



OUT OF THE HAT

South London Magic Society Newsletter

NO. 4

JUNE, 2016

Special Points of Interest:

- *Simon's Salutations*
- *Adrian Sullivan's Dealer Dem*
- *Meet The Member*
- *Competition Rules and Terms of Engagement.*



SIMON'S SALUATIONS

Torrential rain and flash floods had served to delay our guest speaker and 'Dem'. But we have a video of Michael Pearse to play, by way of tribute and then, hopefully, the fun can begin!

Don't forget, next month will be the Close-Up Competition and I have a number of oversized playing cards to give-away as flyers for an exciting initiative (see Page 6 for details).



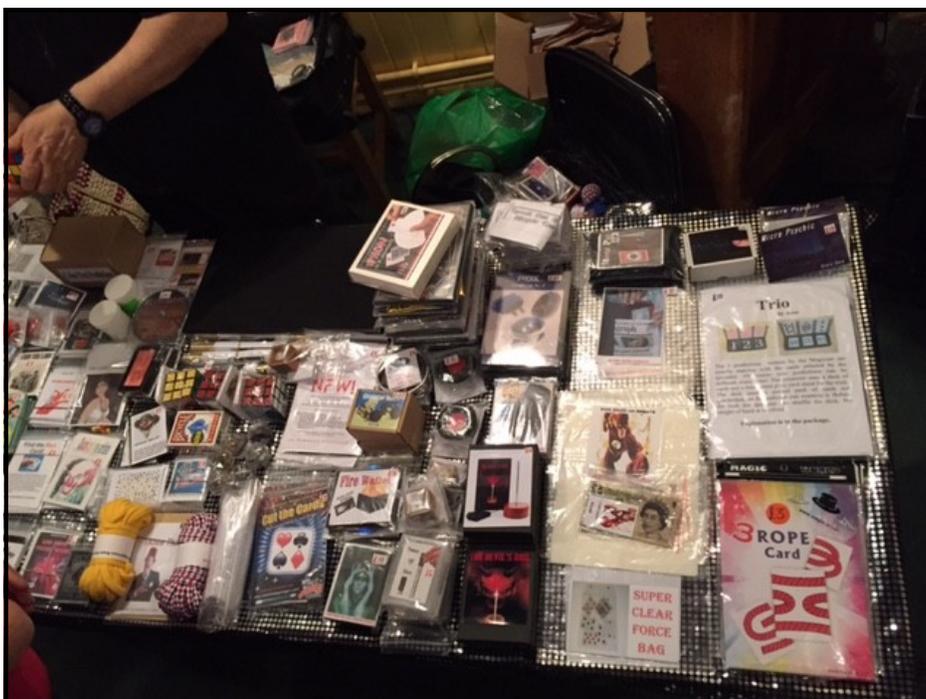
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07711 161 864
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ADRIAN SULLIVAN'S DEALER DEM NIGHT.



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ADRIAN SULLIVAN'S DEALER DEM

Opening the evening, Adrian advised there'd be no difficult sleights, the card tricks displayed will be 'self workers', ones that could deflate that annoying child who always spotted a method and who then broadcasts the discovery.



The opening effect: 'Karma' sees a spectator, Kevin (once again) shuffling a pack of cards, which were then placed behind Adrian's back. Adrian stated 'I will make a series of predictions'.... 'I will find one red card and one black card'. This Adrian achieved. The effect was repeated three times before Adrian made another prediction: 'I will locate four cards, of four different suits' which he did, and again, and again and again.

He then predicted that he'd locate another single red card and a single black card, which he did. He then stated that he'd divide the remaining pack into two piles so that there was an Ace right through to a King in both piles. Again he achieved this, while still holding the deck behind his back. The method was based on the Si-Stebbins stack, all in CHaSeD order, and the red / black set up lent itself nicely to an out of this world style subsequent effect.

The recent Britain's Got Talent Winner: solider Richard Jones, who presented his version of the 'Sam The Bell Hop' effect as his winning trick, was copied by Adrian in style by introducing another version called 'The Story of Diamond Jack'; which ran...

The Story Of Diamond Jack

Cards are arranged in the following order from top to bottom with the cards face down:- JD, 2D 6D,AS, 7H, KS QS JS 10S 9S, KH, 7S, 3D 3H,,QH,QD, 3S, 8C, AC 2C, 8D 8H 8S, 5C 7D, 6S, JC, 10H 5S, 10C 3C, 2S, 4H, 4S KC, 10D,9C 9D 9H, 6H, 4C 4D, 6C 7C, BLANK, QC, JH, AD KD, 5D 5H, 2H,AH. And here is the story:- this is the story of Diamond Jack, he is 26, he was an ace in the war, but for seven years, he was not flush, but he is a real King of Hearts and at 7 o'clock, he had a date at the pear tree, with a red head. When he went to pick her up she brought her sister with her, the three of them, went and ate; Jack ordered a stew (Ace Two), the girls ate, and ate, and ate and after five, or 7 drinks, they made themselves sick. That is when the waiter came in, he asked for fifteen pounds, looking in high

pockets Jack only found thirteen pounds, and what made it worse is when the waiter asked for two more, Jack shouted at 4, the waiter said it's my tip, Jack shouted I don't mind forking (4 King), over 10%, but the food was lousy, the waiter got angry and dialled 9,9,9 and sets (6) the police on Jack, actually half the force (Two 4's) turned up. Jack felt six or seven clubs descend on him. Everything went blank, when he came round he was looking in the eyes of his sweet heart, he was the Jack of her Heart, his heart was a King (Ace King) for her, they were two of a kind, two hearts that beat as One.

