

# ***The Magic Stripper Deck***

## ***101 Cool Tricks***

### ***Introduction***

Welcome to all the tricks we know using a Stripper Deck. This is what magicians call a gimmicked deck of cards that you will own and cherish. Every magician living has used the stripper deck or its principles at some time. The principle is simple. The cards taper at the ends. That means one side of each long side of card is slightly narrower than the other. If a card or group of cards are turned end for end, it can be found because the side that is not narrow will stick out slightly and can be seen or felt on the edge. So, if you rub along the long edge or narrow ends you can feel or even pull the cards out in a cutting-like action.

Without taking the time to learn elaborate methods of sleight of hand you can get the desired result with a stripper deck, and fool your audience as good as any other magician.

Some magicians will say everyone knows there is such a thing as this principle, therefore the magician should not use it. This simply is not true. A deck like this is an accessory that can be used to fool many and depends largely on how you handle this trick deck and the skill and subtlety, with which it is used. A device in your hands may become genius if you master it. Enjoy your New Trick Deck.

### ***Main Method***

Reversing any number of cards end for end or upside down in the deck you will see or feel the projecting sides at the inner end. To reverse a card or multiple cards, spread the deck in a wide fan in the left hand from left to right. As soon as a card or multiple cards are selected, close the fan by placing your right hand on the left side of the fan and closing the deck towards the right, bringing the narrow end pointing to the left and the wide end to the right. Take hold of the cards with your thumb and fingers of each hand at the ends. Then slide your fingers along the side and the reversed cards will slide out. Then simply display the selection or place them on top of the deck.

### ***Another method***

By taking the deck back from a spectator in the correct position as described above, you can turn the deck halfway and make the move invisible and can be completed by taking the card or cards in the right hand for the return of the card or cards, or by taking them with the left hand depending on which hand you are holding the deck in.

Square the deck and hold it in the palm of your hand with fingers gripping one side and your thumb gripping the other side.

After card is selected, riffle the thumb down the edge to have any of the chosen cards returned. If the spectator has not turned his card, then it will be easy to make sure it's in the stripped positions. If it is not, make sure you rotate card or deck to put it in that position.

### ***Best Routine***

***Here is a collection of three of my favorite tricks in this book. Start by learning basic ways to reverse cards and shuffle and cut your stripper deck, then practice in your room or office or wherever. Sit down and put these three tricks together and think of some things to say about money. Maybe learn some strange money facts or jokes and add them to make it your own series of tricks and then practice lots more. Then you are ready to perform the following Stripper Deck. Enjoy!!!***

### ***Money For Nothing And Tricks For Free***

#### ***The Wonder Coin***

After the usual selection, replacement and shuffling, take the pack and strip the selected card to the top. Cut deck into two and bring out coin. Have them flip the coin and take away pile that does not have card.

Then deal other pile into two and repeat until you are down to the last two cards and the flip coin and then turn over their card.

#### ***Money find***

Start by having a card picked by the spectator and then reversed in the pack as usual. Have the deck shuffled.

Hold the pack in dealer's grip and get ready to strip out. Take out your wallet and grab a dollar bill and wrap it around deck then pull bill away as you strip out card and it will seem that Washington found the card.

#### ***Card in Wallet 2***

Start by having a card picked then reversed in the pack as usual. Have deck shuffled.

Hold the pack in dealer's grip and get ready to strip out. Take out your wallet, set deck on top of wallet and as you take deck away strip out card leaving it with wallet and flip face towards you so they don't see the card. Set the deck away and while hiding the card, open your wallet and pull the card from back of your wallet. It will seem like card was in your wallet.

### ***Find all in one suit***

It is easy to find all the cards, Ace thru King, of any suit. You can choose to find the cards with one quick cut or one at a time with the right patter. The main thing in such effects is to convince your audience that cards are all mixed up by shuffling them well. Start by reversing all the cards, then offer to have the deck shuffled. After they are thoroughly well mixed, you can use the stripper principle as said above and then strip out all the cards at once or one at a time by shuffling and cutting in between finding each card and then naming it as you turn it over.

### ***Have spectator cut to their card***

Start by have a spectator pick any card, then take it back and have it reversed. Have the deck shuffled so their card is about in the middle of the deck. Set the deck on the table toward the spectator, encourage them to cut the deck about in the middle. At this point their hand should be close to the card that is sticking slightly out. In their amazement show them that they have cut right to their own card. If they do not cut right to it, just reshuffle and try again.

### ***Matching the cut***

Start by reversing two matching card like the 2 of spades and clubs in the deck ahead of time. Then have a spectator pick any card by cutting to one of the matching pair in the same way as above. Take it back and have it reversed again. Have the deck shuffled so their card is lost in the deck. Then set the deck on the table. Give the deck some shuffles and locate both cards one at a time and surprize they are both 2s.

### ***Ambitious card***

Use the same method as the double turn over, but start with more cards on top and reversed using the stripper principle. You can even have one card picked, then add two or three cards to the top also reversed. You should be able to turn all the cards over as one by grabbing the edge that sticks out.

Turn it back over, and take just the top card off and stick it in the middle. Then turn the rest of the top cards over, and it will look like it's the picked card. Repeat until you put their actual card in the middle. Shuffle the deck and strip it out in a cutting action stripping it to the top. Turn it over showing that it is on top. It is a very ambitious little card.

### ***Cut higher card***

Start by reversing two cards like the 10 of spades and the ace of clubs in the deck ahead of time. Have a spectator pick any card by cutting to one of the card. When starting the trick,

place the ace on the bottom to make sure they cut to the lower numbered card so you win. You could have deck shuffled as long as you keep the higher card close to the bottom. Set the deck on the table and invite the spectator to cut the deck in half. Because of the protruding card, they should cut to the ten. When you complete the cut, the ace will now be in the middle giving you the opportunity to cut the higher card.

