

# Petrified Rising Card

by Ron Jaxon

## EFFECT

A Selected and lost card magically rises out of the deck. When the spectator is asked to remove the card from the deck they discover that the deck is now one solid block with their card sticking out.

## STRONG POINT

While the card rising out of the deck isn't the strongest or most visual rising card out there. This effect does have a very strong psychological climax. The moment the spectator grasps the outjogged card the magician lets' go of the deck. Because the spectator is holding the single card sticking out the deck ends up hanging from the card they are holding. But there's a shock moment that occurs when this happens. They don't expect you to let go of the deck and when you do they jump to try to catch the cards they think are heading toward the floor. If you've ever had someone hand you something (especially something fragile or that can spill such as a glass of water) but they let go of it before you where able to reach it then you know that feeling. Most people take a sharp intake of breath and try to catch the falling object. Now imagine you panicked to catch that falling glass of water but the water ended up suspended inside the overturned glass. That's the kind of feeling this effect gets when the realize the deck has become solid. Give it a try!

## METHOD

You'll need to make two gimmicks to perform this effect.

### Gimmick 1

A solid deck with one card sticking out. When I first started perform this effect I use to glue the deck together. But some people pulled to hard on it and the deck came apart. So here's the method I now use to make the solid deck.

**(Important: Before you make your gimmick read the "Selection Handling" at the bottom of the E-book. One of the methods require you to do something before taking the next steps below)**



First you need to remove about 10 cards from the deck (one of them will be your force card that rises out). Put these cards aside for now (They'll be used later). Then you need to put 4 holes through the rest of the deck as indicated in this image. The quick way is to mount the deck in a vice and use a power drill. Or you can use a hole punch and put the holes in each card at a time. If you use the hole punch you can use the first card as a template to put the holes in the rest of the cards. It's important that the holes are aligned or else your finished product won't look very good.



Next you'll put two holes in your force card (The card that will rise out of the deck). The holes are a little off center. When this is placed in the deck the two holes will align with the two holes in the deck.



Now get yourself some strong fish line (or any strong string or thread). The stronger the better. Stick the force card into the deck so the holes line up then tie the deck together as you can see in this image. Tie it as tight as you can.



Now take your remaining cards that you put aside in the beginning and glue them to the top and the bottom of the deck (Use the strongest glue you can find. I use super glue). If the thread/fish line you used shows up through the cards you glue on then you can cut grooves in some of the cards to make room for the thread.

You now have a solid deck of cards with one card outjogged.

## Gimmick 2

The second gimmick is basically a half deck shell.



There are many ways to make this but here's the easiest way I make them. I just make mine out of a card box. Cut a card box into this "deck shell" shape with the white side out (inside out). Glue a half a card on it's face. Then you can use a pencil to draw some lines on the side wall to give it the look of the side wall of a deck of cards (gray in this image). If you want you can make a more sturdy one out of sheet metal or plastic but this card box method works just fine.



As you can see in the above two images. The half shell fits over the deck. When held flush over the deck it looks like a normal deck with one card outjogged. Slide the shell up and it'll cover the outjogged card.

## HANDLING

We'll go over the various ways to have the card selected and lost on the deck in a momnet but right now let's just go over how to cause the card to rise out of the deck.



This image shows what the spectators see right before the card rises out.



From the back angle you can see that the shell is actually covering the outjogged card. Your right hand covers the actual deck and the bottom edge of the shell gimmick. Note the position of my left little finger on the bottom edge of the deck. This will be used to push the deck up. My right thumb and fingers are holding the shell in place.



Cause the card to rise from the deck by holding the shell in place with your right hand as your left hands little finger pushes the deck up until the top end of the deck is aligned with the top edge of the shell gimmick.



This image shows the point in which you stop the card from rising (The top edge of the shell is flush with the edge of the deck).



While they are responding to the card rising out. Palm the shell off the deck with your right hand then turn the deck face down to have them remove their card. Remember, they still haven't seen the face of the card yet so they're not sure if it's the right card. Ask them to pull their card out of the deck to make sure it's the right card. As soon as the grasp their fingers on it let go of the deck and let it hang from their fingers. Watch as they jump and try to catch the cards that never actually fall.

## SELECTION HANDLINGS

### Deck Switch Method

One way to handle this trick is to simply do a deck switch for the solid deck w/shell. Here's a simple way to accomplish this deck switch that requires no real sleight of hand.

In this case have the gimmick in your pocket. Have a couple of cards selected (One of them is the force card that matches the outjogged card on your gimmick). Do what ever card revelation you want with the first selection. I usually perform an Ambitious card routine because the card rises "through" the deck.

After you're done with the routine with the first selection. Drop the deck into your pocket as if you are done with them. Pause a beat and then act like you just remembered the other person picked a card too and you never found it. Realizing your mistake pull the deck back out of your pocket but this time pull out the gimmicked deck. Hold it so that the outjogged card is pointing toward your body and angle it to they can't see the outjogged card.

No one knows what you're about to do so no real heat is on you. It's best to talk to them at this point. Maybe make some joke about you forgetting to find the second selection.

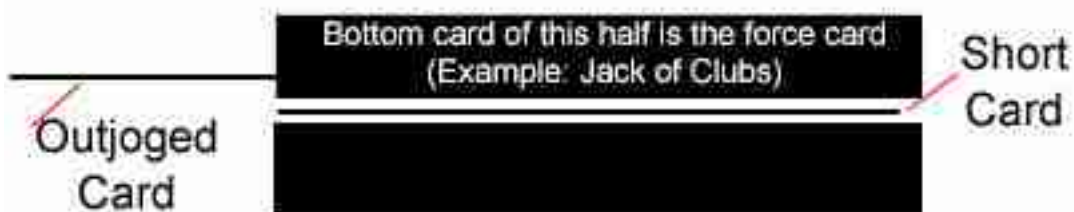
Now position the shell on the deck. Then perform as described above in the handling section.

### **Prepared Deck Method (No deck switch)**

This is the method I most often use. It requires you to do a little something extra to the solid deck gimmick but the beauty of this is you don't have to switch decks.

Let's assume your force card is the Jack of Clubs. You'll need two of them. One is the card that is permanently outjogged in the solid deck.

Take an indifferent card and cut it about 1/8" off one of its short edges. Take your duplicate force card (Example: Jack of Clubs) and place it on top of the short card. Now place these into the middle of the deck and bind the deck together as described above. You should end up with the force card directly above the short card.



The above image shows the position of both the short card and the outjogged card. Notice how the short card is positioned in such a way that it's only shorted on the opposite end of the deck from the outjogged card. It should be flush with the outjogged end.

Place your shell gimmick on the deck flush with the inner edge of the deck.

You're going to force the short card on them. Hold the deck so that the outjogged card is pointing toward your body. Tilt the deck so that the opposite end of the deck is pointing toward the spectators face (This helps hide the outjogged card). Now riffle the outer edge of the deck and have the spectator tell you when you stop. It'll take a little practice but because of the short card in the deck you'll be able to feel where it is. When they say stop jump right to the short card and show its face to the spectator. You've just forced the card on them.

Now all you have to do is slide the shell into position. Turn the deck around and perform the rising card as described above.

I hope you enjoy it. Feel free to ask me any question in the webcam chat this E-book was made for.

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