

Numbers!

By

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Effect: The Magician thumbs thru the pack and sets out a prediction. A number is selected by the spectator between 10-20. This number is counted down to in a pack of cards. A new single digit number is used to count down from the cards in the previous number. These cards are counted back on to the pack of cards. This brings them to a card, which is set out next to the prediction. The stage is set as the prediction and card arrived at by their numbers are side by side. The pack and dealt off cards are setting below these two cards. The prediction is turned face up to reveal a 7 of Diamonds the spectators card is turned up. It's the 7 of Hearts a perfect match! The magician says "your luck is running high lets check the pack and the pile of cards". The top cards of these packets prove to be the matching black sevens! The spectator has somehow found all four sevens!

Set up: Remove the four sevens from the pack. Put the black sevens at #8 and #10 and one of the red sevens between these two at #9. The remaining red seven is placed somewhere in the lower half of the pack. So from the top down you'll have seven 'x' cards then black seven, red seven, black seven, rest of the pack with the remaining red seven somewhere in the lower half.

Performance: Pick up the pack and thumb thru it till you come to the lone red seven. Set it out face down on the table. This is your 'prediction'. Have them pick a number between 10 and 20. You will now do a variation of the "number 9" force. Say they pick sixteen. Have them deal face down 16 cards. Now say "that number may be a number I could have guessed you would have picked. We need a number even you wouldn't have thought of".

Have them add the two digits 1 and 6 together to get to new number of 7. [This is the "#9" force at work. No matter what number between 10-20 is picked, you always have them add the two digits together and then subtract i.e. deal back that many cards from their original number. This will always bring them to the original 9th card down in the deck (for this trick it will be a red seven).] Have them pick up the dealt off pile of cards and deal seven cards back onto their main part of the deck. Say "this brings you to a card neither you or I could have known of". Have them set, the top card, of the

cards in their hand down next to the 'prediction' card. Take the remaining cards out of their hand and set it next to the rest of the deck on the table.

Situation: The two cards on the table will be the matching red 7's the cards on top of each packet are the black 7's.

Big finish: Recap the effect and how impossible it would be for me to predict their card. Turn the prediction face up and say "lucky number seven". Say the prediction card is the 7 of diamonds, "if the card you arrived at, thru the numbers you 'freely' picked, was the 7 of Hearts... that would be cool!" Turn over their card to show it to match the prediction card. This is climax #1. Say "your luck is running pretty high." "Lets see if these cards (point to the tabled packets) matched it would be a totally impossable." Turn over the top cards of the two tabled packets and show them to be the Black 7's!! Toss them down next to the red sevens and applaude the spectator.

Notes: You can set this up easily form a shuffled pack. If your intrested in that handling contact me and I'll go thru it with you. Whitch would mean the four of a kind would be different every time you do it. Also please 'Do Not' use this for another four Ace find!

Credits: This is my handling of the venerable old plot of the 'four way match' type of routine. I have not found this exact handling in print, but if someone has seen this before please let me know.

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