



## Free Card Trick No. 2

**Skill Exercised - Break**

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**Overview:** This free course contains excerpts from my 280+ page book entitled 'Card Magic Revealed'.

I hope that you find these free excerpts a lot of fun, and that you pick up some new knowledge and skills from them too! If you like what you see, why not consider buying the book? It is very reasonably priced, high quality and guaranteed. There is a link to my site at the end of this document if you are interested. Keep practicing!



## Breaks and Lifts

Breaks are the most essential form of manipulation in card magic, and breaks are used on many moderate to advanced level tricks. While beginner tricks may use counting to determine location, a break can hold the spot to allow a clean cut for the reveal.

The concept of a break is like that of a place holder. The magician's finger is used to separate (or break) a portion of the deck. This break may be at the location of stacked cards, an audience-selected card, or a single bottom card that needs to be moved to the top. Breaks and lifts are often used in conjunction with each other because the break will be placed below the cards that need to be lifted.

### PINKY BREAK

It is easiest to make a pinky break when the cards are held in the left hand. To make a break under the top card, use your thumb to push the top card forward and place your pinky underneath it before squaring up the cards. You can also make a break above the bottom card in the deck by pushing the bottom card back slightly with your index finger and then placing the pinky on top of the card to hold the break. Breaks can also be used in the middle of the deck or under a group of stacked cards to keep them separate from the rest of the deck for easy access.



When you begin using breaks, they will look large and sometimes even obvious. Practice them in front of a mirror to ensure that the breaks cannot be seen from the front of the deck. As you become more comfortable with making and holding breaks, you will be able to pull your pinky away and use your thumb on the side of the deck to hold a break between cards.



# The Two Detectives

**Level:** Amateur

**Uses:** Break

## DESCRIPTION

An audience member chooses a card, memorizes it, and places it in the middle of the deck. The deck is cut, and then the magician finds two Jacks that will act as detectives to find the chosen card. The magician throws the deck into his or her other hand, and the detectives are left holding the chosen card.

## PROCEDURE

This trick uses a deck toss. It is slightly more difficult than a regular deck toss because it requires that you hold on to three cards instead of two.

1. Have a spectator select a card and memorize it.
2. Take the card and place it somewhere in the middle of the deck. As you place it, push it through the back side of the deck so it jogs out slightly, allowing you to find the position to create a break. Break under the chosen card.



3. Undercut the cards a couple times until you reach your break to bring the chosen card to the bottom of the deck.
4. Fan the cards facing you and find two Jacks. Explain that the Jacks will be detectives to help you find the card.



5. Place one Jack on the top of the deck and the other on the bottom. The bottom Jack should jog out to the side so the audience can see it.



6. Grip the deck so your fingers touch both bottom cards.



With your thumb on top of the deck, toss the deck from one hand to the other, holding onto the three cards. The participant's chosen card will be sandwiched between the two Jacks.



### TIPS

- ♦ When you look through the deck for the Jacks, you can peek at the bottom card the spectator chose. If the chosen card is a Jack, use Kings to represent the detectives.



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