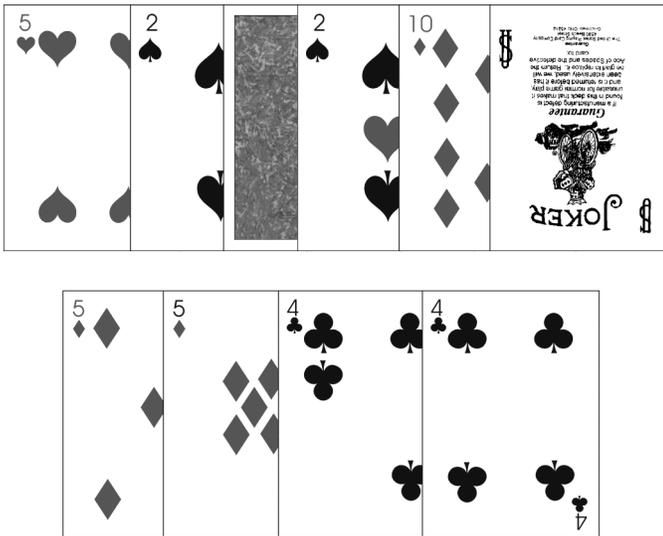


BONUS ROUTINE: The Defective Deck

EFFECT: The magician shows the “guarantee” card and explains that when a defective card is found, the card is sent to an authorized Bicycle repair center to be fixed. A variety of “defective” cards are shown and each is fixed by the magician in progressively more magical ways.

REQUISITES: You will need the four double sided gaffed cards which were removed from the Diminishing Returns deck. You will also need the following six normal cards from a standard Bicycle deck: The Guarantee card (joker); the five of diamonds (5D); the two of spades (2S); the five of hearts (5H); the ten of diamonds (10D); the four of clubs (4C).

Fig. 1



SET UP: Figure 1 shows how to arrange the 10 cards. The face down card in the upper row is the 5H. Double check the locations of the four gaffed cards. From left to right, they are at positions 1 and 4 in the upper row and positions 2 and 3 in the lower row. The other cards are normal. Also note that card no. 1 in the upper row and card no. 2 in the lower row have strange fours of clubs on their reverse side. It is important that the groups of three or four club pips on these two cards be toward the outer edge of the cards. Square up the two groups of cards. Now place the remainder of the deck face up on top of the lower group. Finally place the upper group

on top of the deck. Whew! The deck is ready. Final check: The deck is face up. The face card is the guarantee card. The bottom card is the 5D.

ROUTINE: Remove the deck from the case and hold it face up in left hand dealing position. The guarantee card shows at the face. Say, “The Bicycle Card company guarantees the integrity of its cards. Defective cards are sent to an authorized Bicycle repair person, like me, to be fixed. You might be interested in seeing how it’s done.” Flip the deck face down (bookwise) in the left hand. Obtain a left 4th finger break under the top two cards by lifting up at the inner right corner with the right thumb. The double is held in Biddle Grip by the right hand i.e. the thumb is at the inner corner, the 2nd and 3rd fingers are at the outer edge and the 1st finger is curled on top. Begin to lift the double away from the deck with your right hand. The left hand must immediately begin to turn palm downward to “kill” the face up gaffed QH at the top. Simultaneously, the right hand turns palm upward allowing the face of the gaffed 5D to come into view. (figure 2) Say, “Here’s a good example of a mis-printed card. See how the diamonds have been printed

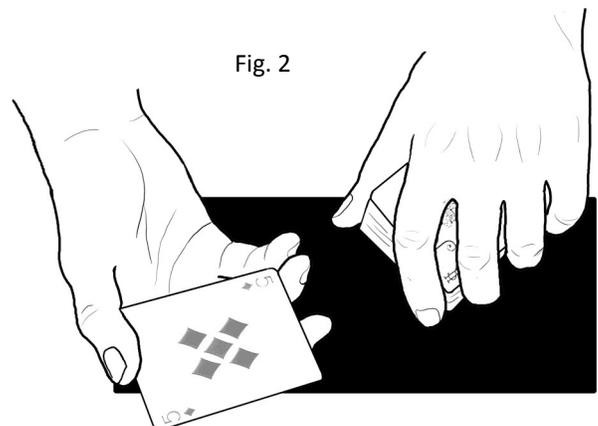
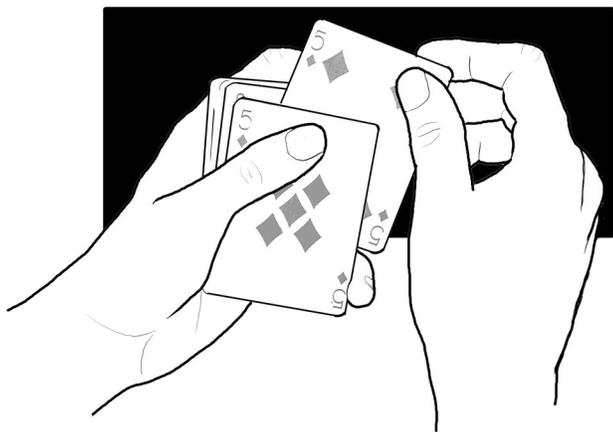


