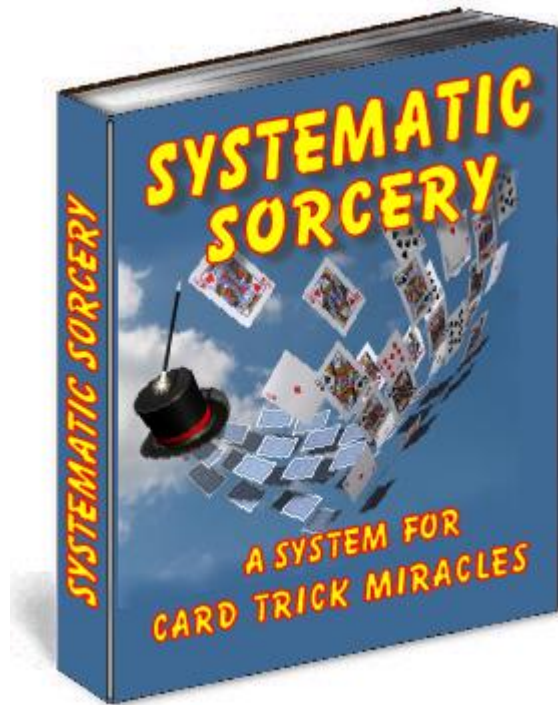


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SYSTEMATIC SORCERY

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SYSTEMATIC SORCERY

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Thank You

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THE SI STEBBINS SYSTEM

The Si Stebbins set up is well known among card working magicians, but is rarely used. I think it may be that many are afraid that the audience will suspect a "Set-up" and that they can't allow the audience to examine the cards. However, that's totally wrong!

I hope this short section will help convince you that it's always worth having a couple of packs of cards prepared in the SI STEBBINS SETUP. With that in your armoury you know that you can always perform some real miracles of card magic at any time...

However, if you're serious about using this amazing system to perform many miracles of magic, then I would recommend the very authoritative book on the Si Stebbins System entitled - "[Si Stebbins Unplugged](#)". It's got to be the leading publication on the Stebbins System in modern times and is suitable for all magicians, from beginner to experienced pro'.

The book "Si Stebbins Unplugged" is available from www.trickshop.com and is also available in electronic format. It covers everything from the history of the Si Stebbins System, to some excellent examples of tricks and routines that anyone can learn in a short space of time.

Please don't dismiss the Si Stebbins system, because it is old or appears a little daunting. Use it the way described below and you'll find that there's no other card system in the world can give you so many wonderful, and seemingly impossible effects that can be acquired by the average magician in just a few hours.

I started using the Si Stebbins System well over 40 years ago after seeing Al Koran perform what appeared to be some great mind-reading effects.

There was also a fairly lengthy television series starring Chan Canasta, who performed many unbelievable feats of "Mind Reading" and pure psychology, using mainly ordinary playing cards and you'll find some of these effects in the above mentioned book and also in countless magical publications.

I soon realised that many of these great effects were being executed using the Stebbins System and so I started emulating these magicians and rather than performing in a "Mental or Mind-Reading" vein, I tried to use the effects more as comedy and fun magic.

What makes the Si Stebbins Set-up unique, and easily the simplest and best system available to card workers, is that there is no memorising of cards required. This, plus the fact that the bottom card tells you, within two or three seconds, where any card in the pack is located and makes it a simple matter to locate any card you want.

That's really the whole essence of the magic you can achieve with this System. Just think about it... - just by getting a glimpse and knowing the bottom card of the pack at any time, tells you where any card in the pack is located, and the exact position from the top, or the bottom of any card in the pack.

First of all, you have to understand that this systems assumes a numerical value for each card... - That is: - **Aces** are "**ONE**", all the "**Spot Cards**" assume their "**Face Value**", the "**Jacks**" are "**ELEVEN**", the "**Queens**" are "**TWELVE**" and the "**Kings**" are "**THIRTEEN**".

The system is based on what we call the **CHaSeD** formula, (that is: **C**lubs; **H**earts; **S**pades; **D**iamonds), plus the fact that the pack is divided into four 13-card sections, each card being 14 cards away from one of its counterparts e.g. **bottom card Ace of Clubs, 14th card down is the Ace of Hearts, 27th card down is the Ace of Spades and the 40th card is the Ace of Diamonds.**

This applies to every card in the pack. - Each set, such as the four aces, four two's etc. are all spaced in the same manner and in **CHaSeD** order - **Clubs, Hearts, Spades, Diamonds.** - See below for a simple explanation of how to set up and use this brilliant pack of cards.

The whole pack is set up so that every card in the pack is "THREE POINTS" Higher than the one before it. For Example: 1 - 4 - 7 - 10 - 13 - 3 - 6 - 9 - 12 - 2 - 5 - 8 - 11 and the whole sequence then continues in this way through the whole pack.



FIG. 1

The Set-up is as follows: **Ace of Clubs; Four of Hearts; Seven of Spades; Ten of Diamonds; King of Clubs; Three of Hearts; Six of Spades; Nine of Diamonds, Queen of Clubs; Two of Hearts; Five of Spades; Eight of Diamonds; Jack of Clubs; Ace of Hearts; Four of Spades; Seven of Diamonds; and so on** FIGURE 1.

