

THE 'PICK AND MIX' LECTURE DEM

Here are the 20 routines from which you may select up to 8 for me to present.

1. THE HOMING COIN

This is a very nice routine suitable for a close up show which uses simple props to produce some surprising magic. A matchbox drawer is shown empty and placed mouth down on the table. A coin is vanished and immediately appears under the box. The matchbox cover is then placed upright on the back of the drawer and the coin dropped inside. Immediately the drawer is lifted and the coin has penetrated through and under the drawer again. Finally the box is placed under a handkerchief and held by a spectator. The coin vanishes and is supposed to appear back inside the box. However, when the box is opened it is seen to be completely full of matches!

2. GNASHERS

I regularly use this routine in my children's magic shows and it is perfect for the 4-7 age range. All you will need to get the routine together are a few silks, a three way change bag and a pair of large wind up chattering teeth (available in most joke shops). There's loads of fun as the teeth, in an attempt to untie one of the hankies from a chain of three placed in the bag only manages to chew holes in it. At first your attempts to magically repair the hanky only makes it worse before finally all ends well. Lasts 5-6 minutes.

3. THE UTILITY SWITCH ENVELOPE + PRE-VIEW

Over the years I have come up with a lot of different routines using my **Utility Switch Envelope** as it really is extremely versatile. All you need to make it are a few small brown pay envelopes (available from good stationers) a pair of scissors, a small knife and some paper glue and you are in business. Once made, you can then go on to try **PRE-VIEW**. This is a strong card effect in which a card peeked at in a deck instantly vanishes only to be found to be the very card placed sight unseen into an envelope **BEFORE** the second card was peeked at! Simple to use, this will open doors for other effects for you too.

4. MY CARD, SIR

If you ever find yourself in the position of someone asking for your business card, this simple idea will enable you to produce your card in a memorable and magical way. In these situations it is important that the magic happens quickly, and that everything is presented in a clear and straightforward fashion, and this idea ensures that not only do you get to pass on your card, but that it is likely to be kept by the recipient. This handling could be worth bookings to you.

5. SPIN OUT

This is the card effect with which I start virtually every table or group that I entertain with close up. All you require is a regular deck, there is no set up and it plays for about three minutes. You have a card chosen and lost in the deck. You then box the cards and say that rather than find the card you will read the spectator's mind and reveal the card that way. Gradually you do just that, eventually naming correctly the selection. Then as a killer finish you pick up the card case, toss it up in the air and instantly the actual chosen card appears outside the box held at your fingertips.

6. SIGNATURE PIECE

This is not only a neat and surprising magical effect, but it leaves you in the position to give away a business card at the finish. A playing card is chosen, signed and slipped face down into the centre of a face up deck. A small wallet is opened to show one face down card inside with the performer's name on the back. Turned over, this turns out to be the performer's business card. This is returned to the wallet. Moments later, the card **FACES** change places, with the selected card now being in the wallet with the magician's name on its rear, and the business card being found in the deck centre with the spectator's signature on it!

7. SKINT

I have a real liking for coin and purse routines and this is a lovely direct and magical effect using three coins and a purse. The coins are tipped from the purse and one at a time they vanish in extremely convincing ways. Immediately they are all found back in the purse! No gimmicks, this routine teaches you two wonderful clean ways to do a complete coin vanish - it's worth it just for those two moves alone!

8. SIMPLEX 'HOPPING HALVES'

If you enjoy simple to do magic which never requires a re-set and which you can do anytime, anywhere, you will love this two stage routine using a 10p and a £2 coin. Both coins are borrowed from spectators and placed into your fist. The 10p is openly removed, shown freely and genuinely placed away in your pocket. Instantly it jumps back to your hand to join the £2. Then the £2 is removed, but instead of both coins reappearing in the hand, they both vanish and are produced from the pocket. Very clean handling, easy to do, no gimmicks as the coins are borrowed!

9. CREDIT TRANSFER

This is really two tricks in one! A borrowed credit card is sealed in a small pay envelope. A paperback book is riffled through and a spectator calls stop. The envelope containing the credit card is dropped into the book to mark the place selected. A second book is shown to have an envelope already inside it and amazingly when checked, it is seen that the envelope is positioned between the same two pages as those chosen by the spectator for the first book! But there's more, because the performer then causes the credit card to jump from the envelope in the spectator's book across to the envelope inside his book!

