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# GAMBLING TRICKS WITH CARDS

by NICK TROST

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## PART TWO

THIS IS A FIFTY-DOLLAR BOOK



## INTRODUCTION

This book is part of a four-part series on gambling tricks. Other books in the series are:

*Gambling Tricks With Cards - Part One*  
*Gambling Tricks With Dice*  
*Expert Gambling Tricks*

The series is intended to provide material for the magician who wants to present a routine of gambling tricks or

several of them in his programs who wants to include of table magic.

The late Stewart Judah was very fond of gambling tricks and many of his favorites are described in the series. You'll also find here some of the unpublished tricks of the author as well as some from scattered sources. Only those tricks and "sucker bets" with strong entertainment value that can be presented at the table are included.

"Three Card Monte" and its variations has not been included for a book itself could be written on this swindle in which the variations are endless. I could recommend Stewart Judah's "Three Card Monte" routine sold by Magic, Inc. as one of the best.

As to the cards to use for the gambling tricks themselves, there are several packs available that are especially suitable. Steamboat 999 and Bee brand cards manufactured by the U.S. Playing Card Co. are excellent as well as the Jack Daniel Gentleman's Playing Cards (a reproduction of an 1860 era deck), Professional Gambling, and Maverick brand cards by Stancraft Products. Any of these lend a "gambling" touch to a routine.

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## VARIOUS CARD GAMES AND SWINDLES

### THE "CANFIELD" SOLITAIRE TRICK

As far as is known this solitaire winning set-up has not appeared in print. It was given to me by John Braun, who in turn learned it in the early 1920's from Nate Leipzig. It was a favorite with the late Stewart Judah.

#### EFFECT:

A shuffled and cut pack is dealt out for Canfield Solitaire and play begun. Performer explains that the player pays \$52 for the pack and receives \$5 for every card played up. Play is continuous and performer plays up ten cards, not quite getting his money back, and apparently he is defeated for he is down to one card left to turn in the stock, which may be played through a card at a time, but only once through. He turns the last card and is able to play it up, then another, and another until finally he runs all the cards, winning the game!

#### PREPARATION:

Set up the pack as follows: Arrange each suit from Ace to King from back to face, King being on the face. Stack the suits one on another so the red suits alternate with black suits. Hold the pack face down and deal the entire pack left to right into three heaps, 1, 2, and 3, a card at a time to each heap; the odd card falls to heap one in proper rotation order. Assemble the pack by placing heap 3 on heap 1, and both of these on heap 2.

#### ROUTINE:

As if toying with the pack, give it several false shuffles and cuts as you deliver the following patter:

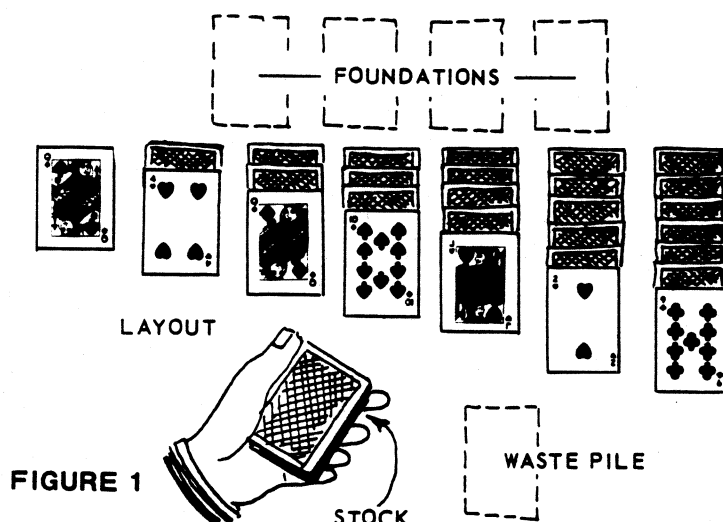
"Gamblers have been known to bet on almost any type of card game - even solitaire. One variation - a take-off of solitaire as it's played today - was originated by Canfield. Canfield ran the famous Casino in the Gay Nineties and he would sell the pack for \$52 and pay \$5 for each card played onto the foundations. Therefore, you had to get at least eleven cards on the foundations to win. In the original version you were to turn up one card at a time from the stock, and only once through the stock was all the chance you had to win anything, let alone the jackpot of fifty-two cards. If you were lucky enough to hit the jackpot, it was a pay-off of \$260 minus \$52, leaving a

profit of \$208. The game is still played today for these stakes! Here's how it's played. Let's see how far I get."

Deal out the cards in the standard layout for "Canfield" solitaire. This is usually listed in "Hoyle's Official Rules of Card Games" as Klondike. Here are the rules for those not familiar with the game:

The layout is 28 cards in 7 piles. The first pile, one card; the second, two cards; and so on up to seven. The top card of each pile is face up; all others are face down.

Deal from left to right by rows - first row: one card face up and six face down; second row: a card face up on the second pile, and one face down on each other pile; and so on. The packet remaining is the stock. (Fig. 1).



The four Aces are the foundations. Each Ace, as it becomes available, must be played to a row above the layout. Foundations are built up in suit and sequence. The object is to get the four suits built onto the foundation up to Kings.

In building, any movable card (from layout, stock or waste pile) may be placed only on a card next higher in rank than bottom card of the unit, and of opposite color. If more than one card is face up on a layout pile, all such cards must be moved as a unit. Example: 3D, 4C, 5H may be moved as a unit onto 6S or 6C. When there is no face-up card left on a pile, the next card below is turned face up and becomes available. Spaces may be filled only by Kings.

Turn up cards from the top of the stock one by one, and build each if able. The stock may be run through only once. Place unusable stock cards face up on a waste pile. The uppermost card of the waste pile is always available for play, providing the next card of the stock has not been turned.

Play out the game until you have but one card left in the stock. Apparently you are defeated. Before you turn the last card count the cards in the foundations. There will be ten. "I've been able to play up ten cards. At \$5 apiece that's \$50. I still need one more to at least get my money back." Turn up the last card. Now you are able to run all the cards from Ace to King, winning the game!

NOTES:

(1) To reset for next time, it's an easy matter since all suits are now in order.

(2) The game can be won by going through the stock by threes, without limit. This is the conventional way today, but doesn't have the impact as the one-at-a-time procedure.

## ODD MAN WINS !

This is a little gambling stunt in which the performer, a shill, and a spectator each take a packet of shuffled cards. Each man turns up a card and the man with the odd-colored card wins! That is, if two red cards and one black card are turned up the man with the black card wins. Then each man again turns a card and the man with the odd color again wins. This is continued until the packets are exhausted. Despite the fairness (?) of the operation, the performer and his shill continually win. The other player does not win a single round!