Here's an easy way to set up your cards...

First, let's assume you're using a new pack of cards. - You need to remove any Jokers or other advertising cards. Then simply lay out the four suits into four separate piles in descending order - Starting from the **King** and going down to the **Ace**. In the Suit Order of **Clubs**, **Hearts**, **Spades** and **Diamonds** - SEE FIGURE 1.- below...



FIG. 1

Once you have the suits laid out in the above order then gather the Four piles into neat packets, where the Four Kings will be on top of each pile.

Leave the **King of Clubs** on top of the Club pile. -Cut the Hearts Pile to the **Three of Hearts**

Next cut the Spades pile to the **Six of Spades** and then the Diamond pile to the **Nine of Diamonds**. - FIGURE 2. – below...



FIG. 2

It's now a very simple matter of assembling your Si Stebbins Pack, as follows....

It's now a very simple matter of assembling your Si Stebbins Pack, by taking One Card from each pile starting on the Left with the King of Clubs, then the Three of Hearts etc. - FIG. 3



FIG. 3

When you get to the last pile, the Diamonds, go back to the Clubs pile and continue to take One Card off each pile in turn, until there are no cards left. - - Your Set-up is Complete.

HOW THE SYSTEM WORKS

Now to understand the way the Si Stebbins system works and to make full use of the remarkable properties, you must learn the relationship between all the cards.

You already know that each consecutive card is Three Points Higher than the card before it and the cards run in the **CLUBS, HEARTS, SPADES, DIAMONDS** sequence. This you'll remember, we called the "**CHaSeD**" formula.

Once we know this, we can calculate the position of every card in the pack, provided we know the name of Just ONE CARD. That card is known as the "Key Card" or Reference Card and is usually the bottom card.

For example, if we know the name of the bottom card, then it follows that the top card will be Three Points Higher and One Suit on in the **CHaSeD** formula.

So if the Bottom Card is the ACE of CLUBS, then the top card will be THREE HIGHER, which is a FOUR and ONE SUIT ON, which is HEARTS - Therefore the TOP CARD will be the **FOUR OF HEARTS**. - The next card will be the SEVEN OF SPADES, then the **TEN OF DIAMONDS** and so on...

Another great thing to remember is having used all thirteen cards in each suit in sequence. This means that the cards follow a sequence of THIRTEEN, which is repeated FOUR TIMES, - once for each of the Four Suits. In other words, **CARDS OF THE SAME VALUE ARE REPEATED EVERY THIRTEEN CARDS**

Therefore it's easy to work out where the next card of the same denomination is.

For example, if the **FOUR OF HEARTS** is on the TOP the **FOUR OF SPADES** will be THIRTEENTH card from the top and the **FOUR OF DIAMONDS** will be the **TWENTY-SIXTH** card down and the **FOUR OF CLUBS** will be THIRTY-NINTH card from the top.

This means that cards of the SAME VALUE and COLOUR will be TWENTY-SIX cards apart. For example the Red Fours - **FOUR OF HEARTS** and **FOUR OF DIAMONDS** will be TWENTY-SIX cards apart. The Black ACES will be 26 cards apart and so on.

One other important thing to remember is the Formula that will allow you to Find Any Named Card in the Pack, or to Name Any Card at any Position in the Pack...

With this System it's very easy to find the position of any card in the pack, named by a member of the audience...

Having already glimpsed the Bottom Card, have the audience call out the Name of any card...

If the card named is the **same suit as the Bottom Card** then you simply have to **Subtract the Value of the Named Card from the value of the Bottom Card and Multiply the result by Four.**

For example: if the Bottom or Key Card is the **TEN of DIAMONDS** and the card named is the **FIVE of DIAMONDS**, then you simply **SUBTRACT FIVE** from **TEN (= Five)** and then **MULTIPLY by FOUR (Five X Four = 20)** and the card named will be the 20th card from the top.

Now say it was the **Ten of Diamonds** that was called for and the **Five of Diamonds** is the card at the bottom - you start off exactly the same (Subtract the Lower Value from the Higher Value and Multiply by Four) but there is this difference.....

When the Card Named is of a **higher value** than the bottom card, the it will not be found counting from the Top, but it will be found **AT THE NEXT POSITION - COUNTING FROM THE BOTTOM,**

So in our example if the **TEN of DIAMONDS** is called for and the **FIVE of DIAMONDS** is at the bottom, the **TEN of DIAMONDS** will be found at the 21st Position **COUNTING FROM THE BOTTOM.**

I simply count the cards from the bottom to number 20 then hold up the Next Card to show that is in the 21st position.

Now if the Card Called is a Different Suit, **SPREAD THE BOTTOM FOUR CARDS** and note the nearest card that matches the Suit of the Card Called for. This is your Key.

