January 2020

The Conjuror Community
(More Magic Than You Need, Almost as Much as You Want)

Featuring
The Bouncers' Sandwich by Adam Grace

Some of you might have noticed a one-and-a-half-year gap in the issues of this blog; there were no issues from May '18 to December '19. What happened? Was I on a secret mission to Algeria to stop a war? Was I working with the CIA to help them ferret out spies? Did Bugs and Daffy kidnap me to referee a basketball game in outer space?

No. I received an email offering a month's access to the Conjuror Community website, for the paltry sum of one dollar. I was intrigued so I sent them my dollar and started looking around their site. I was amazed. They had an enormous amount of training videos. The videos are divided into two different types: recordings of live events consisting of lectures, teach-ins and member performances; and those that are called Amazement Plans, more formal sets of short videos teaching facets of magic, such as forcing or a "Wild coin" or the more esoteric "Trick Selection "System" that says, " . . . you'll be introduced to a proven formula that lets you know how to always pick the right trick for any audience you meet, and any situation you encounter."

The primary performers/teachers on this site are Aaron Fisher, Adam Grace, Shawn Mullins. Rolando Santos and Alexander Slemmer. They also regularly have guest lecturers.

I love this stuff! I was totally absorbed. Some of these lectures are 2½ to 3 hours long. I started losing sleep. Since these were live lectures I found I needed to watch some of them many times to absorb all the information I was getting. Sorry for the cliché, but it was like drinking from a fire hose.

There was a problem, though. Their search engine wasn't up to the task. If you wanted to learn a specific item, at best, you'd be directed to a particular video. But as I said, some of these videos were *really* long. Being told that a particular sleight, that might only take two or three minutes to describe, is in a video, is of little value.

To be effective, a website as comprehensive as this needs to have a database with a good search methodology behind it. Hmmm, if they only knew a magician familiar with database design. Oh. Wait.pin

I contacted their site administrator and offered my services gratis in exchange for a reciprocal agreement. I was put in contact with Adam Grace, who is in charge of the website. The agreement was made and I was thrown into the deep end of the site. It's kept me incredibly busy ever since. Recently, with the database working relatively well, I've felt the urge to get back to writing this blog. So here we are.

Special offer: Adam has offered anyone who reads this, a month of Conjuror Community for only $1.00. This is a sweet offer. The URL below will give you the details of the offer. https://conjuror.thrivecart.com/conjuror-community-membership-1-trial/

(I must inform you that this subscription automatically renews at the end of the month and will bill your credit card the normal monthly rate of $38.60. If you don't like this site, you must opt out of the club by sending an email to the administrator.)

Appropriately, we'll be starting this new year with an item from Adam. It contains a beautiful move in which a selection appears between two "sandwich cards" as they are thrown on the table.

Bouncers' Sandwich, by Adam Grace

Effect
Two jokers, the "Bouncers," are faceup on the table, where they can "see" the cards spread or shuffled over them.

 A card is selected and "lost" in the deck. The magician puts the bouncers on top of the deck and cuts it, saying they will find the selection. He spreads the deck and sees the bouncers haven't found anything. He throws them onto the table and, suddenly, there *is* a card between them. It's the selection. The magician puts the selection in the middle of the deck, the bouncers on top. The deck is *not* cut. The bouncers are taken from the top, and now the selection is between them.

Method
Note: I will be using Adam's method here. My presentation will be a little different.

Have a pair of jokers faceup on the table. (Of course, you can use any pair. You might even ask a spectator to choose a pair.) Have the spectator pick a card (we'll assume it's the Ace of Spades) and then "lose" it in the deck, controlling it to the top by your favorite method. Table the deck.

Place the jokers faceup on top of the pack, cut the cards and tell your audience how the selection will be found. Make your magic gesture, incant your incantation or otherwise make it clear that some magic has happened. Pick up the deck and spread it hand to hand until you come to the pair of jokers. Spread one card past the jokers so that your left thumb rests on the joker *and* the card beneath it. Your left fingertips should contact the card below the joker. Your right middle and ring fingers should be touching/in control of the top joker. (Photos 1 and 2.) Separate your hands, so that the right hand will have a joker at the bottom of the spread and the left hand will have a joker at the top. Look up at your audience and comment that there is something wrong—there's nothing between the two jokers.