Adrian went on to say that he used a 'genuine false shuffle' but following Eugene Berger's advice, he wrote on the back of the cards as no one gets to see them.

Other Effects followed: Sniff, Sniff, The World's Greatest Magician, The Lie Detector Test, Three Cards Trick, Touch Vision and 'All Good Things Come In Threes (which we have written up at the back of this newsletter as) according to Adrian this is THE Killer Effect!

Throughout the rather well-attended night Adrian Handed out the modus operandi to all the effects he showed, thanking the Society for booking him saying, the free lecture notes were his 'gift' in return.



We were also treated to a rather cheeky gift of a playing card with a lady's silhouette neatly drawn on it with a five pence size hole cut from the card, right where you wouldn't want a five pence hole

cutting. The Gag was to hold your hand behind the card to replace, 3D like, the missing portion. I'd reproduce the card but I've lost mine.

Adrian concluded the evening with a demonstration of a number of items he was selling. All his tricks were competitively priced and he garnered a lot of interest, and from what I can see, very good sales.

I shall leave the last comment to our President: "Spoke to one guest today who said it was a) one of the best lectures he had been too, and b) it was one of the friendliest magic clubs

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he'd been to too! Because of this he would like to become a member. We had about 15 guests , making us about 40 in total. Eventually we packed up the stall at about 11.30 as it was so busy , no-one wanted to leave!

The Lie Detector Test –

Give your spectator nine cards to shuffle and deal into three piles, then he decides on a pile to choose a card from, you make sure his chosen card to go to the bottom of that pile, then you drop the pile on top of the other two, this way you will end up with the chosen card third from the top of the face down nine cards. Start now by asking the spectator to tell you the truth or lies or a bit of both, whichever he wants in answer to your questions. The first question is “What is the value of your card?” and you spell whatever he answers a card on the table for every letter, then you drop the rest of the packet on top of the spelt letters (cards), pick the lot up and spell “of” then drop the rest of the cards again on top. The next question is “What suit was the card you chose” again he can tell you the truth or lie, and again you spell his answer letter by letter on the table and drop the rest of the cards on top, pick the lot up again, then ask the third question “Did you tell me lies, truth or both”, again he can tell you the truth or lie to you in answering this question as well, and again spell his answer letter by letter on the table. Now the final question which has to be answered truthfully this time “What was your card?”, you reveal the card remembering the following, if his previous answer that you spelt was “Truth” the chosen card would be the last card you spelt on the table, but if the answer was “Lies” the chosen card would be the one on top of the packet in your hand, the same applies if his answer is “Both”.

Good luck





All Good Things Come In Threes—Presented by Adrian Sullivan

Effect

To determine the names of three freely selected cards, before revealing them in which-ever fashion appropriate.

Props

A normal deck of 52 playing cards

Techniques

Set Deck – A False Shuffle and a False Cut.

Method & Presentation

Select a packet of any 5 random cards, of any THREE suits, and hold them face-down.

Take the fourth suit, all thirteen cards, we'll say the Hearts, in any random order and place them on top of the 5 cards creating a stack of 18 cards. Then, in no particular order, place the remaining cards on top of these. Remember the Top Card of the newly stacked deck. This is your 'Key' card. For our purposes we'll label the Ace of Spades the 'key' card.

Select three spectators (A, B and C) during which you False Shuffle and False cut the deck - 'You can choose your friends, but always cut the cards!' Now ask spectator 'A' to cut about quarter of the deck and then to remember the bottom card of his portion. Then ask spectator 'B' to cut and retain approximately one third of the still table 'deck' and to also remember the bottom card of his portion. Turning to spectator 'C' ask him to cut about 50 per-cent of what is left and to remember the bottom card of his cut.

'Three cards selected in the most fairest of fashion.'

Ask spectator 'A' to replace his portion on the remnants of the deck still lying on the table. In turn ask spectator 'B' then 'C' to do the same. Now square the deck.

Pick up the deck and without showing either the audience or spectators, fan the faces of the deck. Now looking from right to left, spot the first 'run' of the Hearts suit. Spectator 'A's card lies to the left of this run. Continue spreading the cards, from right to left, spectator 'B's card lies to the left of the 'key' card (The Ace of Spades). Continuing the spread until you spot the second stack of the Hearts suit, spectator 'C's card will be the first card of the Hearts run. Don't forget your patter at this moment, it needs to be entertaining. Perhaps you can look at the three spectators and remark, you need to just check the cards to see that they haven't stolen any of them! With the three cards 'found' you can go into a whole range of revelations but leave sometime between the determination and revelation, to disguise the method.

