

JAMESOSOPHY

(By STEWART JAMES)

Number 1

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CARD TRANSFORMATION

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STEWART JAMES



At the present writing, Stewart James is serving in England with the Canadian army.

It gives me great pleasure that he has released the inclosed material to us for publication. This was made possible through the co-operation of our mutual friend and "Human encyclopedia" of card tricks, Milton Kort.

It is my hope that "JAMESOSOPHY" will eventually grow into quite a series. In fact, additional tricks are already to hand. We only await permission from Mr. James for their release.

Finally, I take the blame for the name "Jamesosophy" as Mr. James neglected to supply us with a title. I only hope that it meets with his approval when he sees it.

HAROLD STERLING.

'This is all "halls". — but you may make something of it. Should suit you. (?)

" SWASTRICKA "

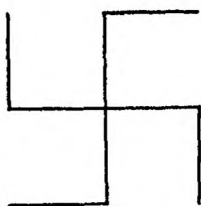
EFFECT: Performer writes a prediction and anyone retains it for the time being. He now displays a card, same size as a playing card, bearing a swastika. The assertion is made that invariably when something is predicted, the actual prediction is not seen until the event has transpired. In this case the swastika itself is your prediction—the meaning of which you will explain as the trick progresses—and which will be verified by the notation on the slip retained by a spectator.

Two cards are now very fairly selected—you do not know what they will be in advance—and you disclose that both the swastika and the written message are correct. In doing so, an interesting oddity is revealed that your audience will remember and talk about.

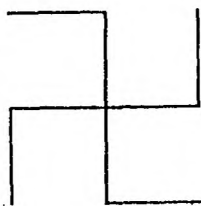
PREPARATION: You will note that one side of the card bears a swastika. On the other side is a large "2."

The deck is arranged in this order: Ace, King, 2, Q, 3, J, 4, 10, 5, 9, 6, 8, 7, 7, 8, 6, 9, 5, 10, 4, J, 3, Q, 2, K, A, K, 2, Q, 3, J, 4, 10, 5, 9, 6, 8, 7, 7, 8, 6, 9, 5, 10, 4, J, 3, Q, 2, K. Two aces are not required in the set up. The order of the suits does not matter. No amount of single cuts will disturb this arrangement.

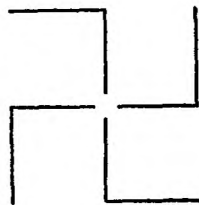
Write "28" on the slip given to the spectator to retain.



(A)



(B)



(C)

PRESENTATION: Call attention to the fact that the card bears the ancient Egyptian Good Luck Swastika (B) which is the exact reverse of the Nazi Swastika (A). This latter was originally made use of by Kaiser Wilhelm to mark his personal belongings but, through an error, it was incorrectly made and that version has continued in use. You might even draw the incorrect form to emphasize the difference.

Have volunteer insert the special card anywhere in the deck. He then removes the card immediately above and immediately below it.

After adding the values of these two cards, he multiplies the total by "2"—the number printed on the back of the card.

(The answer will be 28 or 30. If 30—have him subtract "2." In either case "28" is arrived at).

Reveal that the Swastika is actually composed of four 7's—joined at their base (C)—and four 7's total "28."

Finally have spectator reveal the "28" on the slip he is holding.

COMMENT: The Jack, Queen and King have values of 11, 12 and 13 respectively.

If you can false shuffle the deck, so much the better, but a number of rapid single cuts will pass for a shuffle.

MEMO - GRAPHIA

Jossey !!

EFFECT: The performer writes his predictions, one on each of two slips of paper. They may be left with anyone for safe keeping. The deck is handed to audience and two spectators each select a card and a number mentally.

Now, without the performer ever touching the deck, both predictions—based on the numbers freely selected by the spectators—are shown correct AND THE TWO MENTALLY SELECTED CARDS HAVE CHANGED PLACES.

PREPARATION: A quick set up of 7 easily remembered cards is required. The 10th, 12th, 14th, 16th, 18th, 20th and 22nd cards from the face of deck are an ace, three, five, seven, nine, jack and king respectively. It does not matter what suits are used.

The joker is in the deck so that there are 53 cards.

Write "18" on each slip of paper.

PRESENTATION: Let us call the two volunteers A and B. A thinks of any odd single digit. He notes and remembers the card at that position from the top. B thinks of any even single digit. Likewise notes the card at that position from the top.

