

MAGIC POKER HANDS

Jeremiah Farrell
Indianapolis, Indiana

THE EFFECT: The magician places four face-down packets in front of volunteer. "I am going to make a prediction before we start the proceedings," says the magician as he writes something on a piece of paper, folds it, and adds "Please hold this slip until we are done. When I turn my back choose one of the four poker hands and discard the other three. Each hand is different but each is powerful."

The volunteer is then allowed to mix his 5-card hand any way he wants and forms a packet with the cards. The magician instructs him to look at the top card, place it on the bottom and spell the value of the card placing the cards to the bottom of the pack as he spells. For example, if the top was the "two of hearts" he would transfer the next eleven cards to the bottom after the two of hearts.

He is to repeat this process until it is obvious he has reached a certain card repeatedly. That fixed card matches the magician's prediction.

METHOD: Each hand will end on the Queen of Diamonds, the card predicted.

THE HANDS:

- (1) Straight. QD, JC, KC, 10H, AS
- (2) Flush. QD, 4D, 5D, 9D, JD
- (3) Full House. QD, QH, QS, 7S, 7H
- (4) Straight Flush: 9D, 10D, JD, QD, KD

No matter how the first three hands are mixed, this self-working trick always ends on the QD. The fourth hand will sometimes (rarely) cycle through the four off cards leaving the QD alone. When the magician notices this, he can still claim the QD as his prediction.

