

Visit: www.FarmerNoah.com to learn about our Farmer Noah system

3 card tricks a blind person can do to sighted people with regular cards.

Mathematical piles

This trick uses a complete deck with no jokers. It will not work any other way. Shuffle the deck. The subject learns the trick as the trick is being done. There is nothing sneaky to do. Just follow the directions.

Your subject will help you set up the trick. Make as many complete piles that the deck will support using the following process- any cards at the end that cannot fill out a complete pile will stay in your hand.

1. Lay the top card face up on the table.
2. Your subject tells you what card it is.
3. Whatever card it is, place whatever number of cards on top of it that would complete a count to 13. For example, if the first card was a 7, you count "8", "9", "10", "Jack", "queen", "king" - laying a fresh card on top of the pile until you complete the pile with the king count. an ace is "1", jack queen and king are 11,12 and 13, respectively.
4. Make as many complete piles in this manner until you can no longer complete a pile. You have some number of piles and probably a few cards in your hand.
5. Ask the subject to take your hand and to point it to a pile. The trick is most interesting if piles with a lot of cards are picked. Whatever pile your subject points you to, turn that pile over (face down).
6. Ask the subject to pick 2 more piles. Turn those piles over too.
7. Have the subject help you collect all of the piles that are still face up. Put them in your hand with the leftover cards.
8. You now have 3 face down piles in front of you. The rest of the cards are in your hand.
9. Ask the subject to point your hand to one of the piles. Turn over the top card of that pile (face up).

Visit: www.FarmerNoah.com to learn about our Farmer Noah system

10. Ask the subject to point your hand to another pile. Turn over the top card of that pile.
11. Have the subject tell you the cards that are showing.
12. Say "I will tell you what this card is"- pointing to the third pile topper- which is face down.
13. Add the numeric value of both of the face up pile toppers. Add 10 to that number.
14. From the pile in your hand, count out that many cards onto the table.
15. The number of cards in your hand is the numeric value of the pile topper. Count them out, call out the last number you count, or ace, jack, queen, king, for 1, 11,12,13, respectively, and turn over the third pile topper. You have amazed your audience and taught them a magic trick!

The Royal ball

This trick is heavy on narration.

Remove the aces, jacks, queens and kings from a deck. Set them aside in their own separate piles (of 4).

Place the rest of the deck on the table. This is the inn near the royal castle. Narrate the following story:

1. "There is a royal ball occurring in the kingdom. The Aces were the first to arrive at the only Inn near the castle. The inn has four rooms and they each rented a room." Place one ace at the 12:00, 3:00, 6:00 and 9:00 positions around the card deck.
2. "Later the Jacks arrived. The Innkeeper said there were no rooms available, but the Aces saw the Jacks arriving and they get along famously and they insisted that the Jacks stay with them". Place a Jack over each of the aces in the inn.
3. "Later the Kings arrived- of course the aces and the Jacks were planning to give up their rooms to the kings. But these kings were all men of the people and they were happy to

Visit: www.FarmerNoah.com to learn about our Farmer Noah system

share the rooms with the Jacks and Aces.” Place a king over the Jacks in each room of the inn.

4. “And of course the Queens came with the kings and they needed a place to stay too.” Place a queen on top of each King.
5. “That night all of them went to the royal ball.” Collect each of the four piles surrounding the deck- ensuring not to mix them- just stack them in your hand.
6. Turn the deck so it is face down.
7. “And while they were at the royal ball they all went dancing.” Single cut the deck multiple times at random points in the stack. Note that cutting the deck is not the same as shuffling. Do NOT shuffle the cards. Cutting the deck any number of times preserves a repeating pattern of 4 cards in the stack.
8. “And that night they all returned to the inn.” Deal from the top of the deck going clockwise around the inn. The cards should be 4 cards face down, in each room of the inn.
9. “And when they woke up the next morning, the Aces, the Jacks, the Kings and the Queens were all in their own rooms!” Turn over each pile around the inn. You have amazed everyone. The Aces, Jacks, Queens and Kings are all in separate rooms!

27 card info theory

Throughout this trick cards should be kept face up. When cards are being laid down or picked up their order should not be disturbed.

1. Lay out 27 cards face up, in 3 rows of 9 cards.
2. Ask your subject to mentally choose and remember any card in the array of 27.
3. Ask them what row it is in.
4. Collect the cards from one of the unchosen rows, left to right. Stacking them in your hand.

Visit: www.FarmerNoah.com to learn about our Farmer Noah system

5. Collect the cards from the chosen row, adding them to the stack.
6. Collect the remaining unchosen row and place these cards on top of the cards you have in your hand.
7. Lay these cards out column by column in 3 card columns, top -down from left to right. We know that the chosen card is one of the 9 cards in the 4th, 5th and 6th columns.
8. Ask the Subject what row their card is in now. Now we know the card is in column 4, 5 or 6 of the chosen row.
9. Collect one of the rows that was not chosen. Collect the row that was chosen and place those cards on top of the cards you have in your hand. Then put the other unchosen row on top of the cards you have in your hand.
10. Again, lay out the cards out column by column in 3 card columns, top-down and from left to right.
11. Ask the Subject what row the card is in. The chosen card is in the 5th column of the chosen row.
12. Collect one of the rows that was not chosen. Collect the row that was chosen and place those cards on top of the cards you have in your hand. Then put the other unchosen row on top of the cards you have in your hand. The chosen card is the 14th card from the top of the pile in your hand.
13. Turn over the deck in your hand so the deck in your hand is now face down. The chosen card is still 14th from the top of the inverted deck. Tell your audience that you will try to identify the card - and that you will lay out cards and they should not say anything if they see the card.
14. From the top of the deck deal cards one at a time. Count out 17 cards (to yourself), flipping each of them face up in a snake-like fashion so all cards can be seen. After laying down the 17th card say "how much do you want to bet that the next card I turn over will be your card?" The audience will always take the bet because they already see their card on the table. When they take the bet, lay the rest of the cards down in a pile to the side, find the 14th card, the 3rd card behind the last one you laid down. Flip that card over. You amazed everyone and won the bet.