

The Persistent Joker



THE PERSISTENT JOKER

by Tom Sellers

Give your audience a break from the usual "take-a-card" tricks with this entertaining comedy card routine. Using a small packet of cards, you start spelling out cards in the usual manner, however every time you hand the cards to a spectator to try - he gets the Joker! Each time he does, you immediately take the cards back and successfully spell to the card. The effect and comedy build as the spectator fails over and over - until he is finally left holding just the Joker. Now get this, the entire effect is virtually self-working and uses only regular, ungimmicked cards. No sleights. No extra cards. And no dodgy moves whatsoever. What's more, this is one of those rare card tricks that be used for any size or type of audience using poker-size playing cards up to jumbos for optimum visibility on stage. It's also one you'll master in minutes!

SET-UP

You'll require the Ace through Nine of any suit and a Joker. Arrange this packet in the following order:

3 - 5 - A - 7 - 9 - 2 - Joker - 8 - 6 - 4

When you're done, the Three will be on top of the face down packet and the Four will be at the bottom. That's it! You're ready to go.

HANDLING

While there are no sleights, you must keep track of the cards as you are spelling and remember two simple rules. The first rule is that whenever YOU successfully spell a card, that card is set aside face up on the table. If you're working on stage, these cards can be placed on an easel, etc., so the audience can see them. The second rule is, whenever the spectator turns up the Joker, it is placed back on top of the packet.

If you follow these two simple rules the rest is easy.

Take the cards, one at a time, from the top of the packet and place them on the bottom as you spell. Begin by spelling A-C-E, show the Ace (on the last letter) and lay it aside. Spell T-W-O and lay the Two aside. Spell T-H-R-E-E and lay the Three aside.

Now hand the packet to the spectator and tell him to spell F-O-U-R. He will get the Joker. Take the Joker from him and place it on top of the

pack. (Remember, every time the Joker turns up replace it on top of the packet). Now the YOU spell F-O-U-R and lay the Four aside.

Ask the spectator to spell F-I-V-E and he will get the Joker. Now you spell F-I-V-E and lay the Five aside.

Ask the spectator to spell S-I-X and he will again get the Joker. Now you spell S-I-X and lay the Six aside.

IMPORTANT: After Six, you do not hand the cards immediately back to the spectator, instead this time, you also spell S-E-V-E-N and lay the Seven aside.

Now hand the cards back to the spectator and ask him to spell E-I-G-H-T and he again gets the Joker. You spell E-I-G-H-T and lay it aside. Ask the spectator to spell N-I-N-E and he gets the Joker once more. You take the two remaining cards and spell N-I-N-E which you obtain. You now show everyone the last card, the Joker, as you hand it to the spectator.

PATTER

Best delivered tongue-in-cheek

“This next trick is quite demanding...I need the assistance of someone who actually knows how to spell? I don't suppose there's anyone like that here tonight, is there? Oh very good, a room full of over-achievers. Guess I'll take my pick.”

“The premise of this trick is quite simple really. Watch. I spell the name of a card, for example, ACE...A - C - E...and I get the Ace! If I spell TWO...T - W - O...I get the Two! THREE...T - H - R - E - E...and I get the Three. Simple, right?”

“Here you try it, move one card from the top to the bottom for each letter, and the last letter will be the card you are spelling. What comes after Three?” (Spectator says Four). “Wow, you are good, glad I chose you.” (Spectator spells Four and turns up the Joker. Take the cards and Joker back, returning it to the top of the packet.) “The Joker? That's not right. Let me try it.” (Spell Four and get the Four). “Good, it seems to be working again.”

“I'm sure that last card was just a temporary set back. You'll get it this time. Spell Five.” (Spectator spells Five and turns up the Joker. Take the cards and Joker back, returning it to the top of the packet.) “Well that's unusual, never saw that happen twice, you seem to have

got the Joker again. Let me try...FIVE...F - I - V - E...and there it is, the Five. Simple really.”

“Surely, the Six will hold no challenge for you. After all, it’s only three letters. Go ahead and give it a try.” (Spectator spells and gets the Joker. Take the cards and Joker back, returning it to the top of the packet.) “I’m almost embarrassed to do this SIX...S - I - X...and it’s the Six. You know what, maybe it’s the order we’re doing this in, so rather than you doing Seven next, howabout if I do it? SEVEN... S - E - V - E - N” (turn up the Seven on cue) “...nope, it’s definitely you.”

“I think the cards are back in sync for you now.” (Spectator spells Eight and fails, take cards back, placing Joker on top and successfully spell Eight. There are now two cards remaining. Have spectator spell Nine and fail. You succeed and turn up the Nine - leaving one card, the Joker, which you show and hand to the spectator with a smile.) “This one is obviously yours.”

Have the audience give your helper a big round of applause for being such a good sport. Selecting a helper who will “play along” and doesn’t take himself too seriously, will help you get the most from this routine.