Again you **SUBTRACT THE VALUE OF THE NAMED CARD FROM THE VALUE OF YOUR KEY CARD** and the **MULTIPLY** by **FOUR**, take that Result and **SUBTRACT THE NUMBER THAT YOUR KEY CARD IS FROM THE BOTTOM** (it will only be **ONE, TWO, or THREE**)

For Example: With the Ten of Diamonds still on the bottom and the Card Called for is say, the **FOUR of SPADES**, you simply **SPREAD** the **BOTTOM FOUR CARDS** to find the **NEAREST SPADE**, which will actually be the **SEVEN of SPADES**. SEE FIGURE

SO you must **SUBTRACT THE FOUR** (card called for) from the **SEVEN** ($7 - 4 = 3$) then **MULTIPLY** by **FOUR** ($3 \times 4 = 12$) and since the Seven of Spades was only **ONE** from the Bottom, you **DEDUCT ONE** ($12 - 1 = 11$). **This means that the FOUR of SPADES called for will be ELEVEN (11) cards from the TOP.**

TO NAME A CARD AT ANY POSITION CALLED

This is quite easy and very impressive. You simply **DIVIDE THE NUMBER CALLED** by **FOUR** and **SUBTRACT THE RESULT** from the **VALUE** of the **BOTTOM CARD**

For Example: If you're asked what card is at position **SIXTEEN** in the pack you **DIVIDE SIXTEEN** by **FOUR** (16 divided by $4 = 4$), then **SUBTRACT FOUR** from **TEN** (10 of Diamonds at the bottom) - ($10 - 4 = 6$) - Then the **CARD AT THE SIXTEENTH POSITION IS THE SIX OF DIAMONDS.**

NOW IF THE NUMBER OF THE POSITION CALLED IS NOT DIVISIBLE BY FOUR you then have to **COUNT FORWARD** the **REMAINDER** in the SI Stebbins Set Up to get the Name of the Card at that position.

For Example: With the **Ten of Diamonds** still on the Bottom, - If the position called is say **17 (SEVENTEEN)**, then you again **DIVIDE** by **FOUR = FOUR plus ONE Remaining**. So you **MUST SUBTRACT** the **FOUR** From **TEN**, which will give you **SIX** (Six of Diamonds) but you now must **count forward ONE PLACE IN THE SETUP**. - The next Card to the **SIX of DIAMONDS** is the **NINE of CLUBS**. - (17 divided by $4 = 4 + 1$) - ($10 - 4 = 6$) Plus one card forward from the Six of Diamonds is the Nine of Clubs. (3 points up from 6 = 9 and the suit one place on from Diamonds in the CHaSeD formula is **CLUBS**).

There are many other things you can do with this system. but with the few rules that I've tried to explain above, you will be able to perform some miracles that will certainly astound the lay public, who will not suspect a system such as this. You just need to set up your pack of cards and play around with it for an hour or two and you'll be amazed at how many tricks you'll be able to come up with.

There are a few helpful hints that I think you should also note...

You know the importance of knowing ONE KEY CARD and usually we use the card on the Bottom because it's very easy to get a glimpse of that card.

However, you can make one card in your pack your permanent key card and CREATE a "SHORT CARD" on the CARD IMMEDIATELY AFTER IT in the Setup. You can then at any time simply Riffle the Pack to the SHORT CARD and CUT the Portion Above to the Bottom. The Short card will then be on the top.

For Example: if you like to have the **TEN of DIAMONDS** as you **Key Card** and want to be able to locate it and bring it to the Bottom at any time, you must create the **KING of CLUBS** as your "**Short Card**".

Also since you know that every other TEN is 26 cards away, it can be very useful to Mark the backs of each of the TENS with a tiny pencil mark or a little scratch in the corner. That way you will always be able to locate one of the TENS and so your calculations are performed using the TEN as your Key Card.

I hope this doesn't appear to be too complicated. Believe me, although it's difficult to explain, it's really very easy to understand and to perform when you actually make up a Si Stebbins pack and try a few things with the cards in front of you.

However, if you're serious about really baffling your audience and also a lot of magicians, I would strongly recommend that you get a book or video of the magical possibilities of the SI Stebbins System. - You'll be amazed and surprised and I'm sure delighted that you did.

That's the basic system as I have set it up and used it to perform many great card tricks, but as I said you'll find many more in-depth books and in fact the one I recommended at the beginning of this report is very inexpensive and has a number of great tricks and tips that will set your imagination going.

Take a look at: "[Si Stebbins Unplugged](#)"

I'll explain a few nice tricks on the [NEXT PAGE](#) .

A FEW BAISC TRICKS USING THE SI STEBBINS SYSTEM

Now before we start on a few tricks using the Si Stebbins Setup, there are a couple of things you need to know and that will certainly help you when using your setup pack.

FIRST THE GLIMPSE

First of all, you already heard me mention about "Getting a Glimpse" of the bottom card or Key Card. So the first thing that you should practice is casually "Glimpsing" the bottom card.

This can be done quite blatantly when the cards are face up or in a situation where looking at the Bottom Card is quite acceptable. However, when the cards are being held Face Down and it would look like an obvious move if you turned the cards over, you can do the following.

With the cards being held Face Down, take them in one hand (FIG 1) and while talking to the audience such as asking them to name a card etc. or when instruction them to carry out a move, it is very easy just to "Gesture" with the hand holding the cards and slightly turning the hand in a natural way, will allow you to get a glimpse of the name of the bottom card. FIG 2



FIG. 1



FIG. 2

The other occasion when it is easy to get a Glimpse of a Key Card is when some has chosen a card from the pack and you are asking them to replace the card in the centre of the pack.

