

Stars of MAGIC

presents

TRIPLE COINCIDENCE

A BRILLIANT CARD EFFECT

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Hilliard: *"A sleight of handster when most boys are manipulating marbles, Scarne knows every turn and twist of his craft . . . I have yet to see anyone who surpasses Scarne in originality and sheer skill of hand."*

The plot is simple and direct. There are no complicated sleights. The moves are natural. Everything is clean and above board. Therein lies the beauty.

Scarne shows you a logical reason for every action. He has so simplified the working that you will require little practice to learn from the clear photographs how to perform this miraculous effect.

EFFECT

Using two ordinary decks with backs of different design, spectator shuffles one deck while performer shuffles the other. At no time does performer touch spectator's deck. *Spectator cuts his deck three times, each time exchanging a card with performer.*

When both ribbon-spread their decks, a miracle is accomplished — each time spectator and performer turn up one of the three stranger cards in their decks, the cards turn out to be alike — a knock-out triple coincidence. Both decks are left on table for examination.

PREPARATION

Use two decks with backs of contrasting design.

From deck #1 which will later be used by spectator, remove any three cards and insert them into different parts of deck #2 which will be used by performer. From deck #2 select the duplicates of these three cards and place them on top of deck #2. Put this deck in its case and in pocket.

To greatly enhance the effectiveness of this trick, Scarne strongly recommends that you use it as a follow-up after you have done one or several card tricks with deck #1 (which is minus three cards).

INSTRUCTIONS

Request spectator to shuffle Deck #1 which you have just been using for some other card effect. Take out Deck #2 from pocket and riffle-shuffle it *face up* on table (the reason being to prevent spectator from seeing the backs of the three stranger cards). Be sure not to disturb the three top cards (which are now on bottom inasmuch as the deck is face up).

After you have both completed shuffling your decks, turn your pack face down, holding it as in position for dealing and push top card off onto table. Request spectator to cut his deck anywhere he desires. Take the card at the point where spectator cut and place it on top of your deck. Then place the card, which you pushed off onto table, in the same place where you removed the card from spectator's deck. Request spectator to replace upper stock on lower stock, thereby burying your card somewhere in his deck.

At this point request spectator to shuffle his deck thoroughly. In the meantime, cut your deck using sleight A or B in order to *maneuver spectator's card to the bottom without disturbing the two top cards*.

Repeat the above procedure twice, each time pushing off *one of your top cards* onto table and exchanging them with spectator's cards.

Spectator now has three stranger cards separated in different parts of his deck. You have the duplicates of these three cards separated in your deck and *the three indifferent cards on the bottom*.

Spectator is requested to place his deck on table. Place your deck on top of his. Request spectator to separate the two decks. (You have thus subtly disposed of the three indifferent cards).

Each one ribbon-spreads his deck (Fig. 6). Now point out that each deck has three stranger cards. Take advantage of the situation to build up the effect to a startling finish. Emphasize that spectator shuffled his deck in the beginning to his heart's content; that you have at no time touched his deck; that he chose any three cards at random by cutting the deck wherever he desired. While stressing these points, seize the opportunity to *glimpse* at two of the stranger cards in your deck, by pulling the three slightly out of line, as if to *make them stand out* a little better from the rest of the deck.

Request spectator to turn over one of his stranger cards. Now *slowly* turn over the card that matches his. Each time spectator turns over one of the remaining stranger cards, you pick out the duplicate and *slowly* turn it over. Thus, a knock-out triple coincidence.

Leave both decks on table in the event examination is desired.

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You have a choice of Sleights A or B.

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SLEIGHT A

Holding your deck in left hand, with spectator's card on top, right hand undercuts a portion. In the action of placing undercut part on top, right hand little finger pushes off the spectator's card slightly (Fig. 1), so that when you place the undercut portion on top of and in line with the pushed-off card, you form a step (Fig. 2, size of step exaggerated for clarity). Then undercut lower part (Fig. 3), place it on top and square up deck.

You have thus maneuvered the spectator's card to the bottom without disturbing the two top cards.

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SLEIGHT B

Spectator's card, which is on top of your deck, is pushed off slightly with right hand first finger (Fig. 4). Right hand undercuts (Fig. 5) and places undercut portion on top of and in line with pushed-off card, forming a step (Fig. 2). Now undercut lower part (Fig. 3), place it on top and square up deck.

In this manner, you have also maneuvered spectator's card to the bottom without disturbing the two top cards.