METHOD:

Arrange the entire pack alternating red and black cards; that is, red, black, red, black, etc. throughout the pack.

To begin, cut the pack so that a red card is the bottom card of one half, and a black on the bottom of the other half. Riffle shuffle the halves together once (or the spectator may make the shuffle). Deal the pack a card at a time into four face-down packets from left to right. Continue dealing until all the cards have been dealt.

View the heaps as 1, 2, 3 and 4 from left to right. Heaps 1 and 2 will "match" as follows: for every red card in heap 1 the card in corresponding position in heap 2 will be black, and vice versa; so if the top two cards are turned up, this "pair" will always be red and black, and this is true if cards are dealt simultaneously from these two heaps - there will be a red and black card on each turn-up. Similarly, heaps 3 and 4 will be matched with red and black pairs.

Now a spectator picks up any heap. He is the "sucker." Whatever heap he selects, discard the heap that is related to

it. For example, if he chooses heap 1, discard heap 2. If he selects heap 4, discard heap 3.

Now, appoint another spectator as your "shill" and ask him to take one of the two heaps remaining. You take the last heap.

Explain the game: Each player turns up his top card. The player who has the odd-colored card of the three wins! Each player now deals the top card of his heap face up on the table. Either you or the shill will always have the odd-colored card of the three. The reason is that your two heaps are in relationship so that when the shill turns up a red card, you will turn black; and when he turns up black, you will turn up a red card. So no matter what color card the other player turns he cannot possibly win.

At any point in the game, the "sucker" may freely shuffle his cards, for it makes no difference what color card he turns. Take the "shill's" packet and shuffle off, say, four cards and drop the remainder on top. Shuffle your heap in identical manner and these two heaps remain in corresponding order. Now continue the game and you and the "shill" win every hand!

## THE TRICK OF THIRTY-ONE

"A trick often introduced by 'Sporting men,' for the purpose of deceiving and making money by it. It is called 'thirty-one.' I caution all not to play or bet with a man who introduces it; for, most probably, if he does not propose betting on it at first, he will after he gets you interested, and pretend to teach you all the secrets of it, so that you can play it with him; and perhaps he will let you beat him if you should play in fun; but if you bet, he will surely beat you." The above is quoted from a work entitled One Hundred Gambler Tricks with Cards, by J. H. Green, reformed Gambler, and published in 1850.

### HOW TO PLAY:

Remove all the Aces, Two's, Three's, Four's, Five's and Sixes from the pack and place them in six separate face-up piles on the table as in Fig. 1.

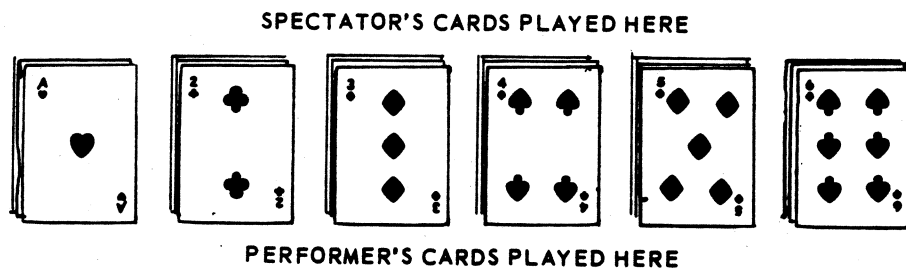


FIGURE 1

Invite a spectator to play out a game against you. Explain the object of the game: Each player in turn draws a card and places it face up next to the pile he drew from. Then the next player draws a card and its value is added to the first card drawn. The players continue to draw alternately keeping a running score. The player who draws and reaches 31, or as close to 31 as possible without exceeding it, wins. If a player is compelled to go over 31 on his draw, he loses. Either player may lead.

The performer plays the spectator a few games and shows he can win every game.

After the spectator has lost, explain there are certain "key" numbers that must be reached to win the game. Sometimes the spectator realizes there must be key numbers. Explain the "key" numbers are 3, 10, 17, and 24. Now when the spectator tries to get these key numbers on the next game he finds he still loses, for there are not enough cards left in certain piles for him to score 31.

The game then consists of several principles but after a few games you tell the spectator only of the "key" numbers and not the other principles.

#### BASIC PRINCIPLES:

(1) Try to make one of the four key numbers: 3, 10, 17, and 24.

(2) When the opponent has discovered these figures, let him score them, but compel him to exhaust four cards of a kind by the time he reaches 24. He then scores a number which, to make 31, it becomes necessary to add one of the exhausted cards. This means that the opponent loses the game:

- (a) If he is at 10 and two-of-a-kind are gone.
- (b) If he is at 17 and three-of-a-kind are gone.
- (c) If he is at 24 and four-of-a-kind are gone.

(3) An Ace, Deuce, or a Five lead inevitably wins. A Three, Four or Six lead inevitably loses.

Here are some combinations and bits of strategy shown in example games. I will give examples of Winning Leads, Losing Leads, and Running Four-of-a-Kind.

#### WINNING LEADS:

The Five Lead: If you lead, the easiest way of winning is to lead a 5. You automatically win if the opponent plays A, 2, 3, 4, or 6, because you can reach a key number on your next play. If the opponent plays a 5, you play 2 (Figure 2). This lets him score the key number 17. Three-of-a-kind are now gone at 17 and he will eventually lose (Basic Principle 2b).



Spec.		5		5		5	
Perf.	5		2		2		2
Score	5	10	12	17	19	24	26

FIGURE 2

The Ace Lead: The Ace and the Deuce Lead are a bit more difficult to win with. If you lead an Ace, you automatically win if the opponent plays 3, 4, 5, or 6, because you can reach a key number on your next play. If he plays a Deuce you play as follows (Figure 3):

Spec.		2		A		A		A
Perf.	A		6		6		6	
Score	1	3	9	10	16	17	23	24

FIGURE 3

If the opponent plays an Ace after your Ace Lead, one of the following two alternatives is your best strategy (Figures 4 and 5):

Spec.		A		2		A		A	
Perf.	A		6		6		6		
Score	1	2	8	10	16	17	23	24	30

FIGURE 4

Spec.		A		A		A	
Perf.	A		6		6		6
Score	1	2	8	9	15	16	22

FIGURE 5

The Deuce Lead: This could be the most difficult lead to play. You automatically win if the opponent plays a 3 or 5, because you can then reach a key number on your next play. Otherwise let him score a key number if he makes one of the following plays after your lead of a Deuce (Figures 6 - 10):

If he plays an Ace:

Spec.		A		A
Perf.	2		6	
Score	2	3	9	10

FIGURE 6

If he plays a Four:

Spec.		4		2
Perf.	2		2	
Score	2	6	8	10

If he plays a Six:

Spec.		6		A	
Perf.	2			A	
Score	2	8	9	10	

FIGURE 8

If he plays a Deuce:

Spec.		2		2	
Perf.	2			4	
Score	2	4	8	10	

FIGURE 9

If he plays an Ace as the fourth card:

Spec.		2		A		2		2		A	
Perf.	2		4		4		A		4		4
Score	2	4	8	9	13	15	16	18	22	23	27

FIGURE 10

If the opponent makes any of the leads previously mentioned - the Five, the Ace, or the Deuce - your best defense is the opponent's plays described in these leads. You are hoping he will blunder and give you a chance to get in a winning position.