### ***Cut Lower Card***

Start by reversing two cards like the 10 of spades and the ace of clubs in the deck ahead of time . Then have a spectator pick any card by cutting to one of the cards. To make sure they cut to the higher numbered card so they win the cut, place the higher card on the bottom in the reversed state. You could have deck shuffled as long as you keep the higher card close to the bottom. Then set the deck on the table, have the spectator cut to their card making sure they cut the higher card. Cut to the lower card, and they win the cut.

### ***Time Will Tell***

Start by reversing the same number of cards based on what time it is. For instance, if it is 12:22, use the ace and three 2s. Put that on top. Have a spectator pick any card by spreading the top of the deck making sure they don't pick one of those.

Then have the card put back under the last card of your set up. Have spectator cut the deck as many times as they want.

Take the deck back and cut it so your set up is on top. Ask what time it is and count down to their card.

### ***Anniversary Card***

Reverse the same number of cards based on when someone in the group was married. For instance, they were married on September 7, 2005, use a 9, a 7, and a 5. Put that on top. Then have a spectator pick any card by spreading the set up across making sure they don't pick one of those.

Have them put the card back under the last card of your set up. Have the spectator cut the deck as many times as they want.

Take the deck back and cut so your set up is on top. Ask what time it is and count down to their card. Happy Anniversary.

### ***Helping friends***

Start by reversing two cards like the 10 of spades and 10 of clubs in the deck ahead of time . Then have a spectator pick any card and reverse it in the middle. Shuffle all and cut all three to top.

Then say, "My two friends, the tens, will help find your card." Cut the deck once and spread face up. Show that their card is next to your friend's card.

### ***Show the Gents***

Start by reversing a 6, then 5 of any card. Reverse a jack and a 10 then 9 of any card and another jack. Put these cards on top. Bring out the deck, have it cut, and take the deck and cut and strip all cards back to top. Turn over the 6 card from the top of the deck and count down five to the first jack or gent. Turn over the 10 and count down 9 cards to other Jack.

### ***Show the Ladys***

Start by reversing a 6, then 5 of any card. Reverse a queen and a 10 then 9 of any card and another queen. Put these cards on top. Bring out the deck, have it cut, and take the deck and cut and strip all cards back to top. Turn over the 6 card from the top of the deck and count down five to the first queen or lady. Turn over the 10 and count down 9 cards to other queen.

### ***Name red or black cards***

Start by taking all the red cards out and reversing them and then shuffling the deck thoroughly. Show the faces of the cards proving they are well mixed, and then do a demo of the fact that you can tell as you deal if a card is red or black. You should be able to tell by looking at the edge if its been reversed and of course red. Then separate all the cards and it will amaze.

### ***Slop Shuffle***

Start by taking half the deck and reversing them, then do a strange shuffling of the deck. Spread off a few cards and turn them face up and place on top. Then spread more cards and turn them face up with the others and repeat until you go through the whole deck with half the deck face up and half the deck face down. Do a demo to show some are face up and some face down.

To fix, you should be able to tell by looking at the edge. You should see a break between where the reversed cards are. At that point, pull apart, and flip the top half. Spread all on table all is well.

### ***Triumph Shuffle***

Start by taking half the deck and reversing them, then do a strange shuffling of the deck Turn half face up and do a table riffle. Shuffle so cards are mixed. Show that the faces are well mixed, and then do a demo to show some are face up and some face down.

To fix, you should be able to tell by stripping out all the face up cards, the flip back on top and all will be right.

### ***Oil and Water***

Take all the red cards out, reversing them and then shuffling the deck thoroughly. Show the faces of the cards proving they are well mixed, and then perform the strip out move to get all red on top. Turn everything face up and spread on the table to show that the red and black are separated and that oil and water don't mix.

### ***Key Card Trick***

A key card is used to locate a spectator's card by knowing what another card is aka the key. Take a known card, lets say the 3 of hearts, and reverse it. Have another card selected then when you have their card replaced make sure your key card is on top of it or under it. Do not shuffle at this point, but the deck can be cut as many times as you want. Simply find your key then pull out the card next to it which would be the selected card.

### ***Key Card Trick 2***

A key card is used to locate 3 spectators' cards by knowing what another card is aka the key. Take a known card, lets say all the 3s, and reverse it. Have another card selected then when you have their card replaced make sure your key card is on top of them or under. Do not shuffle at this point, but the deck can be cut as many times as you want. Simply find your key then pull out the cards next to it which is the selected card.

### ***Easy double turn over***

If two cards are in the reversed position and on top you should be able to turn both over as one by grabbing the edge that sticks out. Turn it back over and take the top card off and stick it in the middle. Turn the top card over, and it will look like it's the same card.

### ***Black Jack***

Pick out four or five black jack hands of two cards each that are 18 19 or 20 points, but make sure the top hand is a black jack 21 this will end up yours. Take all the cards by their outer ends and turn them over lengthwise reversing them.

Put the group of cards and replace them all in the same part of the deck which you hand out to be cut. Take the deck back, give it a couple of cuts, and strip them out as you cut to get them out so all the set up cards are to the top. Deal all four hands of two cards out making sure you win by getting the 21 black jack hand.

### ***Rubber ball location***

Have any card selected and reversed in the pack as usual, then spread the pack on the table face downwards. Ask the spectator to roll a little rubber ball along the spread. If it stops near their selected card, keep that group of cards and get rid of everything else. If it doesn't stop near their card, get rid of those cards while keeping their card still in the spread. Keep having the ball rolled on the spread until you are down to their card, then turn it over, surprise.

