

Dennis Deliberations ... Ring # 170, Assembly #99

"The Bev and Alouise Bergeron Ring"

The Milbourne Christopher Foundation was established by Maurine Christopher (1920 – 2013) to encourage excellence, originality, and leadership in the magical arts

and to help keep conjuring on a level with the other popular entertainment forms of dance, drama, comedy and music.



2025 Foundation Award Winners

Illusionist Award - Leon Etienne & Chelsea

Literary Award - Richard Hatch

Rising Star Award - Alex Boyce

Close-up Award - Daniel Garcia

Ambassador of Magic - Terri Cook

Masters Award - Steve Valentine

Award of Excellence - Connie Boyd

Lifetime Achievement Award - Alan Watson





Here is the effect that I performed at the Ring meeting.













he magician will, with the aid of two packs of cards, demonstrate the impossible; that is, that two solid objects can occupy the same space at the same time!

He takes out two boxes of packs that have been pushed together. He draws a red-backed card from the red pack, which he then presents to the audience. A member of the audience chooses a card from the deck and notes it. The magician replaces the deck in its pack, then opens the blue pack and takes a blue-backed pack out of it! Among the blue cards is a red card, which is none other than the card chosen by the member of the audience!

Here are two of Dan Stapleton's favorite Card Tricks

THE PIANO CARD TRICK- The magician invites a volunteer to sit at his table and to place his hands as if playing the piano. He then places two cards between the third and little finger of the volunteers left hand saying: 'Here's one pair'. Then another two cards between the third and second fingers saying: 'Here's another pair'. Next the magician puts two cards between the first and second fingers saying: 'And here's another pair' Lastly, he places two cards between the volunteer's forefinger and thumb saying: 'And yet another pair here as well'.

The magician does the same with the volunteer's right hand except this time he puts only one card between the thumb and forefinger stressing: 'but this one is an odd card'. The performer repeats what he has done always stressing that cards were placed in pairs. He then continues in the same fashion only this time he removes each of the pairs of cards from the volunteers left hand, separates them and places them side by side on the table - again stressing: 'Here's a pair'. He continues with the helper's right-hand pairs until he reaches the one odd card which he hands to the volunteer asking him to place it on top of either of the two piles.

This done, the magician taps the pile on which the volunteer placed the odd card and says that the odd card will magically fly across to the other pile. He then picks up the pile which is supposed to have the extra card added and separates the cards into side-by-side pairs saying each time once again: 'Here's a pair'. The volunteer sees that there are four pairs of cards, and the odd card has apparently vanished! The magician separates the other pile in the same manner, and the volunteer sees that there is an odd card! - the illusion is complete - the odd card must have jumped across to the other pile!

THE O'HENRY TRICK -Preparation: Before the trick make up a packet containing 20 black cards and one red (we'll say the Queen of Hearts.) Put the red card 10th from the top. Place this packet on top of the rest of the pack. In performing the trick say to the audience you will remove a random number of cards from the top of the pack but remove the top 21 cards placed there earlier and disregard the rest of the pack (you no longer require them).

Give the packet of 21 cards to the spectator and turn your back. Tell the spectator to remove between one and ten cards from the top of the packet, count the number to themselves and put these cards into their pocket. You tell the spectator you will predict which card they will choose and write it on a piece of paper. Write down the Queen of Hearts (or whatever the red card was), fold the paper and give it to a member of the audience to hold. Turn back to face the spectator.

Deal out from right to left ten cards from the remainder of the packet. Ask the spectator how many cards they have in their pocket and remind them that they had a free choice of between one and ten. Count from left to right the number they tell you. The last card counted is theirs (it's the Queen.) Open the piece of paper and show your prediction to be correct.

To top off the trick ask them to return the cards from their pocket and tell them that not only did they pick the card on the slip of paper, but they chose the only red card in the pack. Show that all the other cards were black.

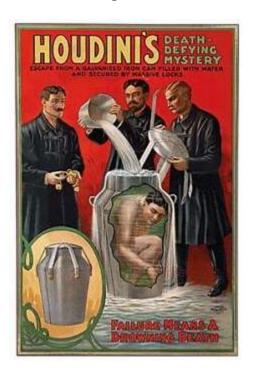
From:

Mathemagical Card Tricks Stephanie A. Santorico, Ph.D. University of Colorado Denver

Department of Mathematical and Statistical Sciences

https://aimath.org/~circle/theteacherscircle.org/resources/materials/SSantoricoMathema gicParticipants.pdf

From: Magic News.com



Here is Al's ability to explain the secrets of magic. We found that, at least with our prompts, the Al wizard was unable to describe the methods of some of today's most popular tricks. Here is Google Al's comparison of Harry Houdini and David Blaine. We agree with the conclusion that both magicians should be considered "Titans" of our art.