It's very easy and again quite natural, to glimpse the card on the bottom of the portion you are about to replace on top of the returned chosen card. This tells you what the name of the Card Above the Chosen card and so immediately you know the name of the chosen card, which will be THREE POINTS HIGHER (King - after Diamonds is CLUBS). - SEE FIGURE 3. – Next Page...



FIG. 3

So if you Glimpse the bottom card as the TEN OF DIAMONDS then that is you KEY CARD and the next card in sequence is the KING OF CLUBS, which will be on the TOP.

You'll also see that you can easily name the cards before the "Glimpsed" card and of course, all the cards coming after it.

Another very easy way to Glimpse a Key Card is, after someone has freely chosen a card from the centre of the pack, you split the pack at that point telling them to remember their card and show it to the other members of the audience, then as they replace it in the centre of the pack from whence it came, YOU GLIMPSE THE KEY CARD AT THE BREAK. **FIG. 4.**



FIG. 4

In the above example the Glimpsed Card is the Queen of Spades, so immediately you know that the chosen cards was TWO of DIAMONDS.

I've no doubt you will see the value of Glimpsing A Key Card and will devise a few simple methods of your own.

THE OVERHAND SHUFFLE AND THE CUT

The only other things that I would certainly suggest are worthwhile practicing are the False Overhand Shuffle and the Straight Cut, both of which keep the cards in the same order.

The Shuffle is simply done by taking off a packet of cards with the left hand and immediately putting the remaining cards in the Right Hand in front of the ones just taken off, then as the right hand come up and away from the left hand it grasps another bundle of cards from the bottom of the pack and again puts them quickly in front of those in the left, thus keeping the order of the cards exactly the same. - - Try it and you'll soon get the hang of it. FIGS. 5,6,7.



FIG. 5



FIG. 6



FIG. 7

The above Overhand Shuffle, keeps the cards in the same order and so your setup remains intact. The other very effective move that also convinces the audience that you are mixing the cards and yet you are in fact keeping them in order, is the Simple **CUT**.

THE CUT - is done simply by taking a portion of the cards from the TOP of the pack and transferring them to the Bottom or Vice Versa - Cutting for the Bottom to the Top. FIGS 8 & 9



FIG. 8



FIG. 9

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The other thing that should be remembered is that it's essential to keep the order of the cards in the setup, so when counting you must count from One Hand to the Other taking the cards **UNDER THE ONE THAT WENT BEFORE.** - SEE FIGURE 10.

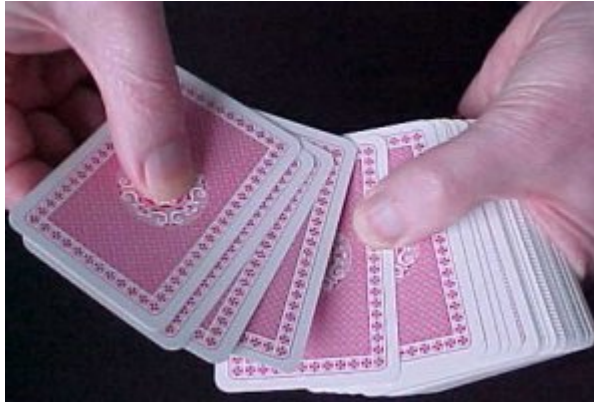


FIG. 10

The same applies to Counting or Moving Groups of Cards. - You must remember to keep them in the same order from Top to Bottom.

So Moving or Counting cards or Groups of cards from One Hand to the Other, you must pass them **BELOW** those that went before. - FIG. 11.



FIG. 11

As mentioned previously there are more set-up and handling suggestions in other publications and I would recommend the great eBook below....

Take a look at: "[Si Stebbins Unplugged](#)"

NOW TO A FEW TRICKS... - [CLICK HERE FOR NEXT PAGE](#)

NOW TO A FEW TRICKS...

NAMING A FREELY CHOSEN CARD

To name a freely chosen card is very simple indeed with the Si Stebbins setup. However, it always amazes a lay audience how the magician can do this so quickly.

To do this Simply fan the cards out and invite a spectator to select any card and remember it and show it to the rest of the audience. At this point you simply glimpse the card at the bottom of the packet at the break where the chosen card was taken. SEE FIGURE 1.



FIG. 1

This is very easy, as you will be holding the break open for the return of the card to the centre of the pack and of course, once you see the Key Card you know the name of the chosen card and really play up the whole process of revealing the card.

In the above example the Glimpsed Card is the Queen of Spades, so immediately you know that the chosen cards was TWO of DIAMONDS.

You can also reveal the name of the chosen card almost instantly, with just a squeeze or a riffle of the pack or an snap of the fingers, which can be very impressive indeed, particularly when you can do it over and over again, with each freely chosen card being different.

For Example: If you see that the Key card is the Ten of Diamonds then you immediately know that the chosen card that the person is holding and is about to return to the pack, is the **King of Clubs**. - So you can actually name the card as soon as it is removed from the pack.