### ***Royal Wedding***

Start by reversing four kings and four queens anywhere in deck ahead of time . Then have a spectator shuffle the cards.

Cut and strip all eight cards, placing them on top. Turn over the top eight cards, showing that all the royals have found one another.

### ***Aces Find***

Start by removing all four aces, show them, and put them in different parts of deck making sure you are reversing all four.

Have a spectator shuffle, set the deck on the table, and cut and strip out to the top all the aces. Cut them with one cut to the middle, then show that all the aces cards have found one another.

### ***Mental Card***

Start by reversing 3 of any card in the deck ahead of time. Have a spectator shuffle.

Then set the deck on the table and cut and strip out to the top all cards. Show each card off the top and have the spectator remember one. Lose all back in the deck. Put the deck behind your back and strip out all 3 and place one in each back pocket and keep one in the middle of the deck but turn upside down. Then, have them name their card and say, "Look, it either reversed or is in my pocket." It will be one of the three.

### ***Find all your cards***

Start by having spectator take the deck and count out as many as you want(they need to remember how many cards they counted), giving you the rest of the deck. Reverse your half and have them put their pack in your pile. Step away as they shuffle and when you come back, cut and strip out their cards with deck behind your back. Then count them and lose them back then reveal to them the number of cards in their pack.

### ***The Basement Card***

Have a card selected, then perform the basic move reversing the card in the deck and have all shuffled. Strip out their card in a cutting action to the top, then cut until their card is on bottom and turn top card up and say. "Is this your card?" When they say no then say, "I must have put it in the basement." Turn the whole deck face up and show the bottom card.

### ***Not Marked***

Have any card selected and reversed in the pack as usual, but have it marked on the face with a marker before doing this. Spread the pack on the table, face downward. Tell the spectator that you can find their card because it's marked. Look at the cards along the spread, picking cards out. Remove the cards that are not theirs or keep those cards if their reversed selected card is in that group. Keep doing this until you have found the card.

### ***Talking Queen***

Have any card selected and reversed in the pack as usual. Spread the pack on the table face downward. Ahead of time find and pull out the queen of hearts and put in your pocket. Tell

the spectator that you can't find their card but the queen is a big talker and knows what their card looks like. Drag the queen along the spread picking cards out. Remove the cards that are not theirs or keep those card if their reversed selected card is in that group. Keep doing this until the queen finds the card.

### ***He Spills the Beans***

Have any card selected and reversed in the pack as usual. Spread the pack on the table face downward. Ahead of time, find and pull out any king in your pocket. Tell the spectator that you can't find their card but the king is a big talker and knows what their card looks like. Drag the king along the spread, picking cards out. Remove or keep those card if their reversed selected card is in that group. Keep doing this till the king finds the card.

### ***I'll Bet Ya***

Have any card selected and reversed in the pack as usual, then spread the pack on the table face downward. Tell the spectator that you will bet them you can find the card. Look at the cards along the spread, picking cards out. Remove cards that are not theirs and keep those cards if their reversed selected card is in that group. Keep doing this till you have found the card. Then, take a few of the cards face up and turn them face down until their card is the last card dealt down. Look at the next card like its theirs and say, "The next card I turn over I'll bet is your card." When they say ok to the bet, reach down and turn their card over that was already on the table.

### ***The Force***

Start by reversing the card you wish to make someone pick. Then, hold the deck so when you riffle the edge with your thumb along the long side you feel the reversed cards edge that sticks out. With the right timing you can have a spectator say stop somewhere in the middle. Then when they say stop, cut to the card that sticks out. Lift up the deck by cutting it showing the forced card. At this point you can do many tricks.

### ***Card In Hat***

Start with your favorite hat and an extra matching card hidden in the sweat band in the hat. Tell the spectator to pick a card using the card force as written about above (see *The Force*). After they pick that card, lose it in the deck with a shuffle, then reveal their card is now in your hat.

### ***It's in your pocket***

Start with your favorite card and get a extra one as well as a hat. Sercertly place extra matching card in spectator's pocket . During a performance it's easy. Tell the spectator to pick a card using the card force as written about above (see *The Force*), then after they pick that card lose it in the deck with a shuffle. Reveal that their card is now in their pocket.

### ***Card Stab***

Have any card selected and reversed in the pack as usual, then have deck shuffled. Visually locate their card and shuffle until it's about in the middle. Wrap the whole deck in a napkin. Tell the spectator that you will find the card without looking at the cards. Take a plastic knife and run it down the edge of the napkin. When you feel the knife has clicked against their card, poke the knife in and cut the deck at that position. Pull out their card and set it on the table face down. Reach down and turn their card over.

### ***Jokers card stab***

Have any card selected and reversed in the pack as usual, then have the deck shuffled. Visually locate their card and shuffle until it's about in the middle.

Tell the spectator that you will find the card without looking at the cards. Take the two jokers out and run them down the edge of the deck and when you feel them click against their card, poke them in and cut the deck at that position. Pull out their card and, surprise, it's now between the Jokers.

### ***Card in Paper bag***

Start with a paper lunch bag. Tell the spectator to pick a card, after they pick that card, lose it in the deck. Make sure you get it reversed.

Shuffle, keeping it reversed and ready to be stripped out but lost in the middle.

Then, in the bag as you place all the cards inside, hold on to the deck so as it's dropped in you retain their card. As you close the bag around your hand and shake the bag, hold the card at the top. Reach further into the bag, and pull out the selected card in a magical way.

### ***Magician's choice***

Start by have a spectator pick any card, then take it back and have it reversed. Have the deck shuffled so their card is about in the middle of the deck.