10. THE MAKE WEIGHT

The performer borrows a bank note from a spectator and explains that sometimes banks weigh piles of notes, just like they do with coins. Trouble is, sometimes the weight is not quite right and so they add a secret 'make weight' to redress the balance. With genuinely empty hands the note is taken and folded. Reaching with fingertips into the folds, the magician slowly extracts a small coin! Here's the make weight! Of course, you should never tamper with currency and so the coin is inserted back into the note which is immediately opened out and returned to its owner leaving the performer's hands completely empty again.

11. THE SILI-COIN CHIP

Five coins are displayed. Each has a coloured sticker attached to both sides and there are five different colours. The coins are placed out of sight inside a simple cloth bag and then the performer removes one and drops it into a brass box which is left in view. A spectator is invited to guess which colour the magician chose. Amazingly, no matter which one he chooses, the other four colours are removed from the bag leaving it genuinely empty (and examinable if required) and the selected coloured coin is tipped from the box.

12. NAME DROPPER

This excellent card effect, suitable for table hopping magicians, requires no re-set and after each performance leaves the spectators with your business card. A spectator's name is written with a permanent marker pen on the back of a card freely named by him. When placed back to back with a card bearing the performer's details, the name is magically transferred to the business card leaving the original selection clean.

13. MUSCLES

This children's routine is one I use regularly in my own shows and all it requires is a pack of cigarette papers! The trick is simply the torn and restored cigarette paper, but the presentation makes this into a fun feature trick for youngsters. This must be the ultimate 'packs small plays big' type of effect!

14. EQUALLY EQUAL ROPES

Yes, you have read the title of this trick correctly! The Professor's Nightmare or Equally Unequal Ropes is a classic trick, but my Equally Equal Ropes is a different slant on the original effect which is designed to catch out magicians or those who simply know the original trick. Great as an opening effect or as a compere item, in this version three different lengths of rope are stretched to the same length, and then instead of returning to their original state can be given out for examination all still equal! Great fun!

15. COPY RING

A wonderful effect for strolling magicians and table hopper's using a spectator's finger ring. An 'invisible' template of the size, shape and style of a borrowed ring magically fills out to become a visible solid exact replica of the original ring! However unfortunately, the loaned ring itself has become invisible! All ends well when the original ring is magically restored to its normal state. No re-set, this is amusing and magical.

16. DEVIL'S ISLAND

This unusual mental effect can be used in a close up show or by scaling up the props, from a stage. A map of an island with 6 clearly marked locations is shown. Cards bearing the location names are slipped into envelopes, mixed and given out at random to members of the audience. A spectator selects any of the locations entirely freely and the magician's prediction correctly reveals which spectator is holding the chosen location. This effect won the International IBM 'Award Of Outstanding Merit' when it originally appeared in the Linking Ring magazine.

17. COUNTDOWN PREDICTION

A prediction Jumbo card is placed sight unseen in full view. A deck of cards is displayed and shuffled and a spectator freely selects a number of cards to use from the deck. These cards are eliminated one by one until only one remains. Despite the freedom of the handling and choices, the selected card matches the Jumbo prediction. Very easy to do, suitable for close up show or a stand up performance.

18. MAGNETIC ATTRACTION

This is an easy to do matrix effect using four small coins and two borrowed credit cards. The four coins are placed out in a widely spread square formation and using the two credit cards as covers coins start to magically jump until all four coins end up under the one credit card! Virtually no sleight of hand, this is a clever and simple idea which looks great.

19. ANIMAL ANTICS

This is a wonderful fun magic routine for children's shows using some animal picture cards taken from the picture deck used with the children's game called Donkey. Six children do mimes of the six different animals shown on the cards and a seventh child selects his favourite. The magician turns out to have a picture of that selection in his wallet or in a small envelope already on his table.

20. INTUITION

A routine suitable for those who work restaurants or private parties. 6 envelopes are given out to people round the table. 5 of the envelopes contain your business card, the 6th has a spectator's name written on the back of your card. The spectator eliminates any 5 envelopes and amazingly manages to leave the very one that contains the card with the name on the back! No gimmicks, straightforward to do.

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