

BUCKLEY'S
NEW AND IMPROVED
Effects With Cards

A Series of Twelve Problems

NUMBER TWO
THE BURGLAR
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R.D. Spraker, Jr.

Number Two — The Burglar

This is a very pretty effect, its only drawback being the limited number of people it may be successfully shown before at one time.

EFFECT, BRIEF PRESENTATION AND PATTERN

With cards in hand the performer commences, remarking: "I want you all to stretch your imagination a moment, for a short drama I am going to cause to be enacted for your amusement. Consider this pack of playing cards a building, that will shortly be the scene of a robbery. Now, for the characters of the play, we shall have several cards chosen from the pack."

"Will you, madam, please draw one card from the pack? Thank you, please retain the card and remember the name."

"Will you, sir, please draw a card and remember it."

"The card of the lady's selection we will elect to the position of chief of police, and the card of the gentleman's selection we will call the detective."

"Now, madam, will you return your card, the chief, to the building? (Card is returned to pack and shuffled.) And, now, sir, we will have your card returned, the detective." (The pack is immediately dropped on the table.)

"We will now test the ability of these two gentlemen and see if they are worthy of the titles we bestowed upon them."

"Madam, would you mind mentioning the name of your card, the chief of police? (for explanatory reasons we will say the card of the lady's selection is the king of spades and the card the gentleman selected is the jack of hearts). The king of spades, then I should think we will find the card here." (Top card of pack is turned over and shown to be the card lady named.)

"Now, sir, will you name your card the detective? The jack of hearts, then if I am not mistaken we will find it at the bottom of the pack guarding that end of the building." (The pack is turned over and the card named revealed at the bottom. These two cards are taken from the pack and left face up on the table.)

"We will now have a lady select the third character of the play. Madam, would you please select a card from the pack and note the name of it, and then please return it to the pack again. Thank you, you will not forget the name. With your permission, madam, we are going to make a criminal of your card and then see if it is possible for the chief of police and the detective to capture the criminal. You please shuffle the cards thoroughly and make it as difficult as possible." (The pack minus the two cards on the table is given the lady to shuffle.)

(When the pack has been given a satisfactory shuffling the performer takes it and then picking up the two cards from the table he proceeds to insert them into the pack, remarking): "You will admit, madam, that to find your card is likely to prove a very difficult problem seeing that you are the only person aware of the name of the card you chose."

"Well, we shall see if the test proves beyond the powers of the criminal investigation department. You will note they commence their search at the center of the building (while this is being said the performer is holding the pack in the left hand and with the right hand he is inserting and withdrawing the two first cards chosen, the king of spades and the jack of hearts; these cards are finally withdrawn clear from the pack and the pack is placed on the table); performer remarking:

"Not being successful in their first combined attempt the chief returns to headquarters (as this remark is made the king of spades is openly thrown face upward on the table, and the pack is again taken up and the jack of hearts is shown and fairly laid on the top of the pack while it is held in the left hand) and the detective makes a further search" (the cards are riffled, not shuffled, and the pack turned over and the jack of hearts is revealed at the bottom of the pack).

"You see, madam, I warned you of the difficulty we were likely to encounter. The detective has made a complete search and has not been at all successful, so he returns to the chief, resigning in favor of one of the ladies." (As these remarks are being made the jack of hearts is taken from off the bottom of the pack and laid face down alongside the king of spades on the table.)

Now, madam, will you please assist by calling stop as I riffle the cards." (Performer riffles pack and the lady requests the performer to stop, he immediately complies, then separates the pack at the position he had reached when the request to stop was made; the card at this position he turns over and it is seen to be the jack of hearts, apparently seen and believed to have been the card laid face down on the table.) Performer remarks:

"Apparently, madam, this detective has deceived us all, now we all know it is impossible for even a clever detective to be in more than one place at a time, so if you don't mind, madam, I will have you mention the name of the criminal card—the card of your selection." (As the name of this card is given the performer slowly turns over the card laying face down on the table and it proves to be no longer the jack of hearts, but the identical card named, thus bringing to a close a simple yet very pretty and effective experiment.)

'Sleights Necessary to Perform the Burglar

In performing this effect five sleights are employed:

THE CRIMP
THE TWO-HANDED PASS
DOWN'S CHANGE (Modified)
A SECRET REMOVAL
THE RIFFLE SHIFT

The purpose for which these sleights are employed in this effect is as follows:

THE CRIMP is used to bend the corner of the third card chosen in such a manner that it will permit the performer to readily note its position in the pack when the cards have been permitted out of the performer's hands and given a thorough shuffling.

THE TWO-HANDED PASS during the presentation of this effect is employed, in all, five times, i. e.: (1) to bring to the top of the pack the first card selected so as to permit the pack to be shuffled and the location of the selected card maintained on top; (2) to shift it again to the center so as to have the second card returned immediately beneath it; (3) to convey both selected cards simultaneously to the top and bottom of the pack; (4) to shift the second and third selected cards together to the bottom from the top of the pack; (5) to shift the second selected card to the top of the pack ready for the riffle shift.

