

# RIBBON SPREAD

7 (Pri)

## RUSDUCK

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als out:

THIS little number is effective when a card has been taken from the pack and not returned. It is very useful as an 'out' when a spectator takes a card and refuses to return it to the pack.

SPECTATOR is given pack to shuffle thoroughly. He is told to select a card while the pack is in his hands, to place the card in his pocket and return the pack to the performer.

WHEN the performer receives the pack he immediately spreads it on the table face up, in a long ribbon, making sure that all the indices of the cards are visible.

PERFORMER now states that the spectator and he himself will draw alternate cards at random from the cards on the table, and that the performer will make the spectator leave until last a card which will indicate the chosen card.

SPECTATOR now draws a card from anywhere in the spread. The performer does likewise. This is continued until all the cards are taken. Performer then names the chosen card.

THE "Know How" ? Well, this is how it works. Spades and Hearts are paired and Clubs and Diamonds are paired. In other words, if the spectator draws a spade, you must draw a heart. If he takes a heart, you must take a spade. The same procedure is taken with clubs and diamonds. This process takes care of suits. Now to study values.

WHEN the spectator takes a card you must take a corresponding card which will bring the total value of the two cards to 13. This slight calculation is made mentally, of course. A Jack counts 11, Queen 12, King 13.

HERE are a few examples. Spectator takes the 4 of spades. You must take hearts. 4 from 13 is 9, so your corresponding card is the 9 of hearts. He takes the 2 of diamonds, your corresponding card is the Jack of clubs. He takes the 8 of hearts, you must take the 5 of spades. If he takes the Ace of clubs, your card is the Queen of diamonds. If he takes any of the Kings (val-

ue 13) you must take the corresponding King.. For instance, if he takes the King of clubs, you take the King of diamonds.

ALL the cards in the pack can be paired in this manner. When the spectator draws a card which you are unable to pair, the card you need to match his card is the chosen card which has been taken from the pack. The card could be named at this point but it is much more effective to continue taking the cards alternately until they have been drawn. However, from this point you can take your cards indiscriminately and without the mental count. This tends to break up any sequence which would tend to give a clue to the method.

THE known card can be discovered in any desired manner. Here is a variation of one old discovery which is very effective. It uses the principle of the "Whispering Queen". When the spectator has drawn the last card you tell him that you willed him to leave this very card to the last, since it is the necessary indicator to disclose the chosen card. Take this card from the spectator, insert it in the pocket containing the chosen card, withdraw it, place it to your ear, name the chosen card, etc. Use the "Whispering Queen" patter relative to the last card drawn by the spectator, knowing all the answers, it's gossipy nature, etc.

PERFORMER should practice in spreading the pack on the table so that all the indices are visible, and in locating the corresponding cards. in the spread quickly. He must not give the impression that he is making the slight mental calculations necessary. A hesitating movement such as starting to take a card, changing your mind and taking another one, helps in covering up. Stress the point that the card left last on the table is essential to the discovery, and that you will make the spectator leave the required card to the last by your power of will.