

RUNNING FOUR-OF-A-KIND:

Occasionally the opponent, either on purpose or inadvertently, will run out four-of-a-kind. In any case, let him score the key numbers (Figures 14 - 16):

Running the Aces:

Spec.	A		A		A		A	
Perf.		2		5		6		6
Score	1	3	4	9	10	16	17	23

FIGURE 14

Running the Deuces:

Spec.	2		2		2		2	
Perf.		A		3		5		5
Score	2	3	5	8	10	15	17	22

FIGURE 15

Running the Fives:

Spec.	5		5		5			
Perf.		5		4		2		
Score	5	10	15	19	24	26		

FIGURE 16

If the opponent runs the Treys, let him score the key numbers as in Figure 13. He will not be able to run out the Sixes or Fours because you can always hit a key number.

THE HORSE RACE

The routine is my version of a trick titled Derby by Toni Koynini of England. This trick has proved very entertaining for all types of audiences.

In effect, a miniature race track is formed with some matches. The four Aces, representing the "horses" are lined up beside the track. After the rules are explained, three spectators each pick a "horse" and place a "bet" on an Ace. The performer takes the remaining Ace.

Now the deck is shuffled by the spectators and someone turns up cards one at a time. Whatever suit is turned up, the Ace of that suit moves up on the track. This continues until one "horse" reaches the finish line. You always reach the finish line before the others, no matter what horse you have. The effect is then repeated.

REQUIRED:

A pack of cards, six matches, and four coins - one large and three small ones.

PREPARATION:

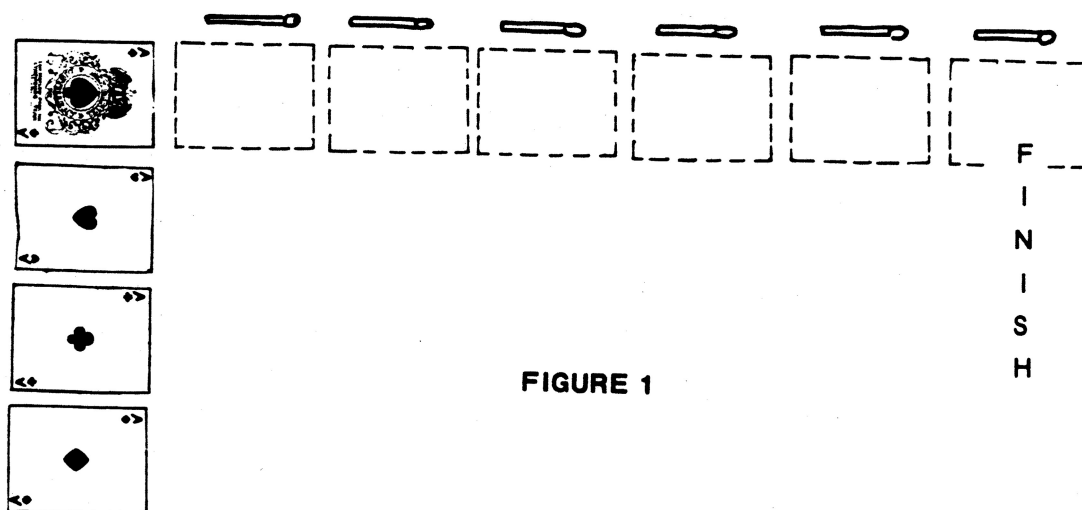
First remove the Aces and the Treys from the pack, placing them aside. Now form a pile of twenty cards, consisting of any five Hearts, five Spades, five Clubs, and five Diamonds. Place the remainder of the pack face down on the table then drop the four Treys on top. Next, shuffle the pile of twenty cards (dropping it on top). Finally scatter the Aces in the bottom half of the pack. Slip the pack in the case and you are all set.

METHOD:

Remove the pack from the case. Announce you will show everyone how a horse race is run, using a pack of cards. "First, we must set up the track," you say.

Arrange the six matches in a horizontal row in front of you on the table. Space them out about 2-1/2 feet in length.

"Now we'll use the Aces as the horses," you explain as you pick up the pack and toss out the four Aces, and arrange them in a vertical column on the left end of the "track." (Fig. 1).

**FIGURE 1**

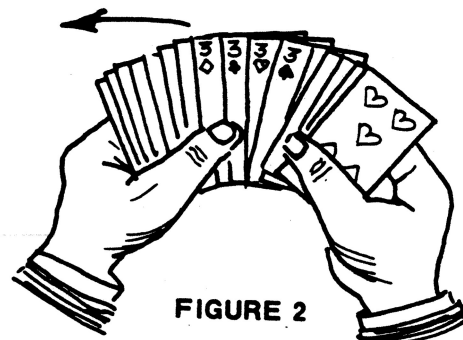
"Now here's the way we play. We'll each bet on a horse. I'll turn up cards one at a time from the deck. (Demonstrate by turning up the top card.) The horse of the same suit will move ahead one length." Demonstrate by sliding the proper Ace even with the first match. "This continues until one horse reaches the finish line marked by the last match." Point to the last position on the track. "Whichever horse gets here first, wins and takes all the money."

