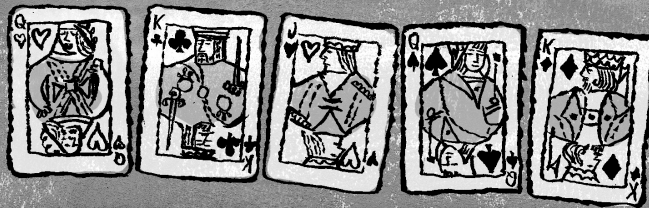


THE BERGAMO BROTHERS MAGIC CARD TRICKS



Impress your friends! Stun your enemies! Card tricks are the backbone of any magician's repertoire. They're also a great way to get out of a jam. Is the school bully about to dunk your head in a toilet? Your parent about to take away your television privileges? Try negotiating with a card trick: if they can't figure it out, then you go scott free! To get started, study these four tricks. Learn them so well that you can do them in your sleep. But be careful. Once you take a step toward magical greatness, you may find that it's hard to turn back.

Jack Attack!

The Prep:

Put all four Jacks on top of the deck (face-down).

The Intro:

Tell the audience you've been having trouble lately with Jacks, those arrogant royal princes. They're out of control! Show the audience your deck and ask for a volunteer to come and help you.

The Action:

Have the volunteer come up to the front. Ask her to cut the deck in half. Then, ask her to cut the halves in half. Keep track of the top half of the deck. Next, point to the piles one at a time and ask the volunteer to do the following to each pile:

Take off the top three cards and put them on the bottom.

Then, take the (new) top three cards and deal them out (face-down) to the top of the other piles.

The Big Finish:

When the volunteer has worked on all four piles, turn over the top card of each pile. They will all be Jacks. Say: "It's a Jack Attack!" The audience will certainly gasp, maybe even scream. Just smile and look mysterious.

The Key:

Remember, the pile from the top of the deck has all four Jacks on top, so keep track of it. After the helper has re-arranged and dealt all the other piles, that will leave 3 cards on top of the Jacks. But then the volunteer will take those three off the top, put them on the bottom, and deal the three new top cards (the Jacks) to the top of the other piles. Make sure you have the volunteer do the special Jack pile LAST.

The Great Escape

The Prep:

Take all four Jacks out of the deck, then put four other cards behind them. Put the rest of the deck on the table. Keep the four non-Jacks hidden behind the Jacks at all times.

The Intro:

Fan out the four Jacks in your hand and show the audience (keep the four non-Jacks hidden behind the fan of Jacks). Everyone knows that Jacks are the most underhanded, untrustworthy cards in the deck. Tell the audience that these dangerous Jacks are hardened criminals, and had to be put in jail (point to the deck). Now, put the Jacks (and the four non-Jacks) together in a pile, and place the pile face-down on top of the rest of the deck.

The Action:

Tell the audience that these Jacks were so dangerous they had to be separated from each other and put into different maximum-security prisons. Take the top card off the deck (without showing it) and say "This Jack had to go to solitary confinement in Jackson, Mississippi." Then slip that card into the middle of the deck. Pull the next card from the top, and say "This Jack was put in lock-down in Alcatraz." Slip that card into the middle of the deck. Do the same with two more cards from the top of the deck.

The Big Finish:

Tell the audience that no matter what the authorities do, there's no way to keep these sneaky Jacks locked up! Tap the deck in a really magical way, then take the top four cards off and show them to the audience, one by one. They will be astounded, so have an ambulance standing by in case they faint.

The Key:

Of course, the cards you've been putting into the deck are the four non-Jacks that were hiding behind the Jacks when you put them on top of the deck. After you've put all four of the non-Jacks in "prison," the next four cards on top of the deck are the Jacks.

The Cards Have Eyes

The Prep:

Lay out the following cards face-down in this exact order, left to right:
6 5 4 3 2 Ace Jack 10 9 8 7

You can use any suits you want.

The Intro:

Tell the audience that you've worked with this deck of cards for so long, you can actually see what happens to them even when your back is turned. To prove it, you'll need a volunteer from the audience.

The Action:

Ask the volunteer to move any number of cards, one by one, from the right end to the left end. You will turn your back so you can't see how many cards they move. Tell the helper to remember how many cards he moved. While he's moving cards, you turn your back and act like you're having a psychic experience.

The Big Finish:

When the volunteer is finished moving the cards, turn back to the table and say, "I saw the whole thing, using the cards as my eyes. Not only that, but I have manipulated the cards so that they can tell us all exactly how many cards you moved." Then, count 7 cards from the left end of the row, and turn the 7th card over. Show the card to the audience, and ask the volunteer to say how many cards he moved over. The numbers should match. You may need smelling salts to revive some of the audience members.

The Key:

It's all in the order that you placed the cards. As long as the volunteer moves them one by one from the right end (and doesn't mess up the order), you will amaze and stupefy your audience. Remember to turn over the 7th card, but don't count the cards out loud. Make it mysterious.

Spy Detector

The Prep:

Split the deck into two piles, using your own special system. For instance: Put all the odd numbers, Kings, and Aces into one pile, and the rest in another.

Put all the spades and diamonds into one pile, and the rest in another.

Put all the "round top numbers" (2, 6, 8, 9, 10, Queen) in one pile, and the "flat/pointy" numbers in the other.

Whichever way you decide to do it, make sure you remember and know it by heart.

The Intro:

Tell the audience that you're a master Spy Detector. Ask for two volunteers from the audience and give them each one of the halves of the deck. Tell them that when you turn your back they are each going to take a card from the other person's deck and show it to the audience. Then, they will put these enemy spy cards back into their own decks. But YOU, the great and wonderful Voodini (or whatever your magician name is) will be able to detect the spy in each deck.

The Action:

Turn your back (or more impressively, leave the room) while the volunteers are picking and exchanging one card from each others decks. When they're done, you return to the table and take the piles back from the volunteers (keep them separate). Spread the first pile out, face up, and pull out the "spy." Put the first pile aside and spread out the second pile, face up. Pull out the other spy, saying something like "Aha! I caught you, you two-faced sneak!" You might need to hire a bodyguard, because everyone will want to touch you, hoping that your great power will rub off.

The Key:

Once you know your system, your eye should catch the spy right away, because it won't match the rest of the cards in the pile. The important thing is that your system be hard for the audience to spot (especially the volunteers who are standing next to the table). If you put all the red cards in one pile, and all the black cards in the other pile, that would be too obvious. And a good magician is NEVER obvious.