Al: David Blaine and Harry Houdini, while both masters of illusion, represent vastly different eras and approaches to magic. Comparing them reveals interesting contrasts:

Harry Houdini (1874-1926):

- **Focus:** Escape artistry. His fame rested on his incredible escapes from handcuffs, straitjackets, milk cans, buried alive, and even submerged underwater tanks. He meticulously developed his skills and physical prowess, emphasizing the danger and athleticism of his acts.
- Presentation: Showmanship was key, but it was grounded in a sense of gritty realism. His performances were often straightforward, emphasizing the challenge and the sheer skill required to overcome seemingly impossible odds. He cultivated an image of a strong, determined individual who conquered adversity. He rarely relied on elaborate stagecraft or misdirection in the same way modern illusionists do.
- Methodology: Focused on physical skill, strength, and understanding of locks, mechanisms, and the limitations of materials. He frequently challenged and debunked fraudulent mediums and spiritualists, emphasizing the power of scientific understanding and skepticism.
- Legacy: Houdini remains a legendary figure synonymous with escape artistry.
 His name is immediately recognizable, and he continues to inspire generations of magicians.

David Blaine (born 1973):

- Focus: Street magic, endurance feats, and close-up illusions. While he performs
 escapes, they are often integrated into broader, more conceptual performances.
 His focus is on creating a sense of wonder and astonishment, often through
 seemingly impossible feats under seemingly impossible circumstances.
 - **Presentation:** Highly theatrical and visually stunning, utilizing advanced technology and creative staging. He often incorporates elements of performance art and often chooses unusual, public locations for his acts. He cultivates a mysterious and almost otherworldly persona.
 - **Methodology:** Employs a blend of sleight of hand, misdirection, and psychological manipulation. While some of his methods are known, others remain shrouded in mystery, adding to his mystique. He is less focused on pure physical skill and more on crafting a captivating narrative and experience.
- **Legacy:** Blaine's influence lies in his ability to reshape the public perception of magic. He brought it into the modern era, utilizing media and spectacle to create viral moments and a cult-like following.

Key Differences Summarized:

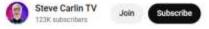
Feature	Houdini	David Blaine
Primary Focus	Escape artistry	Street magic, endurance, illusion
Presentation	Gritty realism, physical skill	Theatrical, modern spectacle
Methodology	Physical skill, mechanical knowledge	Sleight of hand, misdirection, psychological manipulation
Persona	Strong, determined adventurer	Mysterious, almost otherworldly

In essence, Houdini was a master of physical prowess and mechanical ingenuity, while Blaine is a master of psychological manipulation and modern performance art, both utilizing magic as a vehicle for entertainment and spectacle, but with vastly different approaches and legacies. They both, however, remain titans in the world of magic.

A fun trick



Any Deck, Any Book.. This Great Prediction Trick Breaks Your Brain! [REVEALED]

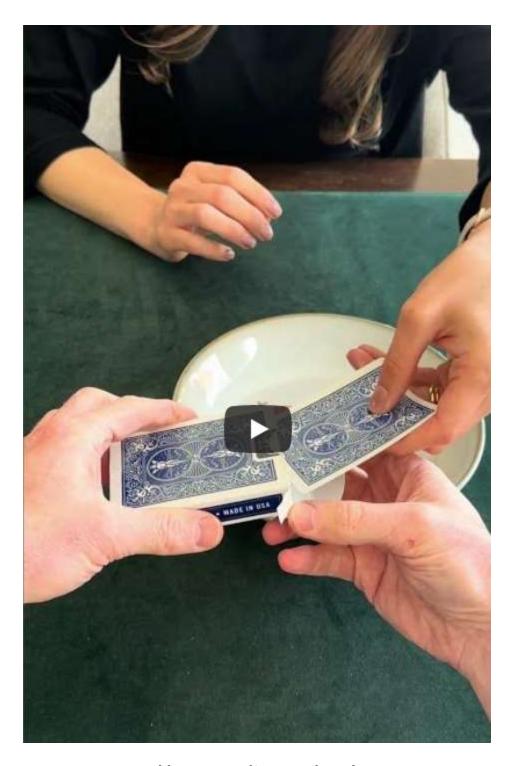






Simple to make!

https://youtube.com/shorts/L_WwJy2yMX8?si=-DIWNSKjNI4xR67J



I have seen it many times!



Musicians are equally as bad.

Try being a drummer and carrying all that stuff!

Dennis