

riveted



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RIVETED provides an updated set-up and easier, more deceptive handling for Mariano Palhinha's "Fastened Card Trick." With RIVETED, a spectator's chosen card is placed between two indifferent cards and a hole is punched through all three. The three cards are then secured with a common brass "butterfly" fastener. The cards are fanned and shown front and back to prove that they are actually RIVETED together. Next, while the spectator is holding the three cards, a handkerchief is placed over them for a moment, and when removed – the selected card is gone! The spectator is handed the deck and there, in the middle of the pack, is the missing card with the hole.

THE EVOLUTION OF THE TRICK

The effect dates back to Palhinha's, "Wherizit," which appeared in Volume Six of the *Tarbell Course in Magic*. In its original form, the effect was created to fit into a Three Card Monte routine and the cards were not fastened together. That Palhinha improvement came later along with the idea to use indifferent cards of a contrasting color to the middle card. The spectator was asked to name "Red" or "Black" after the cards were covered with the handkerchief, and the outcome was interpreted accordingly (Magician's Choice). In both the early and improved Palhinha versions, the cards were selected apparently at random (none was selected) and the missing middle card was then reproduced from the performer's pocket.

The highly inventive, California magician Paul Burleson offered his own adaptation of the effect, called "Fastened Outdone." In that handling, Burleson utilized a false count to conceal the gaff when it was removed from the deck. Also, instead of just reproducing the missing card from his pocket, he waived it over the cards held by the spectator – without revealing its identity right away. Then, after the card was discovered missing, he would turn it over to show it was the one he was holding. A nice touch which can be incorporated into RIVETED as well, if you like.

It should be noted that Charles Eastman also offered a sleight of hand version of the effect; which eliminated the gaff, but required palming away the middle card under fire.

RIVETED



REQUIREMENTS

A standard, hand held single-hole punch (about \$5 if you don't own one) and a small supply of 1-1/2" brass-plated fasteners (about \$2 for 100). Extra cards you can add to a regular deck. You'll also need scissors, a small pair of nail trimmers, and an opaque handkerchief.

ORIGINAL HANDLING

The trick utilizes three gaffed cards. Here's the original handling in a nutshell. Two of the cards (the indifferent cards) were trimmed short along one of their sides. The affected corners were then re-rounded using a small pair of nail clippers. These side strippers made the middle card a "wide" card; which could easily be removed under the cover of the handkerchief by gripping the sides of the three-card packet. In addition, in the original version, the wider "middle" card also had a portion for the spectator's thumb cut away. See Photo 1. This allowed the middle card to slide out without the spectator feeling it. The handkerchief with the gaff was then pocketed and a duplicate of the middle card (complete with matching hole punch) was reproduced from the performer's pocket.

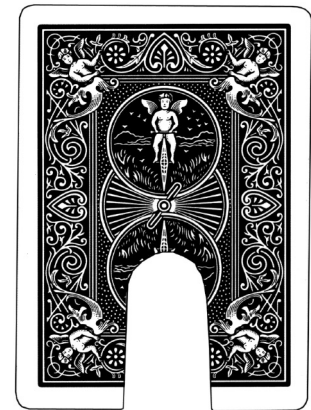


Photo 1
Original Gaff

RIVETED IMPROVEMENTS

RIVETED builds on Mr. Palhinha's Fastened effect and we are confident you will agree offers several improvements.

THE IMPROVED GAFF

With the use of the fastener, the large thumb cut-out is no longer necessary. As a result, our gaff uses just a slot – the width of the hole punch. This more precise cut is easier to conceal and has less play when the cards are fastened together. The spectator still feels nothing, since his thumb is on the rivet head.

NEW HANDLING

In RIVETED, it is the spectator's selected card that vanishes and is reproduced (not a "random" card) – a card you can giveaway as a souvenir, if you like. The inference being that you could

not have known what card would be used for the trick, or have prepared it, or had a duplicate. The effect is further strengthened by the fact that the spectator also sees this card fully intact with no holes twice – first when it is chosen and later, just before it is removed from the deck. This is not possible with any of the earlier incarnations of the effect.

As a result, you can handle the cards more freely without feeling compelled to use tricky counts or other embellishments to convince spectators that you have just three “ordinary” cards. The presentation will not lead them to think otherwise and as the saying goes, “There’s no need to run, if no one is chasing you.”

PREPARATION

Trim two indifferent spot cards on one side as already described. These should have a contrasting color to your middle card (which will be forced). This should be a picture card (Jack, Queen, King). You’ll also require a duplicate of your gaff card; which is pre-punched, so the hole will match the indifferent cards which are punched during the trick. See Photo 2.