LOSING LEADS:

The Four, Six and Trey Leads are losing ones. If the opponent leads, any of these examples are your plays (Figures 11 - 13):

The Four Lead:

Spec.	4	
Perf.		6
Score	4	10

FIGURE 11

The Six Lead:

Spec.	6	
Perf.		4
Score	6	10

FIGURE 12

The Trey Lead:

Spec.	3		3		3		3	
Perf.		4		4		4		4
Score	3	7	10	14	17	21	24	28

FIGURE 13

**RUNNING FOUR-OF-A-KIND:**

Occasionally the opponent, either on purpose or inadvertently, will run out four-of-a-kind. In any case, let him score the key numbers (Figures 14 - 16):

Running the Aces:

Spec.	A		A		A		A	
Perf.		2		5		6		6
Score	1	3	4	9	10	16	17	23

FIGURE 14

Running the Deuces:

Spec.	2		2		2		2	
Perf.		A		3		5		5
Score	2	3	5	8	10	15	17	22

FIGURE 15

Running the Fives:

Spec.	5		5		5	
Perf.		5		4		2
Score	5	10	15	19	24	26

FIGURE 16

If the opponent runs the Treys, let him score the key numbers as in Figure 13. He will not be able to run out the Sixes or Fours because you can always hit a key number.

## THE HORSE RACE

The routine is my version of a trick titled Derby by Toni Koynini of England. This trick has proved very entertaining for all types of audiences.

In effect, a miniature race track is formed with some matches. The four Aces, representing the "horses" are lined up beside the track. After the rules are explained, three spectators each pick a "horse" and place a "bet" on an Ace. The performer takes the remaining Ace.

Now the deck is shuffled by the spectators and someone turns up cards one at a time. Whatever suit is turned up, the Ace of that suit moves up on the track. This continues until one "horse" reaches the finish line. You always reach the finish line before the others, no matter what horse you have. The effect is then repeated.

**REQUIRED:**

A pack of cards, six matches, and four coins - one large and three small ones.

**PREPARATION:**

First remove the Aces and the Treys from the pack, placing them aside. Now form a pile of twenty cards, consisting of any five Hearts, five Spades, five Clubs, and five Diamonds. Place the remainder of the pack face down on the table then drop the four Treys on top. Next, shuffle the pile of twenty cards (dropping it on top). Finally scatter the Aces in the bottom half of the pack. Slip the pack in the case and you are all set.

**METHOD:**

Remove the pack from the case. Announce you will show everyone how a horse race is run, using a pack of cards. "First, we must set up the track," you say.

Arrange the six matches in a horizontal row in front of you on the table. Space them out about 2-1/2 feet in length.

"Now we'll use the Aces as the horses," you explain as you pick up the pack and toss out the four Aces, and arrange them in a vertical column on the left end of the "track." (Fig. 1).

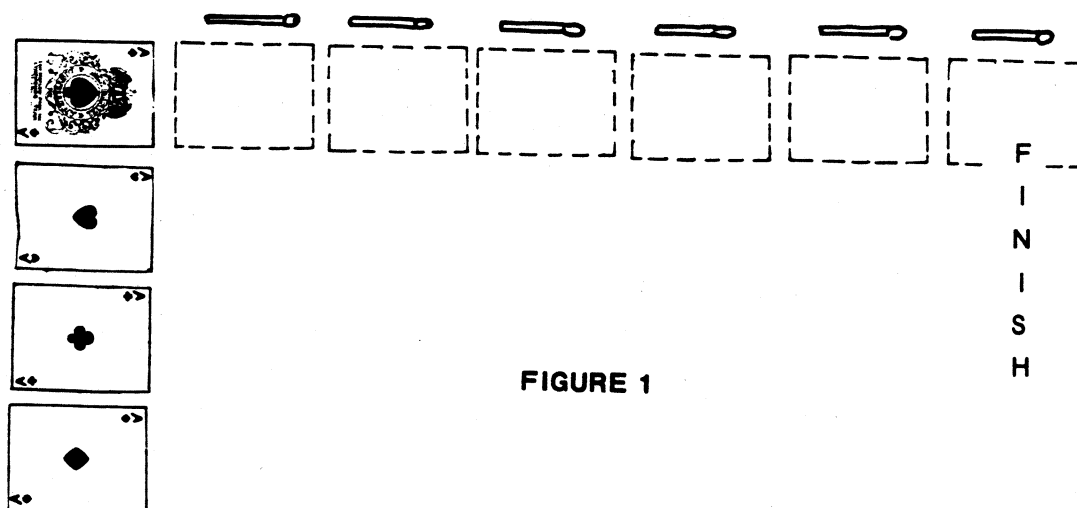


FIGURE 1

"Now here's the way we play. We'll each bet on a horse. I'll turn up cards one at a time from the deck. (Demonstrate by turning up the top card.) The horse of the same suit will move ahead one length." Demonstrate by sliding the proper Ace even with the first match. "This continues until one horse reaches the finish line marked by the last match." Point to the last position on the track. "Whichever horse gets here first, wins and takes all the money."

Bring out your coins and hand a small coin to three spectators. "I'll stake you on this race. Each of you drop your money on the horse you want, and I'll take what's left. That's fair enough, isn't it?" After each person has his money on an Ace drop a larger coin, say a fifty-cent piece, on the Ace left for you. "I'll put up the most money."

"We'd better shuffle the deck," you comment. Note the suit left for you. Pick up the pack, holding it face toward you. Fan it near the center until you spot the four Treys, The left thumb should be resting on the faces of the Treys.

Now this is the only maneuver needed to accomplish the effect.