References / Resources / Further Information

False Shuffle – undercut half the deck as normal. Run five cards onto the original upper half of the deck. Throw the remaining portion on top, out-jogging it as you do. The two portions of the deck lie in your left hand with a step between them. Seize the lower 'nearer' portion, again run five cards and throw the remainder on top.

False Cut – Seize the lower portion of the deck and with a flourish move it with your right away from where you started the cut and table it. At the same time move the left hand portion away. You are splitting the deck. The Right hand returns, collects the remaining portion and 'lightly' slams the remaining portion down on top of the tabled portion.

MEET THE MEMBERS— PAUL BAKER

Likes:

- Sports
- - Participate in Masters swimming competitions. Play Golf
- - Following most
- Politics and Economics (Member of Labour Party)
- Mathematics and Statistics
- People and friends
- Magic: I like tricks that have a logical base, but admire sleight of hand skills
- Travel
- Reading
- Private Eye magazine
- Good wine (Life too short to drink bad wine)
- Nearly forgot:- Wife, Children and Grandchildren



Dislikes:

- DIY
- Peanuts and Coconut
- Extreme religion
- Extreme Politics
- People (often personalities) who are proud of not being good at maths
- People who don't give to charity on the basis of ' It all goes in Admin'.
- Intolerance
- Dress Codes (I am a member of a golf club - need I say more?)

Competition Time

12th July at 8 p.m. Please e-mail Simon if you would like to take part in the competition. If this is the first time you are entering the completion, please also make this clear . Acts should be between 8-12 minutes long as the rules below 'suggest'. Please bring family and friends to support and bring balance to the force!

Competition Rules

1. 8 – 12 Minutes – A traffic light system with Green when you've reached 8 minutes, Orange at 10 & Red at 12 -
2. Three Outside Judges – Two lay judges from a theatre group & Tom Whitstone MIMC
3. Newcomers Cup for those that are entering this particular comp for the first time – this is to be named Pearse Halpenny Cup after Michael Pearse – who won the Carlton Comedy Award aged 63
4. Winner must use a new routine in future competitions.
5. Friends and family are encouraged, to create an atmosphere.

The Competitive World by Pat Fallon - Précis

It appears that while hobbyists and amateurs may embrace competitions many professionals feel less enamoured by them. In part this may be explained by the degree of success entrant's have experienced; failure sometimes results in unwarranted cries of 'fix', however this is best countered by the judges providing feedback.

Failure is often a consequence of:

1. Trying to fool the judges
2. Performing new and untried material
3. Using borrowed props
4. Being under rehearsed
5. Not seeking pre-competition criticisms
6. Being nervous.

Being a competition winner can be used to enhance your reputation although sometimes the desired publicity will be forthcoming.

To summarise, select your material carefully and get honest criticism from people whose views you respect before entering.

101 Tricks to See Before You die...

30— Bending

29—Knife Through Coat

28—Linking Finger Rings

27—Slap Aces

26—Educated Goldfish

25—Knotted Handkerchiefs

24—Torn and Restored

23—Confabulation

22—The Backstage Illusion

21—Two Person Mindreading

20—The Hydrostatic Glass

19—The Drums that can't be beat

18—Rising Cards

17—Thumb Tie

16—Flower Production

15—Stack of Fish Bowls

Production.

14—Sympathetic Silks

13—Knife Through Arm.

12—Floating Table

11—Inflight

Which leads us to the Top Ten!

Next Month.

Book a show for a celebration.
 See a show for fun.
 Sign up for a course.
 Come to an event.
 Join 'the Illusioners circle'.
 Attend a corporate workshop.

Call us or visit our website
 now to see what, how
 and when...

THE ILLUSIONEER
 .CO.UK

07711 161 864
 www.theillusioneer.co.uk
 barrie@theillusioneer.co.uk
 19 Half Moon Lane London SE24 9JU

THE SOUTH LONDON MAGIC SOCIETY

Meets the first Tuesday of every month:

Methodist Church
 Clockhouse Road
 Beckenham
 Kent
 BR3 4JP

Out OF The Hat... is edited by:-

Paul Jackson.

jacksons123@btinternet.com

07745 119200

This Year's Schedule: What's Coming Up...

May – Roy Mckenzie – Prop management

June – Dealer Dem - Adrian Sullivan from Manchester
 (open to other London Magic Clubs, please bring a magician friend—free entry)

July – Close Up Competition—bring a guest / family friend / neighbour

August – Simon - Lucky Dip

September – James Brown Lecture

October – Paul/Chippy—Surprise Night—A Little bit of him , a little bit of me!

Nov – Stage Competition

Dec – Xmas Family & Friends

Jan – 2nd Tuesday of the Month – Sarah

Feb – David Weeks Lecture

March – Either Lecture or Members of the Magic Circle Entertain

April – AGM

Ideas , desires, wishes, wants and needs catered for, just ask!