You will now perform a move that Adam *thinks* was created by David Harkey. The steps I'm about to describe happen in about one-half of a second. They are one smooth continuous action.

1. Push the *right-hand* joker with your right fingers to the left and throw/drop it to the table—just a wee bit to the left of center. (Photo 3.)

2. Push off the joker and selection with your left thumb and throw/drop it *slightly to the right* of the joker already there. (Photo 4.) You want to perform this so you hear all three cards hitting the table almost simultaneously.

These actions should occur as you're talking with the audience and have their attention. You wish to make them believe you've failed. Pause for a beat and then "notice" that there is a card between the two jokers.

Your right hand pushes the top joker off to the right, allowing access to the face-down card. Your right hand picks up this card so you can look at it, with the *thumb on top and fingers underneath*; you will see it shortly after the audience does. The audience will see their card and react with astonishment. Not only did a card mysteriously appear between the two jokers—it's their card. They'll think the trick is over and begin their tumultuous applause. While this is happening, do a Top Change and drop the card that's now in your right hand, face down between the jokers.

Omigod! A Top Change? I can't *do* a Top Change.

Yes you can; the mechanics are quite simple. I'll get to it after I finish describing the trick. (For the record, I'd *never* tried a top change before. I tried it here, it went perfectly!)

Okay, status check. The two jokers are face down on the table. There is a face-down card, which the audience thinks is their selection, between them. The selection is face down on top of the deck. The audience is waiting for you to begin your next miracle.

"How about we try it one more time." Pick up the face-down card; as you do, push the top card of the deck to the side a bit and secure a little finger break under it as you draw the card flush. Insert the face-down card into the deck for about half its length. Drop the two face-up jokers on top of the deck—there will now be three cards over the break. Lift these three cards off the top of the deck into Biddle Grip (Photo 5.) and table the rest of the deck, face down, to your left. Use your left thumb to draw the topmost of the three cards in your right hand into the left palm and say, "This time, we'll leave the jokers on top." Place the right-hand's card(s) on top of those in the left and place all square on top of the deck. Push the outjogged card into the deck (or have a spectator do it) and press on top of the deck to make the magic happen. Finally, spread the deck across the table showing one face-down card between the two face-up jokers on the top—a veritable impossibility.

The Top Change

Everybody knows that the Top Change is an easy move to accomplish. What we all fear is that the spectator will see it if they're looking at our hands; we need misdirection. (This is not entirely true; check out Alex Pandrea and Suzanne the Magician, noted below.)

This trick has excellent misdirection built into it. When you pick up the face-down card and display it, the audience *knows* the trick is over. They might applaud, talk among themselves or look at your face. When you drop your hands and relax, you take the heat off even more. If you've ever thought of becoming comfortable with a top change, this is the trick to try. I know I will.

I'm not going to try to teach this move; there are plenty of books and videos you can refer to.

If you take Adam's offer and join the Conjuror Community, you can see him explaining it at 12:47 of *Our Favorite Tricks, December 2019.*
https://club.conjuror.community/our-favorite-tricks-dec-2019/

A more detailed description is Given at 23:48 of Suzanne the Magician's *Blank Ambition Bootcamp.*
https://club.conjuror.community/our-favorite-tricks-dec-2019/

If you wish, you can go to YouTube to view a video by Alex Pandrea. He is rather talky, but you can find a detailed explanation at 4:33.
https://www.youtube.com/watch?v=S_iiwl12dtM&t=5s

You can also find the top change in the following books:
Card College 1, by Roberto Giobbi, p.233
Card Magic of LePaul by Pail LePaul, p.77.
Fechter, The Magic of Eddie Fechter, by Jerry Mentzer, p. 69.

And a zillion others.

An afterthought. Take your Ultra Mental (Invisible) Deck and reset it so all the cards face the same direction. Now, try the trick again with a pair of black jacks as the Bouncers. You'll find the trick takes on a new dimension. Try it; you'll see what I mean.