



The Complete Card College 3 - Personal Instruction

Content

Lesson 24: Assorted Techniques & Refinements

Techniques

Biddle Technique

- Biddle Steal
 - one card
 - several cards
- Biddle Addition
- Biddle False Count
- Biddle Hide-out/Hamman Count

Secret Counting of Cards

- in a fan
- in the hand-spread

Bluff Cut

- cut one card
- cut a packet (e.g., four Aces)
- cut to second from bottom (selection)

Hold Back Card in Box

- with guarantee-seal
- behind cellophane
- with flap

Transfer Move

Transfer Palm

KM Move

- Subtraction
- Double Lift Substitute
- Reverse for small set-ups (End Grip)
- Fan: subtract or add

Vernon Addition

- with left hand
 - with Injog
 - with Buckle
- with right hand (Wedge Break)

Tricks

The Invisible Card (performance)

The Invisible Card (explanation)

The Four Seasons (performance)

The Four Seasons (explanation)

Lesson 25: Breaks, Steps, Injogs

Techniques

Break

- Types of Breaks
 - Little-finger Break
 - Thumb Break
 - Erdnase Break
 - Heel-of-the-thumb Break
 - Wedge Break
 - enlarge breaks
- Break Transfers
 - from little finger to Erdnase Break
 - from little finger to heel of the thumb
 - insert card into break
- Break under top card
 - Back Breaker
 - Pop-up Break
- Dribble Break
 - basic handling
 - as a Control 2nd from bottom
- Crocodile Technique
 - with Injog
 - with Side-jog

Step

- six types of steps (forward, backward, leftward, rightward, two diagonals)
- Ribbon-spread and Step
- Fan and Step
- spectator holds stepped deck

Injog

- Automatic Jog Control
- Drop Jog
- Diagonal Push-in and fan
 - close fan clockwise
 - close fan anti-clockwise
- Details of handling for Injog
 - dribble deck at end and sides to table or hand
 - take break under Injog
 - transfer jogs (All-around Square-up)

Tricks

The Mastergrip (performance)

The Mastergrip (explanation)

Ectoplasmic Kings (performance)

Ectoplasmic Kings (explanation)

Lesson 26: Controls Part 2

Techniques

Convincing Control

- as a control
- Convincing Control Palm

Bluff Pass

Lift Shuffle Control

- one card
- several cards

Logical Control

- Hand-spread
 - Crocodile Technique
- variation with quick trick

Tricks

A Sure Bet (performance)

A Sure Bet (explanation)

Daley's Great Card Discovery (performance)

Daley's Great Card Discovery (explanation)

Lesson 27: Multiple Shifts

Techniques

Generalities

- Why take out and lose again?
 - multiple selections
 - Aces from previous trick
 - to sign the cards
 - spectator chooses four-of-a-kind
- insertion of cards
 - standard method – replacement with deck in Dealing Position
 - replacement in ribbon-spread
 - replacement in fan
- Why cut or shuffle the cards after insertion?
- Insertion and Control-cut-shuffle in same direction

Swing Cut Multiple Shift

- false All-around Square-up
- palm Aces after MS
- Control to bottom

Bluff Multiple Shift

- with Riffle Force
- with Dribble Force

Dai Vernon Multiple Shift

Overhand Shuffle Multiple Shift

Natural Multiple Shift

Lateral Insertion Multiple Shift

Simple Shift

Trick

The Vanishing Deck (performance)

The Vanishing Deck (explanation)

Lesson 28: Double Lift – Part 3

Techniques

Push-over Double Lift

- book-leaf handling
- end-over-end handling

Floating Double Lift

Intelligent Double Lift

Stuart Gordon Double Lift

Center Double Lift

- Pull-out Center Double Lift
- Twist-out Center Double Lift

Small Packet Double Lift

- Double Lift Replacements (Unloads)**
- Optical Replacement
 - Ascanio Replacement
 - Ghost Switch
 - Turnover Replacement
 - Stanley Collins
 - Max Katz Replacement
 - Dai Vernon Replacement
 - Stuart Gordon V Movement Replacement

Tricks

The Time Machine (performance)

The Time Machine (explanation)

The Palindrome Cards (performance)

The Palindrome Cards (explanation)

Jazz Aces Revisited (performance)

Jazz Aces Revisited (explanation)

Lesson 29: False Displays Counts 2

Techniques

Ascanio Spread

- to the face
- to the back
- with tabled double
- Ascanio Spread Fan

Open Display

Oiram Subtlety

- basic handling
- quick trick: Venus vs. Mars

Overcount

D'Amico Spread

All Alike Display Sequences

- Marlo Diminishing Lift Display
 - with four cards
 - with five cards
- Jennings Diminishing Lift Display Variation
- Flustration Count
- Duplicount
- Hindu Shuffle Display
- Swing Cut Display
 - “Marlo Bit”