NAMING THREE CHOSEN CARDS

This is exactly the same principle as the above except you can have three members of the audience each take a card and lay them out on the table or hold them between their hands or behind their backs. - You then pretend to read their minds as they concentrate deeply on the name of their particular chosen card.

This was the type of routine Al Koran did and I remember about 40 years ago in the UK, there was a complete television series on mental magic and "mind reading", where a magician called Chan Canasta, did many effects exactly like this one and many more using the Si Stebbins System.

Here's one quick version of the above effect of "**Reading the Minds of Three Members of the Audience**"....

For this particular feat you'll require to make a slight adjustment to your card case. However, once this is done, you'll have a great prop to use at any time for similar effects.

You require to cut a small Window in the Bottom Right Hand Corner of the Flap Side of the card box, measuring about 3/4 of an inch long and 1/4 inch wide, that's about 2 centimetres (20mm) by 8mm. - SEE FIGURES 2 & 3. - I've used an old Black Card case so that the window would show up better in the photographs.



FIG. 2



FIG. 3

I suggest that if you are preparing this card box from a brand new pack, that you carefully remove the cellophane covering, so that you can replace it on the box after you've cut your small window. This will not only protect your card case but it also tends to hide the window should the audience get a glimpse of the wrong side of the box.

You'll find it very easy to cut the window using a small artist's knife or carton cutter or small pair of sharp pointed scissors.

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Once prepared, you can use this card case at any time to Glimpse the Bottom Card in your Si Stebbins Setup and so know the location of every card in your pack.

THE METHOD

The method I use for this tremendous effect is as follows:

I first of all, False Shuffle the pack while I'm explaining to the audience that I'd like to try an experiment in mind reading and since there does seem to be a great deal of rapport in the group, I will attempt to read the minds of maybe Two or Three members of the audience.

I then cut the cards a couple of times and hand the pack Face Down to one member of the audience, instructing them to cut the pack if they wish once again then take a card from the top of the pack, give the next card to the person next to them and the next card to a third person.

Make a point of telling them to keep both the pack and their chosen cards Face Down so that there is No Possible way that I can see or know what they might be.

Take the pack back from the audience member and keeping Face Down slip it into its Card Case (your gimmicked widow box). Now simply close the Flap of the Box and in the process of closing it and laying the Box down on your table, just "Glimpse" what is the Bottom Card through the little Window. Now lay the pack on the table with the window side down.

Since you now know the Bottom Card you can easily work out the three Chosen Cards.

For Example: if the card you Glimpse through the little window in your card box is the TEN of DIAMONDS, as in our picture, then you know that the first card taken would be the Top Card and the one following the Ten of Diamonds in the sequence. - That is the King of Clubs.

You also know that the next card is the Three of Hearts and the third card will be the SIX of Spades.

So the actual trick is done the moment you glimpse the bottom card.

It only remains for you the magician, to play act the presentation of getting each person to focus on their particular card to try to visualise it in full colour in their Mind's Eye etc.

You can name one successfully, then pretend to have some difficulty with the second one and say that you will try for the third card and hopefully go back to the second one.

If presented well, this appears to be a real miraculous feat of Mind Reading.

MY MAGIC CARD

In this effect a card freely chosen by One spectator is amazingly discovered by another, where the magician failed.

You once again casually Shuffle and cut the cards as you invite a member of the audience to select any card they wish from the fanned out pack. Tell them to remember the name of their card and to return it to the centre of the pack.

At this point you Glimpse the card at the top half of the break point as your key card. You now know the name of the chosen card.

You again casually shuffle and cut the pack (keeping the Stebbins Setup in order), as you explain about the power of ESP or Telepathy and the power of the mind.

You instruct the person who selected the card to concentrate on their chosen card and to try to transfer their thoughts to you, the magician. - You spread the cards, hesitating at certain ones as you pretend to pick up the spectator's thoughts.

However, what you are doing is actually looking for the Chosen Card, which will be right after the Key card that you glimpsed, in the sequence. When you locate the Chosen Card you simply cut it to the TOP of the pack, at the same time shaking your head and stating that you are finding it difficult to locate it.

You explain that you have sensed a real rapport between the person who selected the card and another member of the audience. This can be the person sitting next to them and may even be their wife or partner.

You explain that since you've failed to find the card, maybe they should try and you get the person to concentrate on their chosen card once again.

I usually take out one of my magic business cards and hand it to the partner who is about to try to locate the chosen card. You can however use a Joker or even one of audiences business cards.

You tell the person with the card to insert the card into the fanned pack wherever they feel that the card being deeply concentrated on is located.

You can explain that if the person is concentrating deep enough, they will get a feeling that draws them to the point where they will insert the business card or Joker. SEE FIGURE 4. – on the next page.

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FIG. 4

When they insert the card into the pack, you gather the portion of the pack above the card and **TURN** this portion over to Grasp the card **SEE FIGURE 5 & 6.** - Then immediately Turn it back and **PLACE THE BOTTOM PORTION OF THE CARDS ON TOP OF THE CARD/joker.**



FIG. 5



FIG. 6

The trick is now done and the card is actually sticking out from the centre of the pack, but it is on **Top** of what was the **ORIGINAL TOP CARD** - The Selected card. **SEE FIGURE 7.**



FIG. 7

It's only a matter of allowing the spectator to cut the pack right at the place where they inserted the Business Card or Joker and turn over the card underneath to reveal the CHOSEN CARD. - - Another Miracle of Mind Reading, but this time between two spectators.

