



# Inside Ed's Head

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## The One-Way Ticket

(This will really turn 'em around)

I finished the last issue of *Inside Ed's Head* at the end of March, promising another trick based on Jerry Andrus's techniques. Unfortunately, after two hospitalizations and many months in rehab, I've forgotten what I wanted to write. With a little luck, I'll remember it sooner or later.

### Forward

This month's trick takes advantage of one-way backs. I like to use Bicycle League Back decks because they are naturally one-way but not in an obvious way. Look at Photo 1, below, and notice what happens when you rotate a card. The propeller in the middle of the circle points the other way.



Photo 1

If you don't want to go to the trouble of buying a deck of League Backs, you can always make any deck a one-way backs deck by using an ultra-fine-point Sharpie of the appropriate color and making a small dot on the upper-left corner of the border. (Photo 2.)



2

In the following effect, I believe that the spectator must shuffle the cards for maximum impact. I also know from experience that some people prepare for a riffle shuffle in a way that rotates one-half of the deck 180 degrees and ruins a one-way backs setup. To obviate this problem, you might consider having the deck shuffled by a spectator earlier

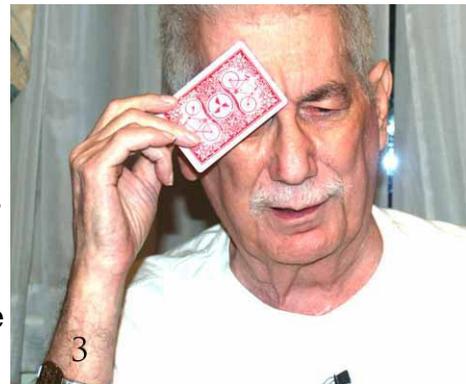
in the set. If he shuffles satisfactorily, go back to him when you wish to perform this. If his shuffle messes up the deck, you'll obviously need to have an alternative for this trick available. Or—give out the deck for shuffling at the start of the trick. If the setup remains intact, great. If not, use a different trick.

## Effect

The spectator selects a card, returns it to the deck, which he may shuffle thoroughly. Then, without ever seeing any of the faces, he gradually eliminates cards from the deck, making all the choices, until only one card is left. The selection.

## Method

You must have a card selected, rotate the deck 180 degrees, have the card returned to the deck, and give out the deck for shuffling. You must also make certain that when the spectator selects a card, *he doesn't turn it around*. I believe I've come up with a strategy that covers these points rather neatly. As you begin, explain that you will shortly ask to have a card selected. When the card is taken, it should immediately be touched to his forehead. You demonstrate this by taking the top card of the deck and holding it to your forehead, as in Photo 3. You then explain that he should look at the card, letting those nearby get a glimpse, memorize it, replace it, and then shuffle the deck. You demonstrate all of this as you talk. This explanation defines the totality of how the card should be handled and will ensure the card is not rotated.



Now, you replace the card on top of deck, spread it hand to hand for the selection. The spectator will remove a card from the spread and touch it to his forehead as you requested. (You should remind him of this as he begins to remove the card.) You will then close the spread and give it an all-around-square-up. If you don't know what this is, check out the February 2020 issue of *Inside Ed's Head*, page 3 (<http://edhassmagic.com/edshead/EH-2020-02.pdf>). There, I teach an All-Around-Square-Up Glimpse. Just do the move as taught (ignoring the glimpse) and you'll have turned the deck 180 degrees.

Once the spectator has looked at and memorized the card, spread the deck again and ask the spectator to insert it anywhere he wishes. As he does this, begin to close the spread and hand it to the spectator as you make sure the card is securely in the deck. Ask the spectator to shuffle it and give it back to you. The selection is now rotated 180 degrees from the rest of the cards in the deck. We will call it a “rotated” card.

You now tell the spectator you will divide the deck into four packets. Deal the top thirteen cards, one at a time, into a face-down pile somewhat to your left. I suggest you drop the cards from a small distance onto the table, so that the pile is somewhat unsquared. Watch to see if this pile has the rotated card. Deal the next thirteen cards in a similar manner to the table somewhat to the right of the first pile. Continue in a similar manner with the next two piles.

It is important that you watch the backs of the cards once you’ve seen the rotated card, just to be sure there is only one rotated card in the deck. I suggest you should have an “out” trick ready in case the spectator's shuffle messes up the deck. An Ultra-Mental (Invisible) deck in your pocket, is a well-known “out,” or use Dai Vernon’s “Emotional Reaction” from *Dai Vernon’s Inner Secrets of Card Magic* by Lewis Ganson p. 7 or *Card College 3* by Roberto Giobbi, p. 564.

I now attempt a psychological subtlety to force the correct packet. If this doesn’t work, I immediately follow with equivoque to complete the force successfully.