Bring out your coins and hand a small coin to three spectators. "I'll stake you on this race. Each of you drop your money on the horse you want, and I'll take what's left. That's fair enough, isn't it?" After each person has his money on an Ace drop a larger coin, say a fifty-cent piece, on the Ace left for you. "I'll put up the most money."

"We'd better shuffle the deck," you comment. Note the suit left for you. Pick up the pack, holding it face toward you. Fan it near the center until you spot the four Treys. The left thumb should be resting on the faces of the Treys.

Now this is the only maneuver needed to accomplish the effect.

You are going to split the pack, taking the top twenty cards in the left hand. But as you do, you must include the Trey of the same suit as your horse (Fig. 2). If the proper Trey is right next to the top twenty cards, split the pack to the right of it. If it is second, third, or fourth in the fan, simply place the left thumb on the proper Trey and slide it onto the face of the twenty-card packet as you split the deck.



Immediately hand the cards in the left hand (packet A) to someone for shuffling. Hand the rest of the pack (packet B) to someone on your right to shuffle. The whole operation should be done in an unhurried manner and as casually as possible.

Assemble the pack, placing packet A (21 cards) on packet B. "Here we go!" Place the pack face down in front of you on the table and slowly turn up the top card. Whatever the suit have someone move the proper Ace ahead one length.

Continue by turning up the next card and having the proper Ace moved. After several cards have been dealt, again point to the sixth match and say, "Remember, the first one to reach here wins."

When your horse has reached the finish line, pick up all the coins and say, "Too bad - I guess you just don't know how to play the horses!...Do you want to try once more?"

THE REPEAT:

I usually repeat the effect. Pick up the dealt cards and shuffle them face up, pulling off the face card first and shuffling the others on top. Drop them on the top of the deck; then double cut the top card to the bottom. Arrange the Aces at the starting position, then say, "This time, I want you to choose my horse just by chance." Spread the bottom half of the pack face down and have someone touch the back of a card. Pull it out and turn it up. Place your money on the Ace of the chosen suit. The others drop their coins on the other three Aces. Bury the chosen card about a quarter of the way down from the top of the deck. Proceed as explained above and you will win again.

OUTLINE OF THE ROUTINE:

1. Set up pack from top down - twenty cards, five of each suit; four Treys, rest of deck. Aces are scattered throughout bottom half of deck.
2. Arrange six matches to form track. Place Aces in a row beside track.
3. Explain how game is played.
4. Three spectators "bet on horses." you take what is left.
5. Split pack, throwing proper Trey among top twenty cards. Two packets shuffled by spectators.
6. Assemble pack, making sure set up cards go on top.
7. Turn up cards one at a time. Move horses ahead until you win.
8. To repeat shuffle dealt cards, running bottom card to top. Drop on remainder of pack, then double cut top card to bottom.
9. Have someone pick card in lower half to determine the suit of your "horse." Replace it among the top twenty cards.
10. Deal cards until you win again.

HORSE RACE - RIFFLE SHUFFLE METHOD:

Preparation: Remove four Aces and four Treys and place aside momentarily. Discard one card of each suit for these are not used. Now remove five cards of each suit placing them face up in four separate piles in front of you. Make sure the remaining twenty cards are well mixed then spread them face up left to right in front of you. Using cards from the four heaps, stack these twenty cards in reverse suit order as the spread of twenty cards. Here is the procedure: Note the first card in the spread, then pick a card of corresponding suit from one of the four heaps and place it face down in the left hand. Continue in this manner with all twenty cards. When finished the suits in one run of twenty cards will be in reverse order of suits in the other stack of twenty cards.

Assemble pack by sandwiching the four Treys between the two stacks of twenty cards, then insert the Aces in scattered positions to make up the complete forty-eight card pack.

Routine: Proceed as in the original method to the point where you are left with one of the suits as your horse. Now pick up the pack and divide it into two groups but include a Trey of the same suit as your horse on top of bottom twenty cards. Have the two groups riffle shuffled together. Proceed as in the original method and your horse will arrive at the finish line first.

For a repeat, use the same method as described earlier.

THE SIAMESE ACES

Remove the two red Aces from the pack and place them aside face up; as you do note the top card of the pack which is your "key" card.