Set the deck on the table. Spread it across and locate the card that is reversed. Reach down and get close to the card and pull out about seven or eight cards.

Spread them out and make sure you track the selected card. Have the spectator hold their hands above two cards. If one is their card, get rid of all the others. If not, remove both those cards and repeat until the spectator finds their card.

### ***By Feel***

Start by have a spectator pick any card then take it back and have it reversed. Then have the deck shuffled so their card is about in the middle of the deck.

Then set deck on the table spread it across and locate the card that is reversed. Reach down and get close to the card and pull out a group of cards about 7 or 8 .

Then spread them out and make sure you track the selected card. Have the spectator mix up the cards and then reach down and feel each card till and find thiers and turn it over walla.

### ***Prediction Card***

Start by reversing one of two matching card like the 2 of spades and clubs. Place the clubs in a place like a little envelope place this in your pocket.

Then have the other card reversed and place it the middle of the deck and shuffle till lost. All this is done ahead of time.

Bring out predection set on table.

Have a spectator reach down and cut the deck till they cut to the reversed card hope this happens on first cut as their fingers should cut at the card sticking out.

When they do pick the matching pair card in envolpe and set the picked card face up then have the spectator open the prediction and then they match.

### ***Card on Arm***

Start by Taking your favorate card out and then reversing that card you wish to make someone pick. Using a chapstick write the name of the card on your arm and you will need some ash from a cigareete or burned paper. In a tray.

To force the card take and hold the deck with the same reversed card, so when you riffle edge with your thumb along the long side you would feel the reversed cards edge that sticks out. Then with the right timing you can have a spectator say stop somewhere in the middle.

Then when they say stop you cut at the card that sticks out lift up the deck by cutting it a show the force card then roll up sheelve and take some ash on tips of fingers rub it where you wrote the card and it will appear under the ash.

### ***On The Box***

Start by Taking your favorate card out and then reversing that card you wish to make someone pick. Write the name of the card on your flap of the card box.

To force the card take and hold the deck with the same reversed card, so when you riffle edge with your thumb along the long side you would feel the reversed cards edge that sticks out. Then with the right timing you can have a spectator say stop somewhere in the middle.

Then when they say stop you cut at the card that sticks out lift up the deck by cutting it a show the force card then try to find the card in the deck but no luck, give up and put cards back in the deck and as you do show it was written on the box.

### ***Tie A String***

Start by having a spectator pick any card then take it back and have it reversed. Then have the deck shuffled so their card is about in the middle of the deck.

Take some string and tie a loop right above the part of the deck where their card sticks out, this should be tied loose enough to catch their card.

Then set deck on the table grab the other end of the string a shake till just their card is left in the loop.

### ***Rubberband***

Start by having a spectator pick any card then take it back and have it reversed. Then have the deck shuffled so their card is about in the middle of the deck.

Take a rubberband wrap it around the deck right above the part of the deck where their card sticks out, then place deck under table or behind your back and roll band off at the same time strip out their card, so that their card has the rubberband on it, bring it all out show the selection.

### ***Down under***

Start by Taking your favorite card out and then reversing that card you wish to make someone pick. Shuffling the cards till it is lost in the middle. Then bring deck out and cut the deck till the reversed card is on top.

Then spread off ten cards and then ask them to pick a card in this way .

Think of a number 1 to 10 deal to that number look at that card put cards back together and then as you are telling them demo this and it will put top card in the number position they thought of. So when you ask them to repeat they will choose the once top card.

Have the cards shuffled again and place all the cards under the table cut the cut as you strip out their card.

### ***Clock Force***

Start by Taking your favorite card out and then reversing that card you wish to make someone pick. Shuffling the cards till it is lost in the middle. Then bring deck out and cut the deck till the reversed card is on top.

Then have spectator spread off any number of cards on a clock between 1 and 12.

Then set those aside. You take the deck back and deal 12 cards out in the pattern of a clock.

Then bring first packet out and count how many cards then turn that number over that matches the number on tabled clock. Turn it over and it should be their card. Needs work

### ***Down under 2***

Start by having card selected and then reversing that card. Shuffling the cards till it is lost in the middle. Then bring deck out and cut the deck till the reversed card is on top.

Then spread off ten cards and then ask them to pick a card in this way . Think of a number 1 to 10 deal to that number look at that card put cards back together and then as you are telling then demo this and it will put top card in the number position they thought of. So when you ask them to repeat they will choose the once top card.

Have the cards shuffled again and place all the cards under the table cut the cut as you strip out the reversed card and come back out with it.

But remember this force cause you can use it to find and card a person thinks they picked but really it was forced on them.

### ***Card in Zip lock***

Start with a Zip lock baggy on the table. Tell the spectator to pick a card, after they pick that card lose it in the deck make sure you get it reversed.

Then with a shuffle keeping it reversed and ready to be stripped out but lost in the card to the bottom.

Then take the bag and place all the cards on top of it so their card is right on top of the baggy reach down and pull a few card off and place them in the baggy and repeat till all but their card are in this should conceal that you held out the selection. Then flip rest of the bag around the deck and throw all on the take or shake it till just their one card that is not in the bag falls away.

### ***One Finger***

Start by have a spectator pick any card then take it back and have it reversed. Then have the deck shuffled so their card is about in the middle of the deck.

Then set deck on the table spread it across and locate the card that is reversed.

Then spread them out and make sure you track the selected card. Have the spectator hold their finger above the Then you hold their finger and run it along the spread till you get close to the selected card and have them say stop. Then remove those cards till they have stopped at their card. Do it again till their finger is above their card and pull it out and turn the selection over.

### ***Blind Find***

Start by have a spectator pick any card then take it back and have it reversed. Then have the deck shuffled so their card is on bottom of the deck.