LET ME SPELL IT OUT TO YOU!

Here's a nice effect for those of you who like the Spelling type of trick.

As you probably know most spelling tricks require to pack to be setup in some way and usually a card has to be forced or at least controlled to a particular position.

However, with your Si Stebbins Pack you already have a setup and so this little Spelling Miracle is very easy to perform.

First have a card selected and remembered and returned to the same position in the centre of the pack, whilst you Glimpse the Key Card as the card is returned. So you immediately know the name of the chosen card.

You have the person concentrate on the card, while you fan through the cards trying to locate it. NOW HERE'S WHERE THE TRICK IS DONE....

As you fan through the cards you quickly locate the chosen card and CONTINUE TO MOVE THE CARDS FROM ONE HAND TO THE OTHER, BUT SPELLING OUT EACH LETTER OF THE NAME OF THE CARD FOR EACH ONE.

Let's say 10 Clubs is chosen card - As soon as you locate the Ten of Clubs you start to count the cards counting one for each letter - thus: T-E-N-O-F-C-L-U-B-S and then you continue to Spell out the card that immediately follows, which is this instance would be the Six of Spades. So you continue to count - S-I-X-O-F-S-P-A-D-E-S and you then cut the remainder of the cards to the Bottom of the Pack. - SEE FIGURE 8.



FIG. 8

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Once again you have to admit to the audience that you are having difficulty getting the right mental vibrations to Find the Chosen Card, but you explain that the cards are strange mysterious things and it's sometimes possible that they can Find Themselves.

So you say, "Let's See" - and ask the spectator if they think of the name of their card and just mentally Spell it out as the cards are counted, then strange things often happen.

For example you say, "If you had chosen the SIX OF SPADES, you would simply SPELL OUT THE NAME LIKE THIS." - Here you demonstrate by clearly spelling SIXOFSPADES, telling them that you mustn't forget the OF. - As the spelling is completed the audience can see that indeed the Six of Spade has been located.

Now hand the pack to the person who originally selected the card and tell them to concert rate on the name of their chosen card and SLOWLY SPELL OUT THE NAME, COUNTING ONE CARD FOR EACH LETTER and not forgetting the OF.

The audience will be amazed and astounded when the Chosen card is located by Magic.

[THERE'S EVEN MORE TRICKS ON THE NEXT PAGE - CLICK HERE](#)

There are more set-up and handling suggestions and many more tricks in the TrickShop.com eBook entitled.... "[Si Stebbins Unplugged](#)"

Take a look at: "[Si Stebbins Unplugged](#)"

THE AMAZING BOOK TEST

Think of the combinations of Totals of any Three Values of Playing cards. It must be fairly substantial, but I'll leave the maths to you.

This is a stunning effect using the Si Stebbins System, where a member of the audience deals Three Cards from your previously Shuffled and Cut pack and uses the numbers of the cards to point to a particular page of a book and a single word on that page.

As the audience member puts his finger on the word and concentrates on it, you can read his mind and tell him the word he is actually thinking of.

HOW IT'S DONE

First, you will require a book or paperback novel, which you hand out to a spectator for inspection.

Next you produce your Stebbins pack of cards, which you carry out the usual "False Overhand Shuffles" and proceed to cut the pack several times.

You next lay the pack on the table and instruct the spectator to cut one more time if he wishes, just to make sure that he has a random choice.

You now ask him to **Pick up the cards** and **you turn your back** so that there is no possibility of you seeing the cards. You then instruct him to **carefully Deal Out Three cards from the Top, laying them out from Left to Right Face Up on the table.**

You explain that these cards are intended to indicate a particular page and a word in the book that he has inspected.

Once he has dealt out the three cards, you must casually ask if there are **any Court cards** in that group of three, that is Jacks, Queens or Kings, as these make it too complicated

If he replies that there are, then you tell him to **push these three cards aside and deal out another three.** Again you ask if there are any Face Cards or Court cards (Jacks, Queens or Kings) among this lot of three.

Once you have established that he has a group of three cards and **is sure there are no court cards among them** then you instruct him that these **cards will determine the page and the word in the book**, by taking the **first two cards he dealt from left to right and using the two numbers to get the page number.**

Give him an example, for example: If the first card is a **FOUR** and the next Card is a **THREE**, then it will indicate Page Number **43** (forty-three) and he must open the book at **Page 43.**

Likewise if the first two numbers are say, **Eight and Six**, then he should **open the book at Page 86 (eighty-six)**.

Once he has established a page and opened the book, you instruct him to **use the number of the THIRD Card to establish a particular Word on the first line of that page.**

Again give him an example, if the card is **FIVE**, then he must count along to the **FIFTH** word on the top line of that page. If it is a **THREE**, look at the **THIRD** word on the page.

Once he has got a particular word, you tell him to **TURN THE CARDS ON THE TABLE FACE DOWN** and **hold the book up in front of him so that only he can see the page and the particular word.**

You now **tell him to put his finger on that particular word** and stare at it and concentrate on it.

