



Free Card Trick No. 3

A More Difficult Illusion!

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Overview: This free course contains excerpts from my 280+ page book entitled 'Card Magic Revealed'.

I hope that you find these free excerpts a lot of fun, and that you pick up some new knowledge and skills from them too! If you like what you see, why not consider buying the book? It is very reasonably priced, high quality and guaranteed. There is a link to my site at the end of this document if you are interested. Keep practicing!



Joker Choker

Street Magic!

Level: Manipulator

Uses: Breaks, Double Lift, Swing Cuts (*note: all these techniques, and more, are taught in the course*)

DESCRIPTION

Two jokers and a deck of cards sit on the table. A spectator takes a card from the magician's deck and signs his or her name on it. The card is placed back into the deck. The magician riffles through the deck and catches the card between the two jokers!

PROCEDURE

The mechanics of this incredible trick require numerous breaks and some difficult drops. Mind your angles and keep practicing!

1. Begin with a deck of cards and two jokers on the table. Hold the deck face up in your left hand, and pick up both jokers with your right. Create a pinky break under the top card.



2. Place both Jokers on top of the deck. Fan the Jokers so both faces are visible, and pick up the card above the break with them. Hold the jokers by the bottom left corner so the additional card stays hidden behind the first joker. Fan again so the audience sees only one joker. Square up the cards and place one Joker on the table. The audience will think both Jokers are on the table.



3. Create a break under the top three cards and double undercut to move those cards to the bottom.
4. Flip over and fan the deck, being careful not to show that the second card from the bottom is the Joker. Allow an audience member to select a card and sign his or her name on it.



5. While the participant is signing, make a pinky break under the bottom card.



6. Switch the deck into your opposite hand and catch the break with your thumb.



7. Swing cut the cards, and have the participant place the signed card face up on the top half of the cut, which should be in your right hand.



The bottom half of the deck is in your left hand. Flip the signed card over and jog it forward slightly.

8. Drop the bottom card held with the break on top of the jogged signed card.
9. Turn the half of the deck over to show the jogged chosen card, and then flip the cards face down again as you push the jogged card into the deck.

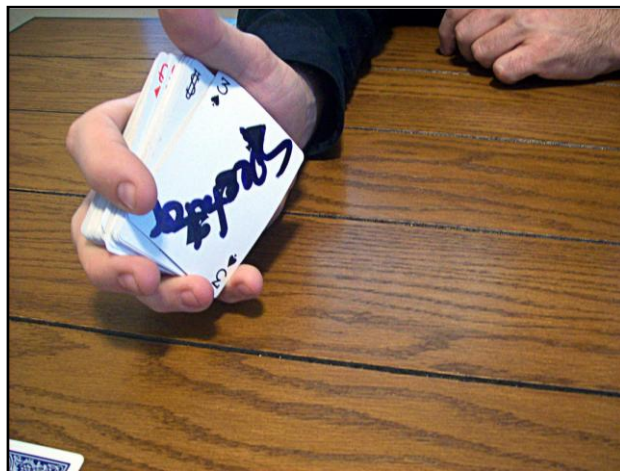


10. Drop the random card (previously dropped from the bottom of the deck) onto the table face down. The spectators will think this is the participant's signed card, but the chosen card is actually at the top of the stack in your right hand. The Joker is at the bottom of the other stack.
11. Use a finger to push the signed card back slightly to make a break.



Complete the cut by placing the cards in your left hand on top of those in your right hand. The Joker and spectator's signed card are together, with the spectator's card jogged slightly for you to catch a break. Make a pinky break under this card.

12. Make a triple table cut by placing a small section of top cards on the table, then the section marked by your break, and finally the bottom portion of the deck. Place the middle section on the bottom to move the chosen card and Joker to the bottom of the deck.



13. Make a pinky break above the second card from the bottom. Hold the break with your thumb as you prepare to do a swing cut. As you swing the top half of the deck out, cleanly drop the bottom two cards on top of the Joker that is already on the table.



14. Complete the cut and place the deck on the table.
15. Point the Jokers toward the end of the deck as you riffle through. Lunge the hand holding the Jokers forward slightly as though you are catching a card as it flies out of the deck. Slide the jokers apart to show a face-down card between them. Turn the card over to show that it is the participant's signed card.



TIPS

- ♦ Dropping the Joker and chosen card just before the end of the trick will take practice. It needs to be completely clean, so no edge of the signed card is visible.



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