Then set deck on the table spread it across and blind fold your self. Reach down and cut the deck and shuffle it with a table shuffle till their card is close.

Then in one more shuffle and cut strip out the card and wow even blind folded.

### ***Stop At Your Card***

Start by have a spectator pick any card then take it back and have it reversed. Then have the deck shuffled so their card is about in the middle of the deck.

Then set deck on the table and cut the deck so you can get their card to the top shuffle again so you add a few cards on top so that you know how many cards down their reversed card is then deal cards one at a time till they get close to the card tell them to say stop and when they do they should stop close or right at their card. If they stop at the card then turn it over, if it is the card you just dealt then reach down and turn it over, if it's the next to be dealt deal the card and then say look your card is next . With practice this gets easy to do.

### ***You Cut the Aces***

Start by having Four Aces reversed, then have a spectator shuffle deck.

Then after the deck is shuffled all is lost in the middle of the deck, then set deck on the table have the spectator reach down and tell them to cut, force them to cut the deck about in the middle at the point that the cards are sticking slightly out. So in their amazement show them that they have cut right to each ace. If they do not cut right to it just re shuffle and try again till they cut to all four.

### ***Spelling Bee***

Perform the basic move reversing any card they pick card but look and remember it as you do this . Then have deck shuffled put all behind back and strip it out and put it on top then spread off the number of card that spell their card.

So if their card is a ace of spades you would count off 11 card placing them on top bring all out and ask what card it a spell as you count down to it.

### ***Lightening Fast Card Find***

Perform the basic move reversing the card in the deck and have all shuffled, then as fast as you can strip out their card in a cutting action and turn it face up as you pull it out.

### ***In a Single Cut***

Have any card selected and reversed in the pack as usual, have deck shuffled set it on table a reach down and run fingers along long edge picking their card out as you cut at that point, then turn card face up if it's the card still on the table side or simply turn cut part in your hand face up to show their card

### ***Reversed in Box***

Have any card selected and reversed in the pack as usual, put deck behind back and strip out card then turn face up and put deck back in box.

Then bring out all and take the cards out and spread the pack on the table face downwards tell the spectator that you can find their card then look thru deck picking their card out

### ***Peek Card***

Have any card selected and reversed in the pack as usual, then have deck shuffled.

Hold the pack in dealers grip and riffle thumb along edge of pack till you get to reversed card and break deck at this point as you flip whole deck face up to set on the table. You should be able to see the spectators card and tell them what it is.

### ***Riffle Force***

Have any card selected but really you are going to make them pick it. Start by reversing a card in the pack as usual, then have deck shuffled.

Hold the pack in dealers grip and riffle first finger along top edge of pack till you get to reversed card and break deck at this point. Then simply show the spectator that card which will be your card.

### ***Card in Envelope***

Have any card selected but really you are going to make them pick it. Start by Having a extra matching card in a envelope and sealed then reverse a matching card in the pack as usual, then have deck shuffled.

Hold the pack in dealers grip and riffle first finger along top edge of pack till you get to reversed card and break deck at this point. Then simply show the spectator that card which will be your card then have them open envelope and wow..

### ***Card in Wallet***

Have any card selected but really you are going to *make* them pick it. Start by having an extra matching card in your wallet. Reverse a matching card in the pack as usual, then have deck shuffled.

Hold the pack in dealer's grip and riffle your first finger along the top edge of the pack until you get to the reversed card. Break the deck at this point. Simply show the spectator the card, which is the reversed card. Have them open your wallet, and wow.

### ***Card in Wallet 2***

Start by having a card picked then reversed in the pack as usual. Have the deck shuffled.

Hold the pack in a dealer's grip and get ready to strip out. Take out your wallet. Set the deck on top of your wallet. As you take the deck away, strip out the card leaving it with the wallet and flip the face toward you so they don't see the card. Set the deck away, and while hiding the card, open the wallet and pull the card from the back of the wallet. It will seem like card was in the wallet.

### ***Money Find***

Start by having a card picked then reversed in the pack as usual, then have the deck shuffled.

Hold the pack in a dealer's grip and get ready to strip out. Take out your wallet and grab a dollar bill and wrap it around the deck. Pull the bill away as you strip out the card, and it will seem that Washington found the card.

### ***Three Card Trick***

Have three cards reversed, then lay out before the spectator. They are told to pick one of the face up cards.

They memorize it, then take the other two cards and reverse their positions and turn all three cards face down while your back is turned. When you turn around you, tell the spectator to mix all three cards one more time just to make sure they really are MIXED. Look at the faces of all three cards one at a time. As you place them in the deck, make sure the card they picked is the only one reversed.

Use the method below, but first have the deck shuffled.

The Method: Well, frankly we don't know how this works. It's like the Gilbreath Principle. It just works, and if you don't know the Gilbreath Principle, just read Max Maven.

But this is what we can tell you about this trick! Well, first off lay the three cards out on the table face up and remember one of the cards and its position in the row (it's really important that you track this cards position). Have the spectator do the voodoo (mix the cards) that they do so well. When you turn around and tell the spectator to mix the cards one more time you need to track the card at the position that you remembered earlier (even if its not the same card that you looked at) because the spectator may have moved it as it was mixed. Look at all three cards (one at a time) but start with the one you were tracking.

Here is where it gets weird. 1.If the card you were tracking is the same card that you looked at first, then this IS their card. 2. If the card at the position you were tracking is not the card that you looked at then you will know that the card you tracked is not their card as well as the card that you just looked at. Furthermore the other card (the third card) IS the card they are thinking of. Now that you know the card and have lost it in the deck and shuffled it, put the deck behind back and strip out their card.

