Si Stebbins

CARD TRICKS

and the way they are
PERFORMED

Enter

(This little panflet of Card Tricks containing the famous Si Stebbins card stack or system was sold by Mr. Stebbins to the general public for one dollar presumably after first demonstrating some ot the tricks that can be done using the system.)

Si Stebbins Card Tricks

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THE SYSTEM

In stacking the cards lay the 6 of hearts down face up, the 9 of spades on top of the 6 of hearts and so on to the end, reading across.

Hearts	Spades	Diamonds	Clubs
6	9	Queen	2
5	8	Jack	Ace
4	7	10	King
3	6	9	Queen
2	5	8	Jack
Ace	4	7	10
King	3	B	9
Queen	2	5	8
Jack	Ace	4	?
10	King	3	6
9	Queen	2	5
8	Jack	Ace	4
7	10	King	3

After having stacked the cards according to the above system, the novice should next become con, versant with the rules on the following page.

NOTE: The joker does not enter into this system.

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RULES

RULE 1--"Shuffling"

In shuffling never riff or mix cards in. A person may take as many as they like from one side and place them on the other. As long as you do not take cards from the center of the pack, but keep shifting cards from one side to the other, it will not affect the system.

This is what is called a false shuffle and with a very little practice a person is able to fool the best of them.

RULE 2 "Numerical Value"

Every card has a numerical value, viz.: Ace, 1; then 2,3,4,5,6,7,8,9 and 10 in their order; Jack, 11; Queen, 12; and King, 13.

RULE 3--"Position"

Every card is three numbers apart, as will be seen by a careful study of the system, viz.: 6-9Queen, (12) 2-5-8 Jack, (11), etc.

RULE 4--"Position as to Suits"

Every card of the same denomination is thir, teen cards apart and runs in the same order of suits as in the system, viz.: Hearts, Spades, Dia. monds, Clubs.

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TRICK 1

To name a card that a person may draw from behind the back.

Spread the cards out behind the back in such a manner that when the card is drawn you can separate the deck at the point bringing the two parts in front of you and placing the upper half underneath.

In that way you know that the card the person has drawn should be the one following the bottom card, so that by glancing at the bottom card, adding three to it, and calling the suit that fop lows the bottom card, you will name the card drawn.

EXAMPLE--A person draws a card and on making the shift in front, you find that the bottom card is the nine of diamonds.

You then add three to nine, which is twelve or the Queen (Rule 3), and call it the Queen of Clubs, as Clubs follow Diamonds, and you will have named the card drawn.

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TRICK 2

To tell how many and what cards a person may draw from behind the back.

Place cards behind you as in trick one, and make same shift as in trick one. Look at bottom card and at the card of the same suit on or nearest the top.

Subtract the number of thc suit card on or rearest the top from that of the same suit as the bottom card, multiply the result by four and subtract the number of cards, including the suit card on top, and the result will be the number of cards drawn.

EXAMPLE--On making the shift you find the bottom card to be the 12 or Queen of Clubs; on looking at the top you find the third card to be the 7 of Clubs, which makes the problem as follows: 7 from 12 is 5, 4 times 5 is 20; 3 from 20 is 17, or the number of cards drawn.

In case the card on the bottom is smaller than the one at the top of the same suit, add 13 to the bottom card and proceed as per example.

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TRICK 3

To let a person think of a card that they see as you run them over; and then to make that person place the card they are thinking of in their pocket without knowing it.

Hold the deck squarely in the palm of the left hand in such a manner that you can bend the cards toward you with the fingers of the right hand, then let them slip back easily one at a time, but very fast, being careful to stop or hesitate on one card longer than the rest; in that way you impress that One card on the person's mind, and it becomes the card they are thinking of.

And, of course, by watching closely you know the card even better than the person with whom you are doing the trick.

Next get the card that they have seen to a position fourth from the top.

You then place cards in left hand again with their face toward the person with whom you are doing the trick, and with the thumb of your right hand you lightly slip up the top card so the person can see its face, and ask if that is their card, to which they, of course, answer "No." You then draw the card off the deck (backward) and showing it to them for the second time ask them if they are sure it is not their card, and at the same time ask them to place it in their pocket. Repeat the same operation with the next card, showing the person this card twice also.

By the time they have placed the second card in their pocket they will have about made up their mind that they have you stuck, which impression it is well to give them also in your talk, such as half admitting that you may have made a mistake.

But after you have shown him the third card, instead of handing him that one, let the thumb drop on the next card underneath (which you know is his card), and as you draw the card back that you have just shown him, you draw out and hand him the card he is thinking of--this time without showing it to him the second time and which he will invariably put in his pocket without looking at it.

After he has the card in his pocket you can carry him along as far as you like.

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TRICK 4

To run the cards over behind the back and name any card you may be asked to stop on.

Place cards behind the back, first taking notice what the bottom card is.
Then start with top card, add three to bottom card, call by the suit that follows, and in that way as you run through the deck you-naturally know what card you are asked to stop on, as you are naming them to yourself as you go along.

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TRICK 5

To tell how far from the top any card is that may be called for.

A person calls for a card first find the card of the same suit that is nearest the bottom, sub, tract the number of the card called for from the number of the card of the same stat nearest the bottom, multiply the result by four, then sub, tract the number of cards (if any) below the bot, tom suit card and the result will be the number the card called for is from the top. If the suit card on or nearest the bottom is smaller than the card called for, add 13 and proceed

EXAMPLE--A person calls for the 4 of Diamonds: you look at bottom and find that the 9 of Diamonds is the third card from the bottom, subtract 4 from 9, with a result of 5: multiply 5 by 4 making 20, and subtracting 2, the number of cards below the 9 of Diamonds, it leaves a result of 18, which will be the number the 4 of Dia, monds is from the top.

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A MIND READING TRICK (Apparently)

This is a very interesting trick if well done.

First ask person to shuffle pack; then ask them to think of any number between l and 15. After they have thought of it tell them that you will leave the room and that while you are out they are to take the pack and count down from the top until they come to the number thought of, which card they are to look at and remember, but they must place cards back so that the card will be the number thought of from the top, then they are to call you in.

As you come back you can get them to admit that unless you are a mind reader you cannot know the number thought of, and if you don't know the number thought of you cannot possibly know the card they looked at. After delivering a speech to that effect take the pack and say that you will leave the room once more, and while you are gone you would like someone to write a number between 15 and 20.

This time while out of the room you take the pack and count off 16 cards from the top, placing one on top of the other as they come off so that the first is on the bottom; or, in other words, reverse the top 16 cards and replace on top of pack; then return to the room and state that you will start counting from the number thought of and count to the number that the other person wrote and produce the card they look at.

Then you ask first what number was writ, ten. If they say 17, your cards are all right, if 16 you must slip one of the top cards to the bottom, if 18 you must take one, and if 19 two from the bot tom and place on top; then ask what number the party thought of and count from that number to the number written; turn over the last card and it will always prove to be the card they looked at in the first place if these instructions are followed explicitly.