Fig. 2

too close to the center?" Turn the right hand palm downward again showing the back of the double card. Now the left hand moves the deck over the double as the left fingers and thumb pull the double card flush under the deck. Turn the left hand palm upward bringing the face of the gaffed 5D into view again. Say, "We can use physics to fix this card."

Fig. 3



Rotate your left arm inward bringing the deck to a vertical position so only you can see the face of the gaffed five. Pull this card downward just a bit with your left thumb as your right thumb contacts the outer right corner of the second card (the normal 5D). Continue to extract the 2nd card in a second deal action as the left thumb retains the gaffed five on the deck. (See **figure 3**) Pull the five free and immediately toss it spinning into the air. Be sure its back is toward the spectators as it spins. Catch the card with the right hand and table it face up. Say, "Centrifugal force causes the pips to move back to the outside where they belong."

Turn the left hand palm down and use the right hand to reposition the deck face up in left hand dealing position. The guarantee card shows at the face. While you obtain a left 4th finger break under the top two cards say, "Other things can go wrong too." Take the double card in right hand Biddle Grip and lift it off of the deck, exposing the gaffed 2S beneath it. Place the double card to the bottom of the face up deck as you say, "Here is an example of a card with an extra pip." Obtain a left 4th finger break under the top three cards this time. Pick up the triple in right hand Biddle Grip and lift it from the deck, exposing the gaffed 5H underneath. Rotate the triple so that it is perpendicular to the floor (face toward the spectators). This will hide its thickness. Say, "Look. This is where the extra pip came from. That heart belongs on this five." Be sure that the spectators notice that the heart card is a five with a missing pip before proceeding.

The right hand now brings its triple card next to the deck and flips it face down onto the gaffed five (bookwise). **Figure 4** shows this in action. Push down on the center of the top (face down) card. Slide the top card from the deck, exposing the repaired five. Finally, turn the two of spades face up to show that both cards have been fixed. Pause with both normal cards now showing to allow what has happened to sink in. Place the normal 2S on the table with the 5D. Deal the face up 5H onto these cards exposing the gaffed 10D as you say, "Here's a strange one. They printed this ten of diamonds using black ink. That's easy to fix."

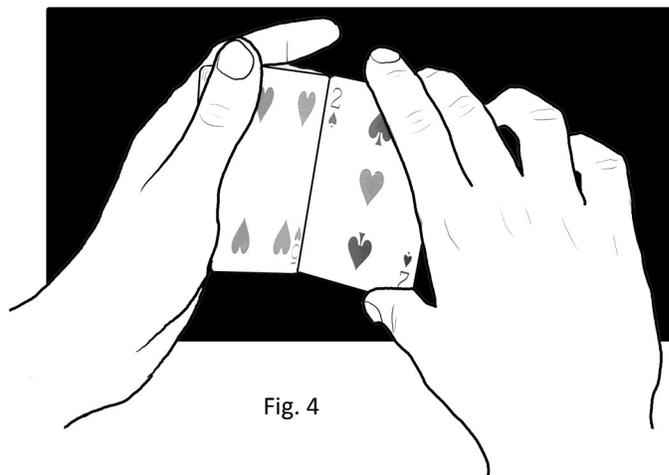


Fig. 4



Fig. 5

Obtain a left 4th finger break over the bottom two cards (10D and guarantee card). Now push the deck forward a bit leaving the double slightly injogged. The right hand pulls the double inward and away from the deck with thumb underneath and fingers on top. The double is moved to the top and is placed onto the deck, slightly in-jogged as shown in **figure 5**. Note that the right hand maintains its grip on the double as seen in the figure in readiness for the Paintbrush Change. Begin to slide the double inward, covering the ten, and then outward again. Do this several times as you say, "The friction heats up the ten." On the 3rd or 4th cycle of this sliding process, push forward with the right thumb just as the double becomes flush with the deck. This leaves the normal 10D covering the gaffed 10. Your right fingers and thumb move inward,

this time only with the single guarantee card as you continue the previous line, "...and makes it red hot." This true "color change" is really visual and will get a great reaction. Finally, place the guarantee card face up back to the bottom of the deck for the moment. You're headed for the home stretch.