### ***The Startler***

Take the selected card and reverse it and have someone shuffle it. Take it back and give it a shuffle yourself. Have a spectator step forward to assist you. Use the misdirection of them walking forward to get the top card to the bottom, reversing it at the same time.

Then have the spectator simply press the fingers of their left hand firmly on the top card and raise the remainder of the deck with their right fingers. Tell them to slowly loosen their grip as you slap the deck down out of their hand. The bottom face up card will pop out from the bottom and will look like it turns face up in transit.

### ***Reunion***

A spectator makes a choice of any two cards that are together in the packets. Lets say it's the two of spades and the four of diamonds.

The two cards are replaced in different positions in the deck but obviously reversed and ready to be stripped. and then the deck is shuffled. You can use any shuffle. We use the overhand shuffle and strip the two cards out to the top. Put the cards on the table and cut once, bringing the two cards to the middle. Hand the pack to the spectator and snap your fingers telling the two cards to fly together again.

Run through the pack and find the two cards together in the middle.

### ***The "Cut" Count***

Perform the basic move reversing the twentieth card or what ever card at a number you can remember before you start. The you say you can cut and know how many cards you can cut at. Then by cutting at this card, you can say that you hold twenty cards or 26, while there are thirty- or 26 left on the table.

### ***Smell the card***

Have any card selected and reversed in the pack as usual, then spread the pack on the table face downward. Tell the spectator that you can smell their card so you smell their hand then smell the cards along the spread. Where you stop, remove or keep those cards if their reversed selected card is in that group. Keep smelling till you are down to their card, then turn it over. Surprise!

### ***Marked Cards***

Have any three cards selected by you and reversed in the pack, then spread the pack on the table face downward after you have the deck shuffled. Tell the spectator that you can see cards by the mark on the back. Cut deck till three cards are on top then look at the back of each one and name it.

### ***Naming the others card***

Give half the deck to a spectator. Make sure you reverse their half Then have them pull any card out, look at it, and place it in your deck and you do the same to theirs.

You pull the reversed card out of your deck and have them pull any card out of their pack. Then, you ask what card they picked no matter what they say you say, "Wow, that's my card," and then reveal you picked their card. Double surprise!

### ***Gin Rummy***

Pick out four or five hands of Gin, but make sure the one you get is a natural Gin Rummy hand. Take all the hands by their outer ends and turn them over lengthwise. Now they have been reversed. This reverses them. Put the group of cards and replace them in all the same part of the deck. Hand it out to be cut. Take the deck back and give it a couple of cuts to get the group stripped out so all the set up cards are on top. Deal all the hands out making sure you win by getting the best Gin hand.

### ***Poker Deal***

Pick out the four or five hands of poker, but make sure the one you get is a natural poker hand like aces and eight or a full house.

Take all by their outer ends and turn them over lengthwise. Now they have been reversed. Put the group and replace them in all the same part of the deck which you hand out to be cut. Take the deck back and give it a couple of cuts to get the group stripped out so all the set up cards are on top. Deal all the hands out making sure you win by getting the best poker hand.

### ***Signed Card***

Take all or any of these tricks and consider changing it up and having a card signed after it is selected then reverse it for any of the single card tricks. Replace it in same matter and take the deck back, give it a couple of cuts or shuffles, strip out and so on.

### ***Card under Glass***

Take all or any of these tricks and consider changing it up and having the card end up under a glass after regular trick is done.

After card is selected then reverse it for any of the single card tricks. Replace it in same matter and take the deck back, give it a couple of cuts or shuffles, strip out, and so on. Put deck on table close to a glass and place your hand over the deck getting ready to pull deck away as you strip card out but pull deck away leaving card under your hand hidden as you put the deck on different part of table. As spectator follows deck with their eyes, place glass on top of selected card and then wait to reveal after awhile of searching for their card.

### ***Red Card***

Take all or any of these tricks and consider changing it up and force a red card on then making sure you don't show that rest of deck is blue or visa versa if your stripper deck is red.

### ***X Card***

Take all or any of these tricks and consider changing it up and force a card on them but put a big X on the back, then making sure you don't show that rest of deck has X's on them.

### ***Out of the Room Discovery***

If you have a friend who understands your method of performing the stripper deck, go out of the room. Then yell back in the directions. As card is selected and your friend attends to the usual moves to get the selected card reversed. The pack is placed on the table and you can find the card that your friend had put back in the correct position, then you discover the reversed card in a striking manner.

### ***Selected Card Through Handkerchief***

Have any card selected and reversed in the pack as usual, then hold the pack by the two ends between your hands, face downward. Ask the spectator to throw a handkerchief over the pack. Then say, "Perhaps it will be better to have the pack in sight all the time." As you take the deck away with one hand, the other hand keeps the reversed card under the handkerchief. Immediately drop the pack on top of the handkerchief just above the card under it. Give the pack a sharp blow, ordering the chosen card to pass through the hank. Lift the deck away and show the card face down under the hank. Then say what the card is and turn it over.

### ***Slap out Reveal***

A spectator makes a choice of any two cards that are together in the packets. Lets say it's the two of spades and the four of diamonds.

The two cards are replaced in different positions in the deck but obviously reversed and ready to be stripped. and then the deck is shuffled. You can use any shuffle, then strip the two cards out to the top. Then cut one of the selected cards to the bottom. Take the deck, ask the spectator to hold out his hand and take the deck with his thumb on top and fingers below. The chosen cards are named and you give the deck a quick and rather sharp downward blow,

knocking all the cards from his hand except the two chosen cards are left in his hand and stares him in the face.