Note: When trimming the indifferent cards, trim and “round corners” from back of card. It makes it easier to judge and will help you not “over-round” the corners.

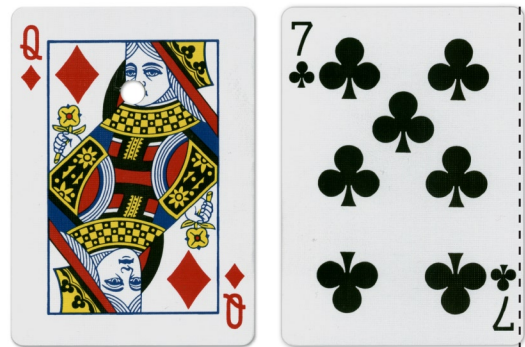


Photo 2
Hole-punched duplicate card (left) and how much to trim from the indifferent cards (right).



Photo 3

MAKING YOUR SLOT GAFF

The key in punching the cards is to be consistent in positioning the hole punch and that’s easy because you always punch out the angel’s face at one end. With a standard single hole punch, you’ll find a fully inserted card stops right at that point. You just have to center it as best you can. Don’t worry if you’re off by a millimeter, it won’t matter.

To make your slot gaff, punch the hole and then, cut from the bottom to each side of the hole. That’s it. Photo 3 shows a front and back view of the gaff.

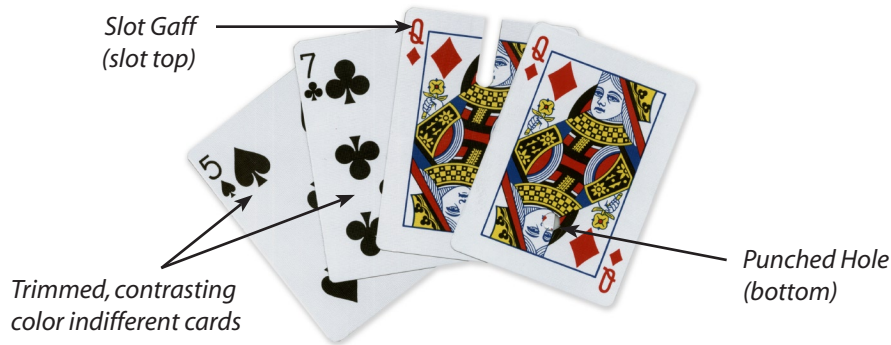


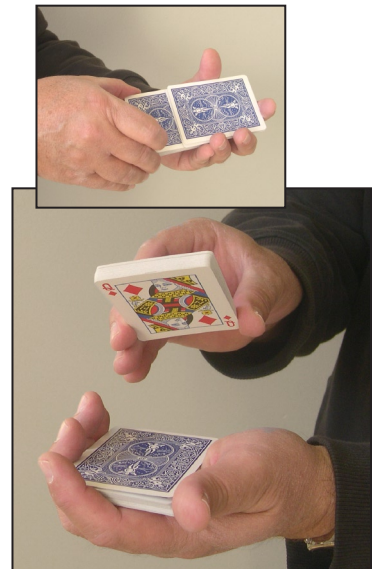
Photo 4 (Order)

SET-UP

The four cards are set up with the deck face-up as follows: Duplicate of gaff (with hole punch toward bottom) on face, slot gaff (with slot toward top, so matching part of gaff shows through hole of face card), side-stripped indifferent card, side-stripped indifferent card. See Photo 4.

PERFORMANCE

Holding the face-down deck at the sides, perform the Hindu Force – running stocks of cards from the top of the deck into the waiting right hand until the spectator stops you. See Photo 5a. At that point, flash the bottom (force) card and ask the person to remember it. See Photo 5b. This card has the hole punch at the bottom end; which is camouflaged by the matching slot card (showing through) underneath. The illusion is aided by the angle and hand motion. Place the halves together and square up the deck.



Photos 5a and 5b

Say you would like to try an experiment using the spectator's card and two others. Ask what card was chosen. The spectator names the force card. "So you chose the Queen of Diamonds? Let's find two different cards, like number cards that are black, to go with it." Pick up the deck and turn it end for end. This will position the hole in the duplicate (force) card toward the top end and the slot gaff next to it, so the slot end is now toward the bottom.