You are going to split the pack, taking the top twenty cards in the left hand. But as you do, you must include the Trey of the same suit as your horse (Fig. 2). If the proper Trey is right next to the top twenty cards, split the pack to the right of it. If it is second, third, or fourth in the fan, simply place the left thumb on the proper Trey and slide it onto the face of the twenty-card packet as you split the deck.

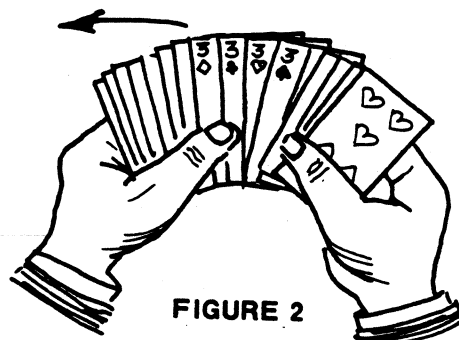


FIGURE 2

Immediately hand the cards in the left hand (packet A) to someone for shuffling. Hand the rest of the pack (packet B) to someone on your right to shuffle. The whole operation should be done in an unhurried manner and as casually as possible.

Assemble the pack, placing packet A (21 cards) on packet B. "Here we go!" Place the pack face down in front of you on the table and slowly turn up the top card. Whatever the suit have someone move the proper Ace ahead one length.

Continue by turning up the next card and having the proper Ace moved. After several cards have been dealt, again point to the sixth match and say, "Remember, the first one to reach here wins."

When your horse has reached the finish line, pick up all the coins and say, "Too bad - I guess you just don't know how to play the horses!...Do you want to try once more?"

#### THE REPEAT:

I usually repeat the effect. Pick up the dealt cards and shuffle them face up, pulling off the face card first and shuffling the others on top. Drop them on the top of the deck; then double cut the top card to the bottom. Arrange the Aces at the starting position, then say, "This time, I want you to choose my horse just by chance." Spread the bottom half of the pack face down and have someone touch the back of a card. Pull it out and turn it up. Place your money on the Ace of the chosen suit. The others drop their coins on the other three Aces. Bury the chosen card about a quarter of the way down from the top of the deck. Proceed as explained above and you will win again.

## OUTLINE OF THE ROUTINE:

1. Set up pack from top down - twenty cards, five of each suit; four Treys, rest of deck. Aces are scattered throughout bottom half of deck.
2. Arrange six matches to form track. Place Aces in a row beside track.
3. Explain how game is played.
4. Three spectators "bet on horses." you take what is left.
5. Split pack, throwing proper Trey among top twenty cards. Two packets shuffled by spectators.
6. Assemble pack, making sure set up cards go on top.
7. Turn up cards one at a time. Move horses ahead until you win.
8. To repeat shuffle dealt cards, running bottom card to top. Drop on remainder of pack, then double cut top card to bottom.
9. Have someone pick card in lower half to determine the suit of your "horse." Replace it among the top twenty cards.
10. Deal cards until you win again.

## HORSE RACE - RIFFLE SHUFFLE METHOD:

Preparation: Remove four Aces and four Treys and place aside momentarily. Discard one card of each suit for these are not used. Now remove five cards of each suit placing them face up in four separate piles in front of you. Make sure the remaining twenty cards are well mixed then spread them face up left to right in front of you. Using cards from the four heaps, stack these twenty cards in reverse suit order as the spread of twenty cards. Here is the procedure: Note the first card in the spread, then pick a card of corresponding suit from one of the four heaps and place it face down in the left hand. Continue in this manner with all twenty cards. When finished the suits in one run of twenty cards will be in reverse order of suits in the other stack of twenty cards.

Assemble pack by sandwiching the four Treys between the two stacks of twenty cards, then insert the Aces in scattered positions to make up the complete forty-eight card pack.

Routine: Proceed as in the original method to the point where you are left with one of the suits as your horse. Now pick up the pack and divide it into two groups but include a Trey of the same suit as your horse on top of bottom twenty cards. Have the two groups riffle shuffled together. Proceed as in the original method and your horse will arrive at the finish line first.

For a repeat, use the same method as described earlier.

## THE SIAMESE ACES

Remove the two red Aces from the pack and place them aside face up; as you do note the top card of the pack which is your "key" card.

Begin by saying, "Here is an old confidence game performed by old-time gamblers to fleece their victims. Here is the way they work it. Two Aces are selected and shown the prospective victim. They are then placed together in the pack, or so it seems."

Place the pack face down on the table, cut off a few cards placing them to the right. Packet B in Fig. 1 has the key card on top. Show the two red Aces and place one on top of packet B.

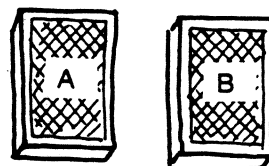


FIGURE 1

"The confidence man then states, 'If they go in together they must come out together!' At this moment the confidence man invents some sort of excuse to turn his head away. He has a coughing fit, sneezes, hears a noise - any one of these excuses gives his confederate, who is known as the 'capper' an opportunity to perform his part of the scheme. He transfers a few cards on top of the one Ace." (Take a few cards from A and put on B.)

"The operator apparently unaware of this maneuver, places the second Ace on the first one, and places the other heap on top." (Place the second Ace on heap B, and put heap A on top.)

"The sucker is now thoroughly satisfied that the two Aces shown him cannot possibly come out together. The operator now starts dealing cards off the bottom of the pack face up on the table."

Deal cards face up until the key card is dealt, then perform the Glide on the next card (a red Ace) and keep dealing until the next red Ace has been dealt face up. "The operator repeats his remark, 'If they go in together they must come out together,' and he offers to bet that the card following the Ace is its companion. Naturally the greenhorn is firmly persuaded that this is impossible and bets are made. When the bottom card is shown it is seen it is the other Ace!" (Show the Ace on the bottom of the pack.)

As a finish the following story proves interesting. "A couple of con-men in San Francisco once swindled an innocent player out of a considerable sum of money with this trick. The victim had the pair arrested. The sharpers pleaded guilty and they were brought before the judge for trial. The court asked them to explain the way the trick had been done and one of them performed the trick for the benefit of the court. The judge then turned to one swindler and said, 'Well, sir, I will give you one year; and turning to the other said, 'I'll give you six months. You may go in together, but I'll bet you that you won't come out together!'"

## NOTE:

As an added bit of "sucker" business Stewart Judah used the following: After the first Ace has been dealt on the table and with the second Ace still "glided," pull out the bottom card half-way and bend it up showing an indifferent card (Fig. 2). The pack is then squared and placed face down on the table. The Ace is now on the bottom and the trick is concluded as described above.