Tricks

Philosopher's Aces (performance)

Philosopher's Aces (explanation)

Dance of the Cannibals (performance)

Dance of the Cannibals (explanation)

Lesson 30: Riffle Shuffle 2

Techniques

Zarrow Shuffle

- Zarrow Genesis
 - Old-style false dovetail shuffle
- Zarrow Dynamic
- Zarrow Shuffle (one shuffle)
 - Block cover

- Slip-cut cover
- Block-cover with slip-cut
- Tamariz ruse
- Post-slip-cut
- Pre-slip-cut
 - Vernon Cold Deck Cut (Lesson 23)
 - Triple False Cut
- Zarrow Shuffle (two shuffles)
 - Without previous Cold Deck Cut (final cut)
 - under three cards
 - muscle memory block (Roy Walton)
 - With previous Cold Deck Cut

Pull-through Shuffle

- standard method
- Mysterious Kid variation

Triumph Shuffle

- as red-black false shuffle
- with post-slip-cut & Up-the-ladder Cut
- with Cold Deck Cut (Slip Cut)

Pull-through Multiple Shift

- Control to bottom
- with face up deck to top
- Control to top

Combination Shuffles & Cuts

Top Stock Controls

- Right-left Riffle Shuffle
- with Cold Deck Cut
- with Block Transfer
 - Triumph Shuffle
 - Zarrow Shuffle
 - Push-through (floating block)

Bottom Stock Controls

- Combination Shuffle & Cut

Red-black False Shuffles

- Zarrow Shuffle
- Triumph Shuffle
- Center Pull-out
- Vernon Red-black False Shuffle

In-the-hands False Riffle Shuffle

Tricks

Reality and Fantasy (performance)

Reality and Fantasy (explanation)

Triumph (performance)

Triumph (explanation)

Lesson 31: Faro Shuffle

Techniques

Introduction

- characteristics & Genesis of Faro Shuffle
- Faro from top & Faro from bottom
- mathematical basis
- Perfect Faro vs. Partial Faro
- How to prepare deck for Faro Shuffle

Partial Faro

- Partial Faro mechanics
- Faro Slough-off (partial Faro with Rest)
- alternating set-ups
- Permutation
 - In-Faro (2x)
 - Out-Faro (2x – 1)
 - combination In- & Out-Faro & Overhand Shuffle Run

Straddle Faro

- from Partial Faro
- Incomplete Faro Control (to center of deck)
- Glimpsed Key Card Placement

Perfect Faro Shuffle

Tricks

The Two Detectives (performance)

The Two Detectives (explanation)

Numerology (performance)

Numerology (explanation)

Lesson 32: Advanced Palming Techniques

Techniques

Introduction

One-handed Palm

- standard handling
- Marlo's simplified handling

Loewy Palm

- standard handling
- End Grip handling

Gambler's Cop

- to get card into Cop position
- Cop Replacement
- Cop Addition

Bottom Palm

- Bottom Palm left hand (one or several cards)
 - Hofzinger Bottom Palm
 - Card College Bottom Palm
 - Erdnase Bottom Palm (from Erdnase Break)
- Bottom Palm right hand (one card)
- Bottom Palm right hand (several cards)
- Replacement of bottom-palmed cards

Palm Transfers & Ruses

- Pocket Extraction
 - from breast pocket
 - from trousers pocket
 - from breast pocket
- Card from Inner Jacket-pocket
 - from right palm
 - transfer inside jacket
 - from Kelly Bottom Placement

Tricks

Just imagine... (performance)

Just imagine... (explanation)

Cop Stop (performance)

Cop Stop (explanation)

Lesson 33: Side Steal and Diagonal Palm Shift

Techniques

Side Steal Transfer

- Side Steal Transfer to top
- Side Steal Transfer to bottom
- Side Steal Transfer to any position
- Covers for Side Steal Transfer
 - Dribble and Square, Hand-spread, Fan
 - Ribbon-spread
 - table deck to the left
 - Skinner Riffle
 - riffle and listen

Side Steal Palm

Simplified Side Steal

Diagonal Palm Shift

- with replacement on bottom of deck
- as a direct steal
- from an Injog

Tricks

Picknick at the Summit (performance)

Picknick at the Summit (explanation)

The Phantom Card (performance)

The Phantom Card (explanation)

Lesson 34: Color Change

Techniques

Introduction

- Terminology
- as a Flourish
- as an Effect
 - to correct a mistake
 - “Picking off the Pip”

Classic Color Change

- Kaps handling
- Vallarino-Giobbi handling

Slap Color Change

Wave Color Change

- Backhand Wave
- Side-to-side Wave
- Armrest Wave

Houdini Color Change

- single card
- repeat change

Flip-flop Color Change

Fadeaway Color Change

Tricks

Through and Through (performance)

Through and Through (explanation)