DOWN'S CHANGE (Modified). This is really a slight modification of a very pretty and deceptive change of T. Nelson Downs, which is described in his book, the "ART OF MAGIC," pages 72-73. The purpose to which we put the sleight is to secretly change the third for the second selected card in the act of apparently placing the latter on the table. (The only difference in the sleight as we use it, and the way Mr. Down's describes it, is that we complete the move and sleight with the use of one hand only, which to our way of thinking makes the move, if anything, even more effective.)

THE SECRET REMOVAL. This is simply a method used in conjunction with the crimp, employed to secretly remove from the pack, the third card selected, under the pretext of partially pushing into the pack the first and second card selected.

THE RIFFLE SHIFT is employed to shift the second selected card from the top of the pack to that part of the pack indicated by a spectator's request to stop, while the performer is in the act of riffing the pack.

DETAILS FOR LEARNING SLEIGHTS

We will now proceed to study in detail the various sleights, the purposes of which have just been explained.

THE CRIMP

The third card having been selected and withdrawn from the pack, the performer holds the cards spread before the party to allow the selected card to be returned at any position desired.

When the card has been placed in the pack at an opening made to receive it, the performer closes the cards together and hands them to the party to shuffle. During the closing action of the pack there is not the slightest movement or irregular action perceptible, and yet it is during this act of closing the pack, that the chosen card is crimped.

Referring the reader to Figure 11 the position of the hands when in the act of crimping the corner of the selected card is clearly shown. The second finger of the right hand bends the index corner of the card, over the second finger of the left hand. The action takes but a moment to execute and is completely concealed by the spread of the cards. A few trials will tell the reader just how to gauge the amount of crimp that is best suitable for the cards he is using.

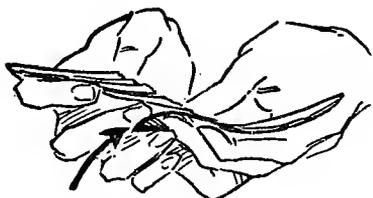


FIG. 11

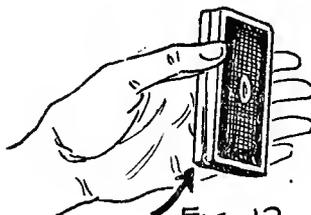


FIG. 12

To locate the selected card by the crimp after the pack has been shuffled, the pack is held as in Figure 12, and, if it is too near either the bottom or top of the pack, it is easily brought to the center by cutting.

THE TWO-HANDED PASS

This sleight we have most elaborately, and exhaustively, treated in effect number one; we will therefore consider any further comment upon it in this series, unnecessary.

THE DOWN'S CHANGE (Modified)

The pack is turned over and held face upward in the left hand, as in Figure 13.

Then two cards are removed together as one and placed in position by the right hand, where they are supported by the fingers and thumb of the left hand, as in Figure 14.

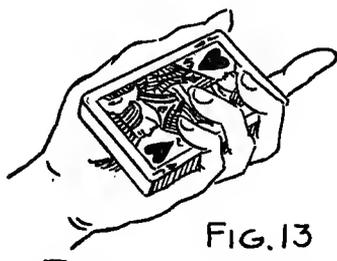


FIG. 13

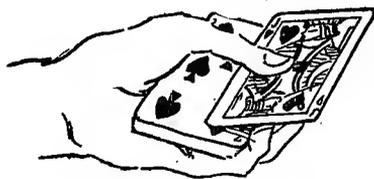


FIG. 14

This is best accomplished in the following manner: While the pack is held as in Figure 13, the thumb of the left hand, very slightly presses down the corner of the pack at which it is located; and then, by easing the pressure against the side, two cards are allowed to spring from under the thumb, permitting them to be readily removed together by the right hand, without fumbling; together they are placed in position as shown in Figure 14.

The two cards are thus entirely supported between the fingers and thumb of the left hand, the thumb is on the face of one card (the one which is visible) and the tips of the fingers are on the back of the card which is concealed.

Now to produce the illusion that the card visible in Figure 14 is placed on the table, the performer turns over the left hand together with the cards (see Figure 15), then the thumb draws the card (previously exposed) under the pack, and at the same time the the fingers resting on the back of the card (of which the back only is exposed) force it out as the fingers straighten and the card falls face toward the table.

These moves will be found exceptionally easy to accomplish, and, when gracefully executed, create a perfect illusion.