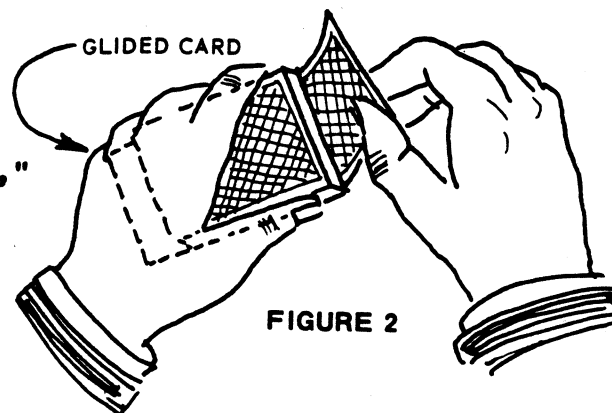


FIGURE 2

## THE CIRCUS CARD TRICK

"This is a circus trick that used to be performed by the card sharpers who followed the circus. This trick was one of the old standbys like three card monte and the shell game, which they used to fleece the unwary," you begin.

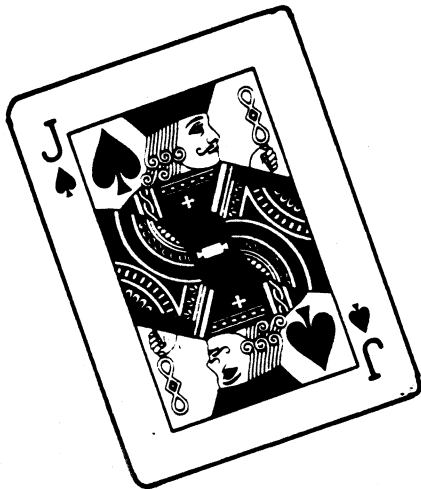
Have someone shuffle the pack. Take it back, fan the cards and have one selected and shown around. As the card is being shown around, glimpse the bottom card and remember it.

Undercut the pack, have the chosen card replaced and drop the bottom part on top, which will leave the chosen card and key card somewhere near the middle. Next have someone give the pack two complete cuts.

Pick up the pack and state you will find the chosen card by the sense of touch alone. Deal the cards face up and watch for the key card. When it falls, the next card dealt is the selected one. Deal this card, remember its name and deal a half-dozen cards more. Finally, push a card off the pack, rub its face with the right fingertips, hesitate, then feel the card again. Glance up, tap the pack and say, "I'll bet you a quarter that the next card I turn over is your card!"

Having seen the chosen card dealt, and thinking you will turn over the card on top, some spectators will be ready to bet. Then say, "This is a circus trick, and you should never bet on a sure thing...because you're sure to lose!" Reach out and turn the chosen card face down, thus fulfilling your promise to turn over his card.





## SUCKER BETS WITH CARDS

*"Son," the old guy says, "no matter how far you travel, or how smart you get, always remember this: Some day, somewhere, a guy is going to come to you and show you a nice brand-new deck of cards on which the seal is not yet broken, and this guy is going to offer to bet you that he can make the Jack of Spades jump out of the deck and squirt cider in your ear. But, son," the old guy says, "do not bet this man, for as sure as you stand there, you are going to wind up with an ear full of cider."*

The subject of this section is sucker bets - wagers that seem to give the taker an even chance, or better - but once accepted, result in an almost infallible loss because the odds are in your favor! The bets included here are particularly suitable for demonstrating in a close-up magic routine. All are "fast working", strongly favoring the performer and thus assure sustained interest. Also, they are "even money" bets (a \$1.00 for a \$1.00 which has a reassuring ring) and can be understood easily by laymen. A good way of presenting these bets is to give several spectators and yourself equal stacks of poker chips, then make a few bets with the spectators until you have "won" all the chips. Try out a few of them and discover just how entertaining they can be!

### ODD-EVEN BET

Discard 21 cards from a pack. Hand the 31-card pack to a spectator and tell him to cut it into seven heaps. Explain that the number of cards in any one heap could be, of course, odd or even. Offer to bet him that there will be an odd number of heaps containing an odd number of cards.

As a repeat, add one card making a 32-card deck then bet there will be an odd number of heaps containing an even number of cards. As this always works for the performer, it's best to work the bet once or twice, then switch to another bet.

### RED AND BLACK WAGER

Remove five red cards and two black from the pack. Bet a spectator "even money" that when the cards are mixed and turned face down he cannot turn over three red cards in three tries. Even though the performer clearly shows that the odds are in favor of the spectator, the spectator invariably fails to turn up three red cards.

After removing the five red and two black, lay them face up on the table in separate groups. Explain to the spectator that you will mix the cards, turn them face down and he is to turn

up three red cards in three tries. Before you do this you give the explanation which seems to place the odds in the spectator's favor.

Point to the five red cards and two blacks and explain that on the first draw the chance of drawing a red card would be 5 to 2. Now remove one red card, saying, "Let's say you get a red card on the first draw. Now on the second draw your chance of getting a red card would be 4 to 2 or 2 to 1." This is obvious since you now have four red cards and two black. "Let's say you get the second red card," you say, removing the second red card. "Your chances on the third draw," you continue, "would be 3 to 2 or  $2\frac{1}{2}$  to 1...still better than even. But, I'm going to bet you even money - a dollar for a dollar - that you can't turn up three red cards in a row."

Deal out the seven cards face down as in Fig. 1. (The reason for this layout will be described in "Tic Tac Toe" Bet.) Have him turn up three cards and invariably he will get a black card.

Performing this "bet" several times will show that the spectator will lose more times than he wins. The actual odds on this wager are  $2\frac{1}{2}$  to 1 against him!

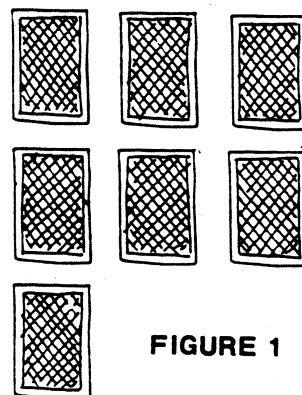


FIGURE 1

### TIC TAC TOE BET

This makes a perfect follow-up bet after the "Red And Black Wager." After the spectator has lost several times, remove two red cards from the deck and add them to the seven cards you have saying, "Tell you what I'm going to do. Since you've been losing, I'll just throw in two more red cards! Now you can't lose!" Shuffle the seven red and two black cards together and lay them face down in three rows of three each which resembles a tic-tac-toe board. Bet a spectator that he won't turn up three red cards in a row. The bet is similar to the "Red And Black Wager" in that the spectator turns up three cards, but this time he must turn three in one row - either a horizontal, vertical or diagonal row.