The next action will remove the normal 10D from the pack and will also reverse the two cards below it for the final phase. The move is called the KM Move and is executed as follows: Obtain a left 4th finger break under the top three cards. Now grip the three card packet at its right long edge with right thumb on top and fingers beneath. Slide the three cards to the right (as one) until the left long edge of the packet reaches the right long edge of the deck. Immediately rotate the left hand palm downward, turning the deck face down onto the triple card. The left fingers are in contact with the underside of the triple card as the right thumb begins to pull the 10D (only) to the right. Simultaneously push the double card to the left with the right fingers. Continue to rotate the deck to a face down condition on top of the double card. **Figure 6** shows this action in progress. The double ends up on the bottom of the now face down deck as the 10D is pulled free by the right hand. Brush the 10D with the left thumb as you say, "It's still hot." Finally, table the 10D face up with the other three cards. So far you have magically fixed four cards. Pause for a couple of "beats" as the magic sinks in.

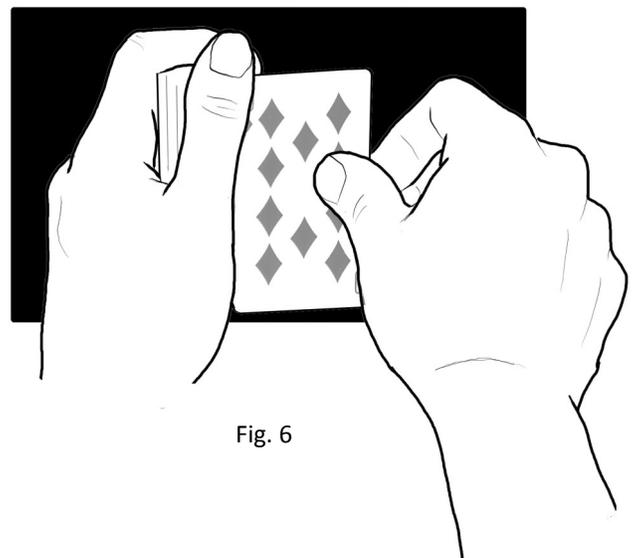
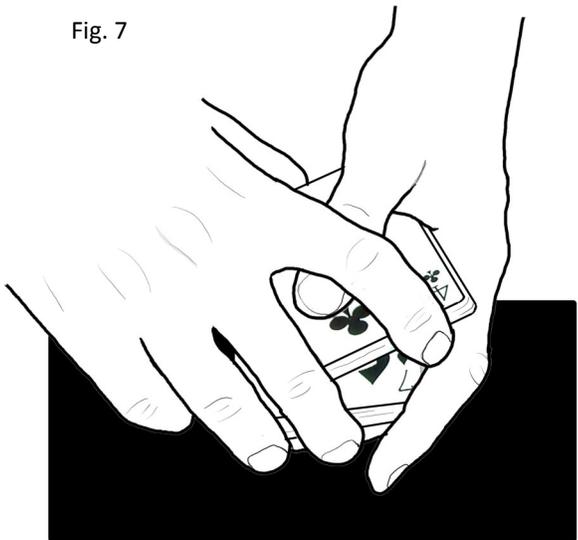


Fig. 6

Now rotate your left hand palm up exposing the gaffed 4C. Reach over the front edge of the deck with the right hand and pull the bottom card (guarantee card) out. Say, "This four is going to be tough." Toss the guarantee card

onto the table. You are now going to perform a different handling of Doug Conn's "Pip Trip" from his excellent book *Tricks of My Trade*. Situation check: The bottommost card has three club pips at the outer left; 2nd from bottom has two pips at outer left; 3rd from bottom is the normal 4C. You will use the same basic action three times to "move" the club pips one by one to the proper positions.