The subtlety itself consists of two separate pieces. First, I square the packets, replacing them in different positions that were dealt. (I don’t change the *order* of the packets, just their position on the table.) Then I give instructions that will increase my odds of getting the right packet. (As a matter of fact, it’s worked three of the last four times I’ve tried it.)

Let’s say that the selection is in the second packet from the *spectator’s right*. I’ll try to reduce the odds of the spectator selecting either of the two left-hand packets by moving them so they are somewhat out of reach. I’ll start by picking up the packet furthest to his *left* (my right), squaring it, and placing it further to his left and closer to me. I immediately continue with the next three packets so that the four packets are somewhat to the spectator’s left.

Now instruct the spectator to raise his *right* hand and extend his index finger as in **Photo 4**. Ask him to wave it excitedly in the air as if his favorite team just won the championship of his favorite sport. You can demonstrate



this yourself—it’s an opportunity for some silly interaction. As you are speaking to end by saying, “...and *drop* your finger onto one of the packets.”

Notice you don’t say, “Point to a packet” or “Select a packet.” I believe if you remove the concept of a selection, he’ll just drop his finger on one of the easiest packets to reach.

If the selection is in one of the *leftmost* packets (spectator’s perspective), start squaring the packet to your left and place them from left to right. Then have the spectator raise his left hand, etc.

OK, if he’s dropped his finger onto the packet with the selection, pick up the other three packets and place them, as a single packet, off to your right.

If he touched a different packet, you’ll have to use equivoque to save the day. As soon as his finger touches a pile, ask him to raise his *other* hand, wave it around and drop it on another packet. If the selection is in one of the packets he’s touching, say, “Great,” pick up the two untouched packets, assemble them into a single packet and place them to the right.

If neither of the packets being touched contains the selection, say, “Great,” pick them up and place them off to the right as above.

You are now left with two packets on the table; you should know which of these contains the selection. Ask the spectator to pick up either of the packets. If he picks up the one with the selection, say, “Great,” pick up the other one and place it on top of the discards. If he picks up the other pile, say, “Great, please put it on top of the other discards,” indicating the assembled packets on your right.

There is now only one packet in play. It’s either on the table or it’s in the spectator’s hands. Take it and say, “We must now eliminate six or seven of these cards; do you want odd or even?” If he hesitates, do not try to explain—just repeat the question. After he answers, deal the first card to the table, a bit to the right of center. Say, “This is card number one. It is odd.” Deal the next card somewhat to the left and say, “These cards are even.” Continue to deal the rest of the cards into alternate piles. Be careful to observe where the rotated card falls. Let’s assume it fell in the “Even” pile.

If the spectator answered “Even” to your last question, say, “You wanted the ‘Even’ cards, please pick them up and deal them in a face-down row across the center of the table.” As you say this, make a gesture over the table that indicates what you mean and then pick up the “Odd” pile and add it to the discards to make room for the row the spectator is about to deal.

If the spectator answered “Odd,” say, “You said you wanted to eliminate the ‘Odd’ cards.” As you are talking, lift the “Odd” pile and place it on the

discards. Now ask the spectator to take the remaining cards and deal them in a row across the table.

You will now use Roy Baker's PATEO Force (Point at Two, Eliminate One) to eliminate *all but one* of the "X" cards in the row. Here's how.

You'll now explain, "We will now eliminate more cards in a somewhat different way. One of us will point to any two cards in the row, the other will then discard *either* of those cards. Then, the other person will choose two, and so on, until no further choice is available. Now for your first choice. Which of us should start?"

It makes no difference who begins this process. When the spectator touches two cards, be sure you discard an 'X' card. When it's your turn to touch two cards, just be sure to touch *two* 'X' cards.

When only two cards remain (an "X" card and the selection), point out that a choice of two different cards is no longer available. You will now use equivoque to determine the card used for the denouement.

Say, "Please give me one of the cards." If he reaches for an 'X' card, take it from him and place it on the discard pile. Begin to recap by tapping the remaining card and saying, "You made all the choices, leaving us with this card."

If he reaches for the selection, hold out your left hand, palm up, and have him put it on top of your palm. (Photo 5.) Begin your recap by tapping the card on your hand with your right index finger and saying, "You made all the choices—finally choosing this card."



Continue the recap by saying, "You could have chosen any card. You returned it to a place of your own choosing. You shuffled the deck. Most importantly, neither one of us has seen the face of any card."

Now ask, "Could you please let us know what your card was?" He names it—you show it.

Finis!

## Afterword

You can do this trick without having to turn the deck around. All you have to do is get the *selection* turned around before it is replaced in the deck. A way to do this is have the spectator give the selection to another spectator

who then replaces it in the deck. Under normal circumstances passing the card from one person to the next will be done end-to-end. This will rotate the card. Of course, you'll need to be alert that the card is handled as you wish.

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