The bet looks fair since there are only two black cards and it appears he has many choices. Actually there are only eight possible ways to turn up three cards in a row - three vertical rows, three horizontal rows and two diagonal rows. Figure 1 shows the "worst break" - an even chance of four winning rows and four losing rows. (The arrows show winning rows.) There are twelve ways these layouts can occur. Figure 2 shows the "best break" - six rows which will lose for the spectator and only two rows to win. There are four ways

this layout can occur. All the other possible layouts (of which there are eighteen) will be 5 to 3 in your favor.

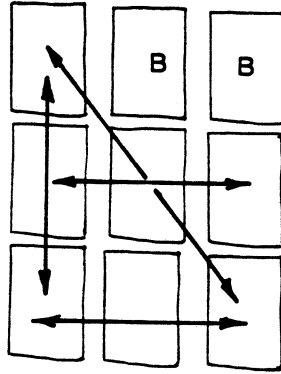


FIGURE 1

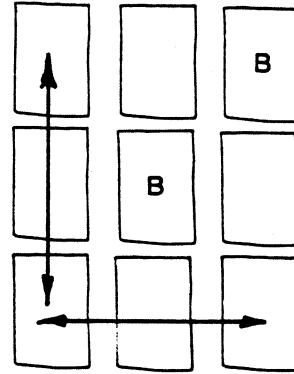


FIGURE 2

### TWO REDS AND TWO BLACKS

Remove two red cards and two black from a pack and alternate them face up, from face to back, red, black, red, black. Hold them face up in the left hand and count them one by one into the right, reversing their order. As you do, say, "Red, black, red, black." Turn the four cards face down, and hold them face down in the left hand. This time count them face down into the right hand, one by one, again calling the colors. Count as follows: Take the first card into the right hand; count the second card on top; the third card is slipped under the first two and the fourth is counted on top. (Cards will now be in black, black, red, red, order from top down.)

Ask a spectator to pick out two cards of one color. He will fail. In fact, he will probably fail if you repeat it twice more. The fourth time - in making the second count - count the first three cards one on another, but slip the fourth card on the bottom. (The cards now are actually alternated.) Now if the spectator picks either the top two or bottom two cards he will lose again!

### SUIT BET

Have a spectator cut the pack into three piles. You propose that when one card taken at random from each pile is turned up, two of them will be the same suit. He figures, after all, there are four suits and three cards. But the spectator doesn't faze the odds; they are slightly better than 3 to 2 in your favor.

### PAIR BET

Shuffle the pack and wager you will turn up a pair (two cards of the same value) in six tries. Turn up six cards in

a row. Your chances of getting the pair is about 2 to 1.

After the spectator has lost several times offer this bet: State that he won't pair a card in six tries.

Here you are saying that after a card is turned up and laid aside face up, he is to turn up six more cards but none will match the value of the card laid aside. Odds are 2 to 1 in your favor.

### ACE, DEUCE OR JACK BET

Shuffle the pack, place it face down on the table and cut it into three heaps. Say, "I'll bet even money that there is no Ace, Deuce, or Jack (or any three values) on the bottom of any of these packets." The spectator figures twelve cards out of 52 gives you a 3 to 1 edge and he hesitates to take the bet. "Okay, you take the cards," you say, "and cut them into three piles and I'll bet that an Ace, Deuce, or Jack does show on the bottom." This time the spectator figures he has the best of it and will take the bet. The correct odds are about 6 to 5 in your favor.

#### VARIATIONS:

(1) Bet that an Ace, Deuce, or Jack will be on the bottom of one of four piles. Odds are 2 to 1 they will.

(2) Bet you will turn up an Ace, King, Queen or Jack in three tries. Odds are slightly less than 2 to 1 you will.

(3) Bet you will turn up an Ace, King, Queen, Jack or Ten in two tries. Odds are 5 to 3 you will.

### QUEEN BET

Remove two Kings, two Queens and two Jacks from the pack, turn them face down, shuffle them and deal them face down on the table so neither you nor the spectator knows which is which. Bet that of two cards he turns up one will be a Queen. It's 3 to 2 he's got a Queen.

#### VARIATION:

Offer 10 to 1 odds he can't pick both Queens. The odds are actually 15 to 1 in your favor.

### DECK CUTTING BET

Bet the spectator he won't cut to any card named in 26 tries.

Suppose you name the Ace of Spades. Have the spectator shuffle the deck, put it face down on the table, cut and note

the bottom card of the cut-off packet. If it is not the Ace of Spades, he continues to cut in this fashion until he either cuts to the called card or until he has exhausted his 26 chances.

Since 26 is half of 52, it sounds to most people like an even money bet, but odds are a little better than 4 to 3 in your favor.

### **TWO-TOGETHER BET**

Begin by asking someone to name any card in the deck. Suppose the King of Spades is named. Bet that a King and a Spade will be side by side when you spread out the pack.

This bet looks fair since there are only four cards of any one value. But you have eight chances that twelve cards of the named suit will fall on either side of one of the values. Odds are 3 to 1 in your favor.

#### **VARIATION:**

After the pack is shuffled, begin turning up cards one at a time. Bet that two red or two black cards of equal value, such as Ace of Diamonds and Ace of Hearts or Queen of Clubs and Queen of Spades will appear immediately following each other. Odds favor you 5 to 3.

You can specify that you will collect an extra amount for each hit over one, and the odds go way up in your favor.

### **FOUR ACE PROPOSITION**

Have a spectator shuffle the pack then bet him he won't turn up four Aces in 39 cards (three-fourths of the deck.) With so many cards, it appears to be a fair bet, but again it's in your favor 2 to 1.

### **COMBINATION BET**

Have the pack shuffled and ask someone to call out two values, say Ace and Five. Bet that one of the two named will be among the top three cards of the pack, or will be together in the pack. Odds strongly in your favor.

### **FOUR-HEAP COMBINATION BET**

Instruct the spectator to shuffle the pack and deal out three heaps of three cards each, followed by a heap of four cards.

"My friend," you say, "I'll make four separate wagers on these four heaps of cards. I will bet that the first two

heaps of three cards each contain at least two cards of the same suit; that the third three-card heap contains a picture card; and, to top it off, I will give you odds of no less than 5 to 1 that the four-card heap also contains at least two cards of the same suit."