The deck is divided into two piles. This is done by counting off the top 26 top cards one at a time face-down and reversing their order in doing so.

You now have two packets of cards face-down on the table. There are 26 cards in one and 27 cards in the other.

A and B total their numbers. Suppose A had 9 and B's number was 4. Their total would, of course, be 13.

Thirteen cards are therefore counted off the top of the "27" pile. The next card is turned over. It will be a 5 spot. Thirteen plus 5 totals 18. The one prediction is read and found correct.

As the value of the card that turned up was a 5-spot, you discard 5 cards (counting the 5-spot as one of them) from the "27" pile.

Discard 5 cards from the "26" pile as well.

Now as A deals the remainder of the "27" pile on a table, a card at a time, B covers each card he deals with a card from the "26" pile. When all the cards from the "27" pile are dealt and covered, these cards are counted. They will total "18"—the number written on the second slip.

B now states that, say, he noted the Queen of Hearts and it was the 4th card down in the deck.

A states that he noted the seven of clubs at the 9th position.

What remains of the "26" pile is picked up and the cards dealt one at a time from the top.

The 4th card down is the seven of clubs and the Queen of Hearts is in the 9th position—exactly reversed to where they were first noted.

COMMENT: The top half of deck may be shuffled (the Hindu shuffle is ideal for this) before it is handed to a spectator at the start of the trick.

For platform presentation, you may write your predictions on slates and use a giant deck.

"If you give the spectator his choice of which prediction he will reveal first, you will usually draw a chuckle from your audience when the second prediction is disclosed to be exactly the same as the first—"18."

A Jack, Queen and King have the value of 11, 12 and 13 respectively.

*This "Memo-lynaphia" is lovely. If you
have A Memory like an elephant.*

A "pip" - I've tried it!!

THE "ALL CLEAR"

CARD TRANSFORMATION

EFFECT: Volunteer is first handed the deck. He decides upon a number and notes the card at that position in the face-down pack.

The deck is cut and the volunteer again counts to a number and removes whatever card is at that position.

He fans the cards, or spreads them face-down on a table. One card is face-up. It is the card first noted.

More than that, it is the same number of cards down in the deck as there are spots on the second card he selected.

An even greater surprise awaits him on turning the card face-down to find that it is the only red-backed card in an otherwise blue-backed deck.

His first reaction is to look through the pack for a duplicate—which I am happy to say he will not find.

PREPARATION: Remove a card from deck and place it in your breast pocket. A five-spot is about right.

We will imagine you are using a blue-backed deck. You will require one red-backed card. Place it fifth from the face of the deck and face-up. Let us say that this red-backed card is the Queen of Hearts. Place the blue-backed Queen of Hearts, from the actual deck being used, at the 10th position from the top and you are ready to perform.

PRESENTATION: Hand deck to volunteer. He names any number between 10 and 20 and counts off that many cards one at a time and face-down.

We will say, for example, he chooses 17. Say, "From these 17 cards I will have you select just one and we will do it by again using the number you have chosen. One and 7 total 8 so pick up the packet and count off 8 cards one at a time and face-down. Look at and remember the 8th card."

(It will be the blue-backed Queen of Hearts. Always add the digits in the originally named number and have them note the card at that position in the dealt off cards.)

Volunteer replaces the cards in his hand on top of the packet on the table, thus burying the Queen of Hearts, and replaces these re-united 17 cards back on top of the deck.

(This automatically places the Queen of Hearts back again at 10th from the top.)

Take the deck and false cut it—false shuffle if you wish, but a deceptive false cut is convincing and direct.

If it were not for the cut, there would be suspicion directed at the duplicate Queen of Hearts the moment it shows up as otherwise the card would be in the top half of the deck.

Again the volunteer names a number and selects a card as before BUT this time he hands it to you without looking at it. You apparently place it in your breast pocket, really vest pocket, making a great display of not looking at it yourself.

- Nothing remains but to have volunteer fan the deck face-down. First his so freely selected card appears face-up. The next surprise is when it appears at the position indicated by the spots on a card just as freely chosen and not even seen by the performer. The last and greatest surprise is when he turns over the card and discovers that it has a red back.

COMMENT: As there is only one card in your breast pocket, the volunteer may remove it himself.

If you are wearing a victory suit, one without a vest, you can use the trouser pocket and use the top of the pocket dodge to show it empty.

Some may prefer to make the switch with a card box.

Finis.

I thought the look for this effect.

It is "tops"

says

"better"