### ***Separating Red Cards from the Black***

Beforehand, separate the red suits and the black into two packets. Reverse one packet, put the two together and shuffle the deck thoroughly. Show the faces of the cards proving they are well mixed, and then separate the reversed packets with an apparent cut as already explained. Until you can do this deftly the separation had better be done behind your back. Show all the reds in one hand and the blacks in the other. Turn the outer end of the left-hand packet towards the right and put the right-hand packet on the top, thus bringing all the narrow ends together. The deck is ready for further feats.

### ***Four Ace Trick***

Pick out the four aces and put them on the table face down. To show them, take them by their outer ends and turn them over lengthwise. Then they must be in a deck one on top of the other turning them face down sideways, and they will have been reversed. Replace them thus in different parts of the deck which you hand out to be shuffled by the overhand method. Take the deck back, put it behind your back, strip out the four aces and put them in your hip pocket. Hand the deck to a spectator asking him to take out the aces. He cannot find them and you take them from your pocket.

### ***Finding a Card In Anywhere***

Have someone freely choose a card, return it to the reversed deck. Have the cards well shuffled, take the deck, and put it behind your back.

Ask what number the spectator would like it to appear at. Strip the card out and put it second from the bottom. Bring the deck forward, show the bottom card, turn the deck face downwards, draw out the bottom card and deal it face down, revealing it's the selected card.

### ***Card Is Nowhere***

Have someone freely choose a card, return it to the reversed deck. Have the cards well shuffled, take the deck, and put it behind your back. Strip card out and lose it in your pocket.

Ask what number the spectator would like it to appear at. Bring the deck forward, show the bottom card, turn the deck face up, then spread the deck, and show the selected card is gone.

### ***Tossed Reveal***

A spectator makes a choice of any two cards that are together in the packets. Lets say it's the two of spades and the four of diamonds.

The two cards are replaced in different positions in the deck but obviously reversed and ready to be stripped. Shuffle the deck. You can use any shuffle. Ask the spectator to shuffle as well. Take it back and strip out the two cards to the top, and cut one of the selected cards to the bottom. Place the deck in your hand this way: take the deck with the thumb on top and fingers below. The chosen cards are named and you give the deck a quick and rather sharp toss. The top and bottom cards will stay between your fingers. The two chosen cards will stare you in the face leaving the rest of the deck in your other hand..

### ***Any Number of Cards***

It is just as easy to deal with a number of cards as it is with one only, but each card should be returned to the reversed deck before the next is chosen. Suppose four or five have been drawn and returned. You can then put the deck behind your back and produce them all at once or one by one, giving the spectator the choice. Or you may do the same thing with the back covered by a handkerchief, or a hat, or by holding the cards under the table or even behind your back.

### ***All But the Chosen Card***

After performing the first part and going through the actions to get a selected card reversed in the middle, hold the deck upright with its back toward the audience, narrow ends upward. It is very easy to retain the selected card between the thumb on one side and the fingers on the other, as the rest of the cards fall. As it starts to fall, place the deck in your pocket (and this is easily done). One card, their card, is named and all the cards will fall into your pocket except the selection.

### ***The Companion Kings***

Remove the four Kings from the deck and throw them face up on the table, turning them lengthwise as you do so. Show the faces of all the cards to prove the deck has no duplicates. Pick up the Kings one by one, turning them sideways so that they go into the deck reverse in different places. Hand the deck out for an overhand shuffle.

Strip the Kings out in a cutting action, or put the deck behind your back and strip them out. Pull the Kings out and put them on top. Place the deck on the table.

Let someone make one complete cut and take the deck. Order the Kings to get together in the middle. The deck is spread face up on the table. The four Kings's are together.

### ***Flying Card***

Have a card selected and reverse it as it is returned to you. Shuffle and strip the selected card to the top. Take out any five cards and show their faces to the spectators asking whether the chosen card is among them. Of course it isn't. As your hand comes down, it passes over the top of the pack held in the left hand and carries away the top card underneath the five. Drop these on the table. Hand the pack to the spectator. Cut the five cards and bring the chosen

card to the middle and false count them as five. Hand the pack to a second person and order the card to fly from the deck to the five card group.

### ***The Wonder Die***

After the usual selection, replacement and shuffling, take the pack and strip the selected card to the top. Remove four cards from various parts of the pack, one of them being the selected card. Place the cards in a row, the chosen card being the third from your left. Show a die (borrow one if you can) and have it thrown. If one or four turns up tell the spectator start count from your left; if two count from the right; if five count from your left to four, then back to the selected card as five. If six is thrown count from the right and back again to the selected card.

### ***The Wonder Coin***

After the usual selection, replacement and shuffling, take the pack and strip the selected card to the top. Cut deck into two and bring out coin. Have them flip and take away pile that does not have card.

Then deal other pile into two and repeat until down to the last two cards and then flip coin and turn over their card.

### ***Fixing the Deck***

Start off with half the deck face up and half the deck face down. It is easy to separate them with one quick movement. An illustration of the subtle use of a stripper deck is presenting a series of tricks. The main thing in such effects is to convince your audience that cards are messed up; but by simply stripping the cards apart under cover or a pretended cut, as explained, you can have the cards in the same new deck order or whatever order as before. This is a way to make people be not suspicious that the deck is not arranged in any way and is therefore, mixed: This can be done by using the stripper principle.

Simply cut the arranged deck for a riffle shuffle, but start by turning the half with the arranged cards on top. The result will be what seems like a thorough mixing of the deck. But then strip all the set up cards in a cut action and get them all back to top.

### ***Another Practically Unknown Method***

You can try this way to reverse the deck for the return of a card to spread the cards on the table for the selection of a card. As soon as one has been withdrawn pick up the deck with the right hand between the fingers at the outer end and thumb at the inner end.