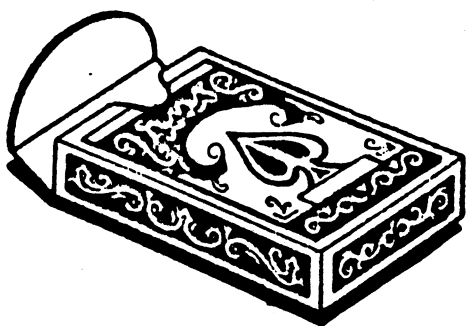
The odds are about 3 to 2 that three cards dealt will contain two of the same suit; noticeably better than even money that they will contain a picture card; and 9 to 1 in your favor that two cards of the same suit will show in the four-card heap.

The bet is very enticing and a good one for demonstration.

### **TWO DECK BET**

Shuffle two packs separately, put them face down on the table side by side. Then using both hands begin turning up the top card of each deck simultaneously. Bet that at some point two identical cards will turn up together. "It is obviously a fifty-fifty proposition because the chance of matching two cards is one in 52 and there are 52 chances," you say. The odds are about 2 to 1 that you will hit the same card in both decks.

You can specify that you will collect an extra amount for each hit over one, and the odds go way up in your favor.



## SPECIAL PACKS

### CARD CRAPS

The performer explains that in certain eastern towns crap-shooting is forbidden by local police but card games are not molested. Because some of the gamblers and operators in these towns like to shoot craps, they created "Card Craps" - crap-shooting with playing cards. This was the answer to their prayers! (There is such a game according to Scarne in his book Scarne On Cards, page 191.)

The special pack, consisting of the Aces through the Sixes taken from two packs, is shown and the play of the game is explained. Then as an eye-opening demonstration, the performer shows he is able to beat the game at will!

#### REQUIREMENTS:

A special pack of "dice" cards consisting of forty-eight cards which are two each in all four suits of the Aces, Deuces, Treys, Fours, Fives, and Sixes. That is, there must be eight of each denomination.

To make the special pack for this demonstration, get two packs with the same back design and have one pack cut short. Remove the Aces through Sixes from each pack and set them up as follows:

#### SET-UP:

Starting with a short card, arrange the pack from the top down:

<u>Short/Long</u>	<u>Short/Long</u>	<u>Short/Long</u>
A/3	3/A	5/A
A/3	3/2	5/A
A/4	3/5	5/4
A/5	3/6	5/5
2/2	4/A	6/2
2/3	4/2	6/3
2/6	4/5	6/4
2/6	4/6	6/4

I find the easiest way to set up is to place all short cards face up on the table, then pair them up with the appropriate card from the regular deck.

**METHOD:**

Start with a short card on top. Riffle up at the inner end of the pack, cutting above another short card. Riffle shuffle the halves together. The cards will fall in pairs. This is the Svengali shuffle described below.

To demonstrate, press down at the outer left corner of the pack with the left thumb. Cut at the break and complete the cut. A long (regular) card will be on top.

Now, you begin as the "shooter." Push off the top two cards together and deal them face up on the table. The numerical values of these two cards are added to form a deciding number (just as the top surface numbers on two dice are added). You may throw a 7 or 11 and win, or a craps (2, 3, or 12) and lose. If any other number is thrown, this is your point. You continue turning up pairs dropping each on the other until you either throw your point or seven out.

The pack will act almost the same as a regular pair of dice would roll. That is, the odds, as near as I can figure, are about the same as a regulation pair of dice would roll. You have a good chance of losing; at least you want to show that you can "throw" a seven, and that the pack appears fair.

Replace all the pairs (without disturbing their order) on top the deck. Cut the pack, bringing a short card to the top. Give the deck another Svengali shuffle.

Now you are ready to show how you can positively win. Cut a short card to the top this time, then turn up the top two cards.

You will throw either a 4, 5, 6, 8, 9, or 11. You never get craps (2, 3, or 12) and never get 7. If 11, you win. If not, continue to shoot for your point, turning up cards in pairs, one on top of the other, until you make your point. You can never seven-out, and you always make your point!

After you have won a couple of times, state you will make any point named! Whatever point is called, start dealing pairs until you make the point.

**THE SVENGALI SHUFFLE:**

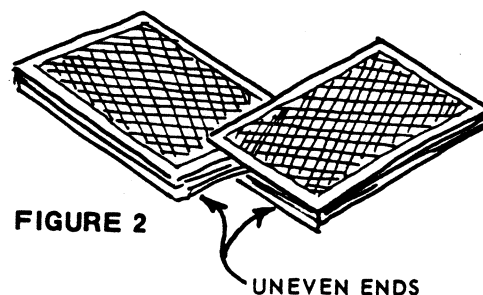
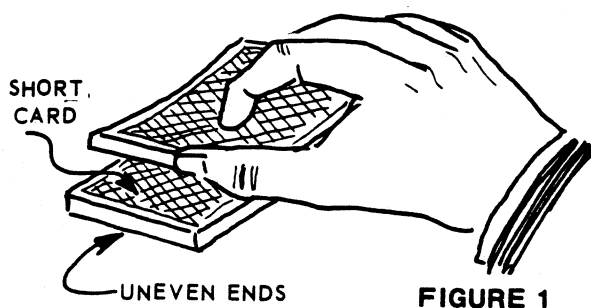
This is a special shuffle for long-and-short pack, like the Svengali deck. It is designed to keep the long and short cards in pairs.

In order to shuffle the cards and still keep the cards in pairs, you must riffle shuffle them as follows: Tap one end of the deck on the table; this causes the cards to become aligned or even at the bottom end and uneven at the top end due to the short cards. Place the pack in front of you on the table with the "uneven" end toward you.



Now, to begin the shuffle, the right thumb is placed at the center of the uneven end; the second, third, and little fingers are placed at the opposite end, and the forefinger is curled so the top joint rests on the back of the cards. The right thumb lifts about half of the pack upwards, and this is carried away in the right hand (Fig. 1). By this method, the cut will always be made above one of the short cards, and the top half of the pack is in correct position in the right hand for the riffle shuffle. The bottom half of the pack is now gripped in the left hand in exactly the same manner as the cards in the right.

By bringing the two thumbs together and by applying pressure with the two forefingers on the back of the cards, they are released by the thumbs and fall forward, interweaving as they fall. Due to the short cards, they will fall in pairs (Fig. 2).



The pack should never be cut below a short card when a riffle shuffle is to be made because it will fall on another short card and put the set-up one card out.

## THE BRIDGE DECK

This is a special pack used in the demonstration of dealing some phenomenal Bridge hands. First you shuffle the pack and deal out four hands of Bridge. You deal yourself all the Spades. Now the deck is again shuffled and cut and you deal four more hands. This time, you and your partner get all the high cards, Nines through Aces, and are in a good position for a Little Slam.