Spread the faces of the deck toward you with the backs to the audience. Locate the group of four arranged cards and square up the slot card and duplicate with the hole, as you part the cards to show their card. "You did say, the Queen of Diamonds, right? Here it is." As you show the card, your thumb on top naturally covers the spot with the hole. Place the two sections

of the deck together and spread the cards again, so only you can see the faces. Place one of the trimmed indifferent cards in front of the slot gaff and remove the gaff sandwiched between the two indifferent cards from the deck – leaving the hole punched duplicate in the middle of the pack. Casually place the spread out cards face up on the table. These should be laid out so the slot is covered by the card above it. See Photo 6. Square up the pack and place it aside, face down.

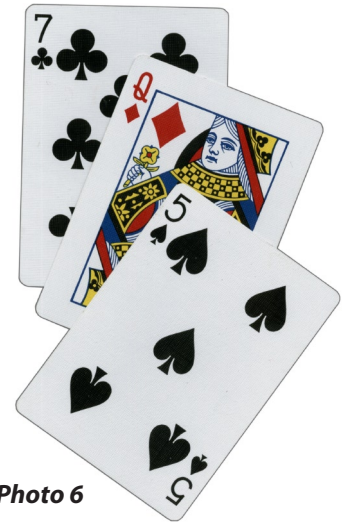


Photo 6

Explain that you're going to attempt one of the most difficult tricks in magic – making "two objects change places." And just to make sure no one accuses you of using sleight of hand, you're going to first fasten all three cards together. Pick up the face up cards and square them up in your left hand. Now remove the hole punch and a brass clasp from your pocket and set them on the table. Fan the cards slightly to show the select card is clearly in the middle – taking care of course not to expose the slot in the middle card. Flash the backs. With your fingers at the base of the fan, you don't have to worry about anyone getting a glimpse of the slot. Turn the cards back face up, square them up, and turn them face down.

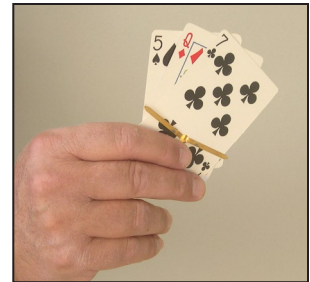


Photo 7

Say, "Watch!" Pick up the punch, insert all three cards, center it over the angel's face and punch. The center card with the slot already has a hole in the same spot and won't be affected. Hold up the cards, so you can see right through the hole. "There I did it. I ruined three perfectly good cards. Oh well, it's all for the sake of magic. As my mother would say, 'stop wasting cards, paper doesn't grow on trees.' To which I would reply...actually, it kinda does."

Holding the cards face down, insert the clasp through the hole and spread and flatten the two wings. Holding the packet at the bottom (this will conceal the slot if you spread the cards too far), slightly fan the three fastened cards and hold the faces up toward the spectator. See Photo 7. "And your card is in the middle...right?" Tip the cards back toward yourself, so you can check their order. Let out a sigh and look relieved. "Good they haven't changed places yet!"

"Now for the magic. Please take the cards and hold them securely." Hand the spectator the facedown packet and direct him so he grips the cards with his thumb pressing down on top of the rivet with his fingers underneath. Remove a handkerchief from your pocket and cover his hand and the cards. Gripping the sides through the hank. "All magic happens in the dark you know...at least, that's what my wife told me...Sim...Sala...Bim...Switch-o...Change-o." Whisk away the handkerchief taking the gaffed middle card with it and casually pocket both.



Photo 8

Note: Photo 8 above shows what happens (handkerchief removed for clarity). Left hand represents spectator holding "fastened" three-card packet under handkerchief. Right hand shows how performer grips sides from above and through the hank – sliding middle card out. As already explained, the card is carried away with, and concealed by, the handkerchief.

"Now if you look at those cards, you'll find they've changed places...What? You're card is missing? I'm getting better at this trick than I thought. I never made a card disappear before." Scratch your chin. "Wonder where it went? Would you take a look in the deck?" Of course, the duplicate card with the hole is found in the middle of the pack to further confound your onlookers. Take a well deserved bow.

If you would like to use Paul Burleson's excellent finish, leave the duplicate card with the hole second from the top after removing the three cards. That way it is accessible and no one will see the hole. Then, after covering the spectator's hand holding the three cards with the handkerchief, without looking, reach down and grab the second card (duplicate) from the deck with the left hand. Transfer the face down card to your right hand – taking care to cover the hole (toward the bottom). Now, use the face down card in your right hand like a wand – waiving it over the handkerchief which you pull away with your left (removing the middle card in the process). Again, pocket the hank and hidden card. Now, you can reveal that the chosen card with the hole is in your hand!

Change the presentation, as needed, to suit your own style. Charles Eastman called his sleight of hand variation, "The Houdini Card," and pattered along the lines of the (black card) Houdini card escaping while held by the red guard (red cards). Just make sure not to telegraph what's coming!