, then narrowed it down to a pile of cards, then split it into two piles, and then picked this pile in my hand.” Turn over the top two cards, and show your prediction!

If they don’t hand you the pile with the two cards on top, say “Great, so you started with the entire deck, then narrowed it down to a pile of cards, then split it into two piles, and finally eliminated this pile” (the one in your hand.) Set that pile onto the rest of the deck and set it aside. “And you’re left with that pile.” Turn over the top two cards of the remaining pile, open your prediction and show the perfect match!