In the course of some remark, such as asking the spectator to remember the card, turn the right hand palm upwards bringing the deck upright, then take it by the sides in the left hand turning it face down and execute an overhand shuffle. The deck is reversed. Spread it on the table again and have the card pushed in the spread. Gather the cards once more and again shuffle overhand. Nothing could appear to be fairer.

### ***Cut the Four of a Kind***

This is real easy. Have a four of any suit reversed in the deck ahead of time, then have deck shuffled and put face down on the table. Casually cut the deck, really cutting the four set up cards by grabbing projecting edges. Hold the cut face down. Then once all four cards are out on the table, show the cards and display each card one at a time. In spite of its simplicity, this little feat is a fine and fooling trick.

### ***Out of this World***

It is easy to separate the cards with one quick movement even if they are shuffled. Put half the deck face up and half face down. You can say, this is how a kid may shuffle the stripper deck, "half backwards." The main thing in such effects is to convince your audience that the cards are all mixed up and then the deck can be arranged or fixed while shuffling. Then do a pretend cut as you explain how easy it is to fix. So after it is thoroughly well mixed, you can use the stripper principle as said above and then simply cut the deck for a riffle shuffle. Turn the face up cards over and this will result in arranging all the cards back to where you started. Spread the deck and reveal how quick it can be fixed.

### ***Card Through A Table***

This trick is only suitable for performance when seated at a table. With a selected card being reversed in the deck as usual, say that you will try to make it pass through the table and put the deck under the table holding it with both hands. Strip the card out and let it fall in your lap. Put the deck on the table and strike it sharply. Then bring the card out, it having apparently passed through the table into your left hand. Have it named and turn it up.

### ***Card Through Coat***

With a selected card being reversed in the deck as usual, get it to top, and say that you will try to make it pass through the pocket of your coat and put the deck in your pocket and leave the top card. Put the deck next to outside of your pocket and strike it sharply. Then bring the card out.

### ***Cutting Chosen Card***

This item is self explanatory. It is only a matter of having the deck with the chosen card reversed in it, shuffled and put face down on the table. Make a quick and apparently casual cut, really cutting at the projecting edges of the chosen card. Hold the cut face down, have the card named and turn the packet face up showing the card. In spite of its simplicity, or perhaps because if it, the little feat has a fine effect.

### ***Blown Card***

A card is chosen, returned in the usual fashion and the deck is shuffled. Take the deck back and hold it face down in your left hand with the narrow ends outward. Put the right hand over the deck, thumb on the side of the narrow end, fingers on the other. Raise the deck to your mouth and blow hard at the same time thrusting your right hand quickly forward taking the card with it and throwing it out into the air. At this point, the card will be stripped out as you let the deck fall to the table leaving you with one card.

### ***Card to Your Pocket***

With the card(s) having been chosen and returned in the usual fashion, shuffle the deck, and then place it into your pocket. It is best to put the deck in your pocket with its narrow end upwards. You can then slide up, pull back the next card about half an inch and deal the next card face up, keeping the chosen card at the bottom. Proceed in the same way until the chosen number is reached, draw out the bottom card and put it on the table face down. Have the card named and turn it over.

### ***Cards Pass Through a Handkerchief***

With the selected card reversed in the deck as usual, hold the deck by the two ends between your hands, face downwards. Ask the spectator to throw a handkerchief over the deck. Then saying, "Perhaps it will be better to have the deck in sight all the time," draw the deck away with one hand, the other hand retaining the reversed card and letting it drop on the table under the handkerchief. Immediately drop the deck on the handkerchief just above the card under it. Give the deck a sharp blow, ordering the chosen card to pass through it on the table. Lift the deck and handkerchief and show the card face down. Have it named and turn it over.

### ***Turned Card***

A chosen card being in the reversed deck as usual, make an overhand shuffle holding the deck on end with the narrow end upwards. The protruding sides of the reversed card will be detected easily by the sense of touch alone, and it becomes a simple matter to finish the shuffle by leaving it on the top. There is no need to look at the cards. Place the deck on the left hand, face down and cover it with the right hand, fingers at the outer ends, and thumb at the inner. Secretly push the top card a little ways over the side of the deck with the left thumb, the right hand hiding the action. Have the card named. Now drop the deck from a little height on to the table and with resistance of the air the top card will flip over.

### ***That's All Folks***

Try these ideas and keep evolving your own routine by adding or subtracting moves and tricks to fit you.

We hope you learn and master many Card Tricks with your Magic Stripper Deck and you create as many ideas as you can. Then move on to bigger better sleight of hand. Time is all you need.

This can make you into a person of interest and give you a lifelong career, but remember it does take LOTS of work—but FUN work. Keep on practicing. Have FUN!!!

*The Code of Magic*

*Never explain how a trick is done.*

*Never explain what you are going to do ahead of time.*

*Never repeat a trick for the same people.*

*Always practice each trick before you present it.*

The Magic Stripper Deck  
Copyright 2022 by Sterling Magic, LLC

Published by:  
Sterling Magic, LLC  
48252 263rd St  
Brandon, SD 57005  
605-838-2775  
Printed in the United States of America  
All Right Reserved.

This booklet contains opinions and ideas of the author. It is designed to provide useful advice. The author and publisher expressly disclaim any responsibility for any liability, loss, or risk, personal or otherwise, which is incurred as a consequence directly or indirectly of the use or application of any of the contents of this book

No part of this eBook may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by an information storage and retrieval system – except by a reviewer who may quote brief passages in a review to be printed in a magazine, newspaper, blog, or website -- without permission in writing from the Author.

For information, please contact the Author by e-mail at [don@sterlingmagiccoins.com](mailto:don@sterlingmagiccoins.com) or by mail at 48252 263rd St, Brandon, SD 57005.