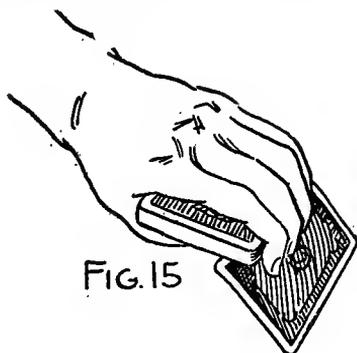


FIG. 15

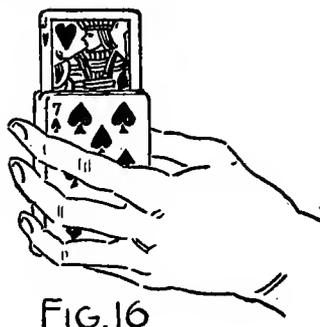


FIG. 16

SECRET REMOVAL

FIRST hold the pack as in Figure 12, now take two cards from the table, and hold them, between the second and third fingers and

the thumb of right hand, and insert them into the pack one on either side of the crimp, now square the two cards together, and push them, just half their length in pack.

Now the left hand is turned around and the position of the cards not changed, this is accomplished by taking hold of the pack between the finger and thumb of the right hand, while the position of the left hand is changed round, see Figure 16.

The two cards are now pushed within a half inch of their entire length into the pack, and while pressed firmly together they are withdrawn about an inch, this time the crimped card coming away between them, they are now tilted at an angle to the rest of the pack (see Figure 17) so as the third finger of the left hand acts as a stop for the crimped card, thus allowing the three cards to be properly squared together when the two are again pushed in the pack.

The three cards now properly squared together are removed from the pack, and if the move has been smoothly and properly executed, no one will even suspect, that anything more has taken place than the insertion, and removal of the two cards only.



FIG. 17

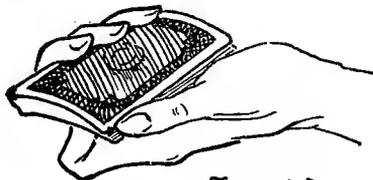


FIG. 18

THE RIFFLE SHIFT

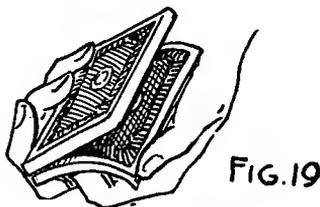
Hold the pack as in Figure 18, second, third, and fourth finger on the back of pack, and the first finger bent under on the face of the pack, the thumb at the side.

In this position the thumb bends the cards down over the first finger, and then, as it is drawn slowly over the side or rather edges of the cards, they are released and spring up straight again.

This is called riffing the pack; now to make the riffle shift, the object of which is to bring or shift unobserved the top card of the pack, to any position at which the riffle is stopped, thus maintaining an opening in the pack, between the cards released by the thumb, and those, the thumb is still pressing down.

Say about half of the pack has been released when some person in the audience requests the performer to stop.

The position of the cards in the left hand would then be as in Figure 19. Now the right hand simply takes off the top half of the pack (the cards released by the thumb), but owing to the pressure of the three fingers of the left hand on the back of the top card, it is retained on top of the portion remaining in the left hand. A few trials will show the reader how naturally, and undetectable, this can be accomplished.



REHEARSE PROBLEM

After having mastered the moves and sleights essential to the working of this effect; then refer to:

Effect, Presentation and Patter

and rehearse the problem as a whole.

- (1) The performer has two cards selected and retained.
- (2) The first card is returned to pack and brought to the top by the two handed pass.
- (3) Performer shuffles pack retaining selected card on top (riffle shuffle or any simple false shuffle the reader may know of).
- (4) The selected card is brought to the center of the pack by the two-handed pass, the pack is then separated slightly and the second selected card is returned beneath the first, now at the center of the pack.
- (5) The first card selected is again brought to the top and the second card selected to the bottom by the two-handed pass, the pack is then immediately dropped on the table.
- (6) The top and bottom cards are then shown to be the two selected cards; they are then removed and laid on the table.
- (7) From the pack the performer has a third card chosen, noted, and returned. This card the performer crimps, squares the pack and hands it to be shuffled.
- (8) Taking pack after the shuffling the performer notes position of crimped card, alters position to bring it to the center by cutting if necessary.

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- (9) Takes the two cards from the table and inserts them one on either side of the crimped card.
- (10) The three cards are now removed from the pack together, and the pack is laid aside.
- (11) The top card of the three, is placed face up, on table (this is the first selected card).
- (12) The remaining two cards are held in the right hand as one card only (the face of the card exposed is the second selected card).
- (13) The pack is taken up in the left hand, and the two cards placed together on the top of the pack, and then immediately transferred to the bottom of the pack, by the two-handed pass; the pack is then turned over and the card shown.
- (14) Now by a modification of the Downs change, the second bottom card of the pack (the third card selected) is placed on the table, while the impression given, is that the card so placed, is the one seen at the bottom (the second card selected).
- (15) The second card selected, now the bottom card is brought to the top of the pack by the two-handed pass, or any other method the performer may prefer for so transferring a single card.
- (16) By the Riffle shift, the now top card is brought to the position at which the performer stops during the riffle.
- (17) First the second selected card is shown at the position stopped at during the riffle, and then the third card selected is shown to be the one face down on the table.