Fig. 7



BASIC ACTION: Obtain a right thumb break over the bottom card as the deck is now taken into right hand Bid-dle Grip. Use the right 1st finger to "swing cut" about half of the deck into the left hand. (See **figure 7**) Now bring the right hand's cards over those in the left hand. Bring the outer left corner of the right hand's cards directly on top of the large club pip at lower right of the group of four pips and say, "This one is first." Now move the right hand's cards toward the upper left as you say, "These are easier." Move the right hand's cards onto those in the left until the card below the break becomes flush with the deck. This card is immediately pulled flush with the left fingers. The right hand now moves its cards so that the outer right corner once again is over the place where

the club pip at the lower right of the group of four once was. Actually a new card is in place with a club pip at lower right. Do not let the spectators see that the pip has "moved" yet. Now slide the outer left corner of the right hand's packet over the place where the club pip used to be as you say, "This will loosen it up." (**figure 8**) Rub for a second and then slide the right hand's cards diagonally toward the inner right as though you are dragging the pip across the card. Pause for a second (**figure 9**) before lifting the packet upward, exposing the moved pip. Evidently you have moved one pip to the inner right where it belongs. Place the right hand's cards beneath those in the left and pause for a beat as you say, "That's better." You are going to repeat this

Fig. 8

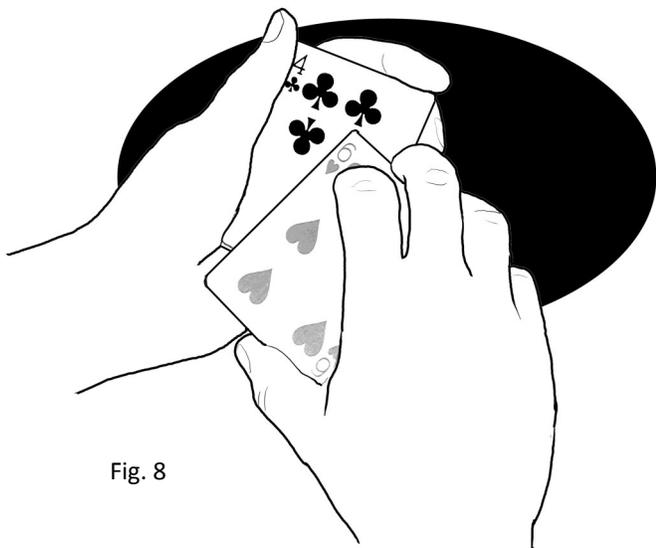
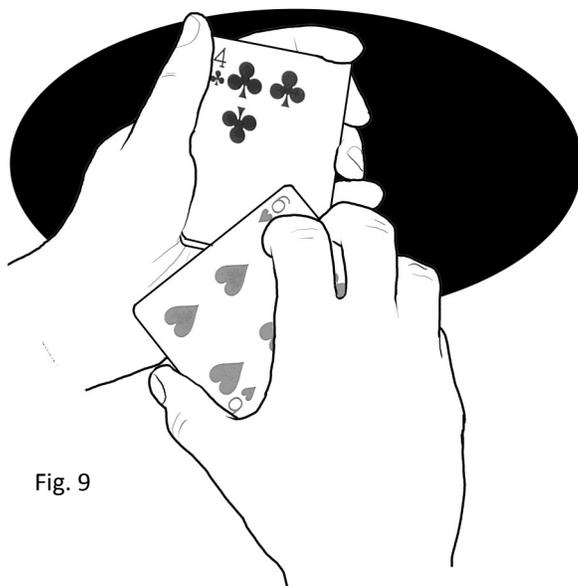


Fig. 9



action two more times.

PIP 2: Repeat the “Basic Action” as you again obtain the break and swing cut. This time you will use the rubbing action and unloading sequence to make it appear that the pip at outer right has been moved to the right

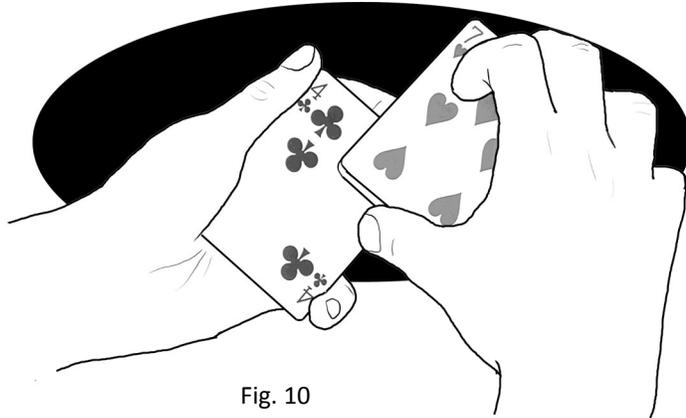


Fig. 10

where it belongs. The actions are similar except that this time, after you have unloaded the gaffed four, you move the right hand’s packet to the position shown in **figure 10**. The inner left corner will be rubbed over the pip which is then “dragged” slightly to the right where it belongs. Say, “We’re almost done.” As before, place the right hand’s cards beneath those in the left hand. (NOTE: Be sure to stop the “dragging” action before exposing the moved pip. You should pause and then lift upward to reveal the pip in the new location.)