### REQUIRED:

Use a 48-card deck. (The Eights are tossed out.) Now have all the Twos, Threes, Fours, Fives, Sixes and Sevens cut short. The rest of the pack (Nines, Tens, Jacks, Queens, Kings and Aces) are left uncut.

**SET-UP:**

Arrange the pack face up on the table in a row from left to right as follows: short, short, short, short Spade, long, long, long, long Spade, short, short, short, short Spade, long...and so on.

**METHOD:**

Every fourth card is a Spade. Give the pack any kind of a false shuffle after briefly showing the faces. I use the Charlier Shuffle. Now cut so a Spade is on the face of the pack. Deal out four Bridge hands in the regular manner. Turn up your hand, showing all Spades for a Grand Slam.

Now gather the hands in any order. Cut the pack so a short card is on top. This is important and a point that is sometimes forgotten. This is necessary or the next deal will fail.

Now, at this point, you can shuffle the pack with a riffle shuffle (see "The Svengali Shuffle" on page 23) and the cards will fall in pairs. This is impressive and then the pack can be given several cuts. End with a short card on top.

Deal out four more Bridge hands. Turn up the two opponents' hands, showing how poor they are, then turn up your hand and your partner's hand, showing all the high cards, for a Little Slam.

## THE PINOCHLE PACK

In some localities where Pinochle is popular, this special pack will provide an eye-opening demonstration of "How to win at Pinochle."

**REQUIREMENTS:**

I use a Pinochle pack with a Bicycle back design. Remove the following 24 cards from the 48-card pack:

A, A, 10, 10, K, K, Q, Q, J, J, 9, 9  
 A, A, 10, 10, Q, Q  
 A, A, 10  
 A, A, 10

The rest of the pack (24 cards) is then cut short on the ends about 1/32 of an inch.

**PREPARATION:**

Arrange the cards - short, long, short, long throughout the pack. Here is an easy way to set up:

Shake the short cards from the pack (Fig. 1).

Now place the short cards on top of the long and hold the pack face down in the left hand. Now with the right fingers and thumb milk the pack by means of the Klondike Shuffle. That is: draw off a card from the top with the thumb as the fingers also draw off a card from the bottom, dropping the cards on the table in pairs. Continue this procedure until all the cards are on the table. The pack is thus set up short, long, short, etc., ready to go (Fig. 2).

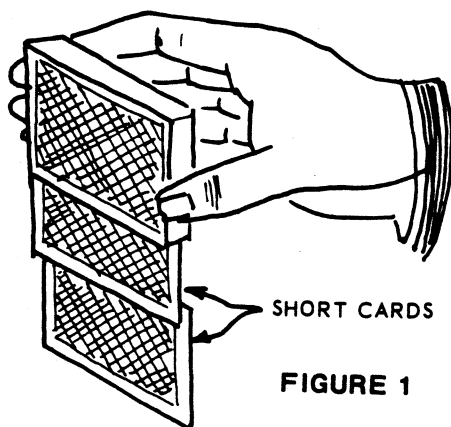


FIGURE 1

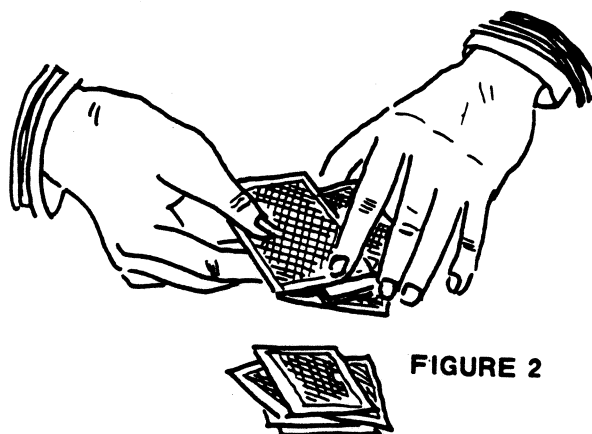


FIGURE 2

#### THE PLAY:

Get three spectators to play a game of Partnership Pinochle with you. Spread out the pack face up, showing it normal. Now square the deck and give it a complete cut to make sure a short card is on top. Give the deck two riffle shuffles (see "The Svengali Shuffle" on page 23). Deal out four hands of Pinochle, dealing the cards one at a time.

You and your partner receive all the long cards. After bidding, either one of you names Diamonds as trump, then lay out your melds which will give your side between 20 and 1820 points.

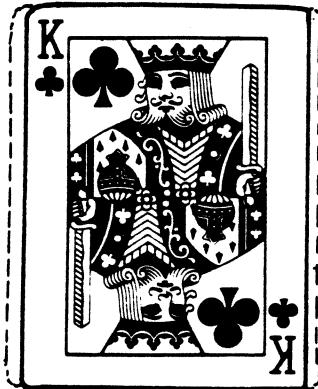
In playing out the hands you and your partner will take all of the tricks and the total value of cards won in tricks will be 250 points.

So your score can range from 270 to 2070 points for the hand. A game is normally played to 1000 points, so the score from this one hand gives you a sizeable lead.

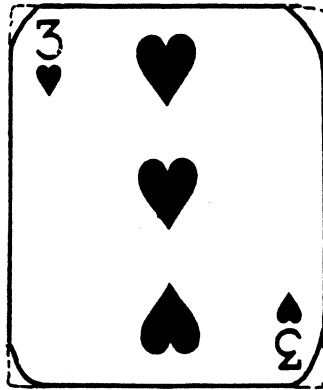
## HIGH-LOW CUTTING PACK

This deck is specially trimmed so you can cut to a high or low card at will. A deck in which the cards have been trimmed so they are not quite rectangular is known as a stripper because the wider cards can be stripped out.

The crooked-gambling-supply dealer makes a High-Low Cutting Deck by removing the 24 high cards, Nine and above. Using special shears, he trims about 1/32 inch off both long sides of each high card, then rounds the corners again. The long sides of the 28 low cards, Eights and below, are trimmed in a curve so they are slightly wider than the high cards at the center and slightly narrower at the ends (Fig. 1).



HIGH CARDS CUT NARROW



LOW CARDS BELLIED

FIGURE 1

After the deck is shuffled, the opponent invariably grasps the cards at the center when he cuts and the bottom of the cut-off portion will always be a low card. It is important to place the deck on the table so the end of the pack is toward him. In this way, he has to make a cut from the sides because to cut from the ends would be very awkward. You grip the deck near the ends and you will always cut to a high card.

The nice feature of this deck over the standard Side Stripper Pack (that is merely wedge shaped) is that no matter how the cards are turned, end for end, they will work.

The pack sells for about \$3.00.