At this point you turn around to face the audience and point out to them that there are literally thousands of possible words in the book that he could have his finger on at this moment and that even if you could possibly have memorised every single word in the book, you couldn't possibly know what page he had opened the book at or what word he was pointing at, because the combination of the cards were only known to him.

You now proceed to Spell out and name the exact word that the spectator is looking at.

Don't worry it's not as difficult as it sounds...

You see with the Si Stebbins Setup, there are only **FOUR COMBINATIONS** of numbers, if you discount the Court Cards.

These combinations are: Ace **(1)-4-7; 2-5-8; 3-6-9; 4-7-10.**

SO you only have to memorise the SEVENTH WORD on Page 14; The EIGHTH WORD on Page 25; - The NINTH WORD on Page 36; - and - The TENTH WORD on Page 47.

Now it is even a little easier in performance because you will see that **TWO** of these Page Numbers are **EVEN** Numbers and **TWO** are **ODD** Numbers.

Now the pages of all books are numbered with the ODD pages on the RIGHT and the EVEN pages on the LEFT.

Knowing this means the **word can only be one of TWO WORDS.** - You see **if his finger is on the RIGHT HAND PAGE** then he is on an **ODD NUMBERED PAGE**, that is, **Page 25** and the word will be the **EIGHTH WORD** or **Page 47** and the word will be the **TENTH WORD.**

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If his finger is on the **LEFT HAND PAGE** he is open at an **EVEN NUMBERED PAGE**, that is **Page 14** and the word will be the **SEVENTH WORD**, or **Page 36** and the word will be the **NINTH WORD**.

So there you have it an absolute miracle that no lay audience could ever work out how you achieved this feat and will only put it down to your Mind-Reading Skills.

In performance you can make a play of getting the spectator to concentrate harder and picture the word in his mind. You can miscall the First Letter of the Word and then change your mind and say, "No I'm sorry I think that may be the last letter.

It really lends itself to some great play-acting and presentation and that's up to you...

There is just one other thing that will help you even further.... If when the spectator is dealing out the cards, he has to deal out more that **THREE TIMES** because of the **COURT CARDS** then **the only combination that the FOURTH DEAL will be is 1- 4 - 7** that is, the **SEVENTH WORD** on **Page 14**.

So if he has to discard his first Three Deals then you know it can only be **ONE WORD**.

[**THERE'S A COUPLE MORE TRICKS ON THE NEXT PAGE - CLICK HERE**](#)

The following are two nice little Quickies that are very easy to do, but are very effective...

WELL BLOW ME!

This is a nice little effect using the Glide, which I described previously and explain with video in my Pro' Magic Course. However, it doesn't necessarily require the Si Stebbins Setup.

It's really an effect that can be done with any pack of cards, where you can control a chosen card to the bottom of the pack (again see section on controlling cards).

However, as the Stebbins system allows you to have fairly good control of any card in the pack, then I think there's no harm in using the setup to perform the effect, if you find it easier.

The main requirement is the control of the card and the use of the "Glide"

THE EFFECT

A card is freely chosen and shuffled back into the pack. The magician then attempts to show that it has appeared at the Top of the pack, but is found to be WRONG.

He then tries to show that the chosen card is on the Bottom of the pack but again the spectator indicated that the card on the bottom is not the chosen card.

However, undaunted, the magician continues to take the bottom card (the wrong card) and lay it on the table, and invites the spectator who chose the card to place his hand on the card on the table (wrong card??) and to think on the chosen card and blow on the pack.

The magician then asks the spectator if he could feel anything with the hand covering the wrong card and no matter what the reply the magician invites the spectator to turn over the card under his hand and amazingly it has changed to the Chosen Card.

HOW'S IT DONE?

First have a card freely chosen, memorised and then replaced in to the centre of the pack.

The pack is then Shuffled. - Using a false shuffle if you're using the Stebbins setup or you can in fact have the card Shuffled into the centre of the pack using this method to control it to the Top and subsequently the SECOND BOTTOM of the pack.

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If you decide to use the Stebbins method, you will have glimpsed the Key Card (that is the card next to the chosen card) as it was being replaced in the pack.

You now locate the card and cut the cards bringing the Chosen Card SECOND FROM THE BOTTOM. Again you can false shuffle and cut the pack keeping the bottom two cards in their present position.

You tap on the cards and turn over the Top card, indicating to all that it was the chosen card. However, the person who chose the card will indicate that it was not his card.

You look a little perturbed, but undaunted, you turn over the pack to show the bottom card and state that that is the chosen card.

When again you're told that this was not the chosen card, you turn the pack over holding it in position to execute the "Glide", and ask the spectator if he is sure that the card on the bottom was not his card. - Again the reply will be, - "No."

You merely Glide back the Bottom Card and TAKE THE SECOND BOTTOM CARD (the Chosen Card) and place it face down on the table, asking the spectator to place his hand on top of it.

Once again you ask if they sure that it's not the chosen card and when they reply, you ask to name their card and tell them to simply Blow ON the Pack in the direction of the Card on the table.