PIP 3: Repeat the “Basic Action,” (i.e. swing cut, unloading of gaff and then dragging action) this time moving the inner left pip to the inner left corner.

Figure 11 shows the beginning of the dragging sequence. The spectators see a normal 4C! Say, “I think this deck is finally back to normal. Remember it’s guaranteed!” (NOTE: Advanced workers should use a color change type action to create the illusion that you’ve used your fingertip to move the pip. See section below for ideas.)

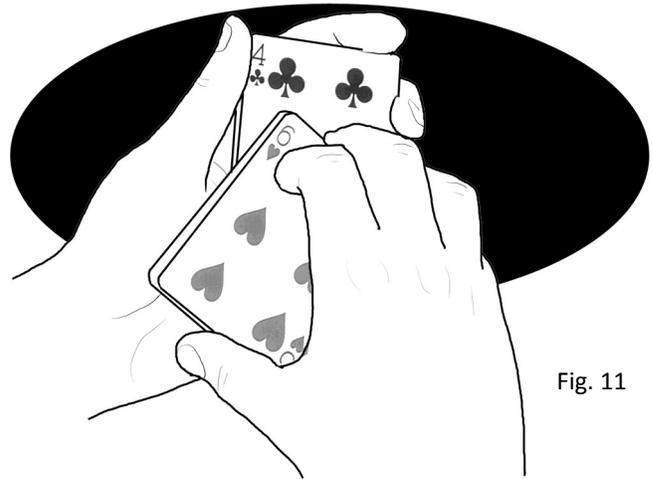


Fig. 11

CLEANING UP: The deck is held face up in left hand dealing grip. Place the guarantee card (which should be on the table) onto the 4C but slightly injogged. Your right thumb should be in contact with the inner edge while the right 2nd finger contacts the face of the 4C. Push outward with the right hand causing the 4C to become outjogged as the guarantee card becomes flush with the deck. (Christ-Annemann Alignment Move) Pull the 4C free with the right hand and table it with the other four cards. The four gaffed cards are directly below the guarantee card. Obtain a right thumb break under the 5th card from the top. You can now clean up by removing all 5 cards as you seem to be pocketing the guarantee card.

ADVANCED WORKERS: Instead of using the “Basic Action” to fix the 4C, you can use various types of color changes. I think Jose De La Torre’s change or Cornelius’ “Winter Change” are excellent choices. You can also “push” the concept quite a bit by using existing Bicycle gaffs. There are very cool possibilities for blank cards, different color cards, double backers etc. You can “fix” a variety of other problems too. I do recommend sav-

ing the “Pip Trip” 4C sequence for last. It’s the strongest phase. I believe that advanced workers will be able to integrate several other “fixes” to this sequence which will extend the routine and make it more magical.

CHALLENGE: One gaff was not used in this routine. There is a Queen of Hearts whose large heart pips are black. Try to work out a use for this gaff. Here’s a motivator:

The KS is a “vampire.” His prey is the QH. The key line is “.. And he turned her heart as black as his.” You might use a toothpick for the wooden stake through the heart... many possibilities. Send your solutions by email to mpowers@mallofmagic.com. I’ll post the best on www.mallofmagic.com.

CREDITS: The name for this effect comes from my good friend Tom Frame. Tom created an effect called “A Defective Deck” in 1992. It is presently scheduled for publication in an e-magazine. Tom’s routine and a variation I was inspired to create are available on the website at www.mallofmagic.com. This site will be periodically updated as new ideas are developed. Also, special thanks to our exchange student, Fabian Fontela, who helped refine the Defective Deck handling.

SUPPORT: We plan to add further support for both Diminishing Returns and The Defective Deck on our web site at www.mallofmagic.com. Look for video clips, more detailed instructions and illustrations as well as new ideas and improvements.