

Lecture notes

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Double Sandwich

Effect

The performer and the spectator both choose and sign a card, then loose them in the deck. Two jokers are put face down on the deck and the performer's card appears in-between! The signed card is pulled out and put back in the centre of the deck. The jokers are put on the deck again, and the performer's card appears in-between once again! This card then magically transform into the spectator's card! The performer's card is found to be in the centre of the deck!

[...]

The Visitor Revisited

Effect

A card is chosen and placed face down between two red aces. This sandwich is placed in the middle of the deck. Then the selection appears for a moment between the two black aces held by the magician, then disappears again. When the deck is spread, the audience can see the selection is still between the red aces.

Method

The original effect, "Jennings' Visitor"¹, is the classic by Larry Jennings. I simplified the method to get rid of the parasite moves, and the result is a very direct and very powerful effect, yet almost self-working.

[...]

¹ Larry Jennings, "Jennings' Visitor", *Expert Card Mysteries*, 1969, p. 53.

The easy trick that cannot be explained

Effect

From a borrowed deck, the magician takes one card as a prediction, putting it face down on the table. The deck is shuffled thoroughly by a spectator. The magician reveals his prediction : 2 of Diamonds. So the spectator spells TWO OF DIAMONDS from the top of the deck. The final card is turned over: it's the 2 of Hearts, the mate of the prediction!

Now that everyone knows what is the prediction, the magician offers to do it again. The 2 of Diamonds is left as an open prediction while the spectator shuffles the deck again. This time he spells TWO OF HEARTS and still finds the 2 of Hearts!

Method

I found this method for Dai Vernon's The trick that cannot be explained² by trying to make the original effect easier for me. The original version was pure jazz, with some outs better than others. In the variation I describe here, you know you will always succeed and the outs will look very similar.

[...]

² Lewis Ganson, *Dai Vernon's More Inner Secrets of Card Magic*, 1960, The Supreme Magic Company, p. 76.

PARLOUR MENTALISM

Dégustation

Effect

The performer gives three notepads to three members of the audience. Each spectator receiving a notepad is to write the name of his favourite wine on the paper; if he doesn't really know about wine, he can write the name of any alcohol he likes, and if he knows wines well, he can even add the year. Each spectator then tears his page off and folds it so that nobody can read what's written. During the whole process, the performer is looking away.

Once all this is done, each paper is collected in a wine glass. A fourth spectator is invited to join the performer, and she is requested to mix the glasses.

The performer offers a tasting experience of a new kind. The first spectator names his wine out loud; for example, "Bordeaux." The performer will "taste" the wine contained in each glass, trying to identify the Bordeaux among the three. He tastes the first wine, the second one, the third one and finally keeps hold of one of the glasses. He claims to have found the Bordeaux. The paper in the glass is unfolded and indeed it reads "Bordeaux"!

Then the second spectator says its wine out loud; let's say he was thinking of "Pinot blanc." Once again, the performer tastes the wines in order to recognise the Pinot blanc. He finally chooses one glass; the paper is unfolded and it reads "Pinot blanc"!

The remaining wine is unknown. Rather than asking the spectator to name his wine out loud, the performer offers an even

greater challenge than before. He will try to identify the wine, just by tasting it. The performer takes the glass, tastes the wine, and announces “Château Margaux 1978.” The spectator confirms that it is the wine he was thinking about, down to the very date!

Method

The idea for this effect came to me thanks to a scene in Zabou Breitman’s French movie “Se souvenir des belles choses” (“To remember beautiful things”). In one of the scenes, a character trains himself to recognise different wines while being blindfolded. He can only rely on his sense of taste and smell. For a connoisseur, to differentiate wines is quite easy. But I thought that for someone like me (who knows nothing about wines), it looked like magic. And the effect was born: three wines selected by the audience, that are successfully identified and linked to their spectator.

Once the idea took shape, I realised I had an issue regarding the rhythm of the effect. I would find the first wine among the three, then find the second among the three, then find the third wine among the three. I would basically do the exact same thing three times, which would be boring. So I decided to add the divination of the third wine. This addition was still coherent with the effect. Some experts are capable of differentiating wines by tasting them, but even greater experts can go further and precisely identify a wine, down to the type, name, origin and year.

[...]

Se7en

Effect

A spectator is invited to take part in a game inspired by the movie *Se7en*. On the table are seven boxes. The magician explains that each box contains an object linked to a different cardinal sin: Wrath, Greed, Sloth, Pride, Lust, Envy, and Gluttony.

The spectator writes her first name on a paper that is placed in front one of the boxes. She then thinks of any number between 1 and 7, and announces that number. The paper is moved from its box to the next, as many times as the number. As all the boxes are closed, she can't tell what sin she lands on at the end.

The six other boxes are opened: each one contains a different object, linked to a different sin. The selected box is opened: it contains a candy, it's the Gluttony box. The spectator looks at the back of the paper she wrote her name on: it reads *Gluttony!*

Method

I don't remember when I created this effect, but it has been in my repertoire for a long time, under different forms. It all started when I saw the movie *Se7en*, directed by David Fincher, with Brad Pitt, Morgan Freeman and Kevin Spacey. I loved that movie. Without giving away the end, the story is about a serial killer who uses the cardinal sins as inspirations for his murders. For example, if the victim is guilty of gluttony, then he will force him to eat until he dies. I decided to create an effect in which the cardinal sin of the spectator is revealed.

[...]

여행

Effect

The mentalist shows a small dozen of bank notes for different countries. The spectator freely names a number between 1 and 10. The bill at that position in the stack is given to him, it's a ₩1000 from South Korea.

The mentalist points to a traveling agency catalog's clipping that has been on the table, untouched since the beginning. When unfolded, it is shown to advertise South Korea.

Method

“여행” (“trip”, in Korean) is inspired by Christian Chelman's “Trips” ; I simplified the method.

[...]