You ask if they felt anything and then invite them to remove their hand and turn the card over to reveal that it has mysteriously changed to the CHOSEN CARD...EASY BUT GOOD MAGIC.

THE MAGIC TOUCH

Here is another effect that I have used on numerous occasions, where I control three or four chosen cards and am able to name them in a variety of ways.

THE EFFECT

The effect explained in the "Si Stebbins Unplugged" book is a very effective yet easy method of performing a little miracle, where the cards are Shuffled and then cut into Three or Four Piles by a member of the audience.

Without hesitation, the magician begins to touch the top of one of the cards with his finger tips and is able to name the card. - The same applies to the top card on the other piles and all are found to be absolutely correct.

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An old friend of mine used to carry a little model of a Wizard when he performed his close-up magic and he used to simply sit the little wizard on top of one of the piles and then put his ear close to the little man and then announce the name of the card. - He would take the card he'd just named in his hand and sit the little wizard on top of the next pile and do the same.

At the conclusion, he'd thank the little wizard and lay out the named cards to show that indeed he was correct in his divination.

SO HOW'S IT DONE?

Using the Stebbins system makes this effect very easy indeed. Once you know the identity of one of the cards, you simply use what's called the "One Ahead" principle to name the other cards.

First of all you carry out your usual False Shuffle and cut the cards several times, which is perceived by the audience as a fairly good mix of the cards in the pack.

Next you ask a member of the audience to cut the pack into three or four piles and you lay the cards on the table and demonstrate a simple cut of the cards.

You put the cards together and make sure that the member of the audience is clear about what they have to do. - Give the cards another quick shuffle and a couple of straight cuts and then as you lay the cards on the table get a glimpse of the bottom card.

Let's use our old faithful the TEN of DIAMONDS as the key card you saw on the bottom.

You now know that the TOP Card will be the KING of CLUBS. So when the audience member makes his first cut of the cards the King of Clubs will be on the top of that first pile and this is the only card that you can possibly know, with exception of the Ten of Diamonds on the bottom.

So no matter how many piles the spectator makes you just need to keep your eye on where that Top Card ends up and this is the last pile you attempt to name the top card on.

So let's assume that the spectator cuts the cards into FOUR separate piles and you have noted where the KING of CLUBS has ended up.

Most times this top section will be at one end or the other of the Four Piles. However, it really doesn't matter where this pile is, THAT IS THE PILE YOU WILL NAME LAST OF ALL.

If the King of Clubs pile is at one end, then you can simply begin at the opposite end and gently touch the top card of this pile in an effort to get the name of the card through your magic fingertips.

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You can after a bit of play acting and some deep concentration name the Card as the KING of CLUBS. Once named you lift the card up keeping the face towards yourself so the the audience cannot get a glimpse of it.

You simple note the name the this card, let's say it is the Nine of Diamonds. You can now go on to the next pile and after the same procedure, name this top card as the NINE of DIAMONDS.

You again lift up that card just called as the Nine of Diamonds, and note its real value. Let's say its real value is the Six of Spades. Then this is the name of the card you call as being at the top of the next pile and so on.

So you're always being "One Ahead" until you finally name the card on the final pile (this card is the King of Clubs), which you name as the card on the previous pile.

You now have named all Four cards that are on the top of each pile and can simple lay the cards face up on the top of the piles at which you had called their values.

This is another ideal trick to use a little model wizard or a genie to actually sit on top of each pile before giving you the names of the top cards. This way you don't even have to touch the cards before naming them.

You can also use a little crystal ball to lay on top of each pile to help you discover the name of each top card. I have seen one of the Queens being used just to place face up on each pile and when the Queen is lifted up to you ear she supposedly whispers the name of the card to you.

A FEW EXTRA THOUGHTS.....

Now it may be that when cutting the pack the original TOP CARD (King of Clubs) is not at one end or the other, but is in the middle and this is the pile you will want to name last of all.

In this case, you need to make it look that you are not picking any particular order to name the cards and I do this by starting at one end, but pretend to find it difficult to get the name of that card and I go to the other end saying, - "I'll come back to that one."

You then go to the other end and name that top card as the King of Clubs. You then lift that card and note its real value and you can then go back to the other end to give it another try.

This means that the audience will never suspect the One Ahead principle you're using or won't see anything untoward about you leaving the pile in the middle until the last.

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Once again this is a very simple trick using the "One Ahead" principle that can be used for many Mind reading or divining type tricks and using the Si Stebbins setup makes determining the name of ONE Card very easy indeed.

Of course the trick can also be achieved by simply noting the name of the top card and just retaining it in that position whilst you False Shuffle and false cut the cards.

Again it's more difficult to explain that it is to perform and although it is very simple, it's actually quite an astounding feat of magic to a lay audience. - Try it! I'm sure you'll like it.

Well, there you have it - a system that will allow you to perform a host of amazing card tricks.

As I mentioned previously, if you're really serious about using this great system and possibly creating a complete magic act around the [Si Stebbins System](#), then you really must get a hold of the book: -

["Si Stebbins Unplugged"](#) from my colleagues at : [The Trick Shop](#)

THANK YOU

Thank you for taking the time to read this eBook.
I hope you found some worthwhile hints and tips
on the uses of Si Stebbins System.

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