



Magic Flash

Newsletter of the Society of American Magicians Assembly 72

Assembly 72 of the Society of American Magicians meets on the fourth Wednesday of every month at 7:00 P.M. for business and 7:30 P.M. for magic. We meet at the Ronald McDonald House, 2555 49th Street behind the UCD Med Center in Sacramento.



Wright Writes ...

Extraordinary Magic!

By David Wright, President

Assembly 72 Dues Are Due!

If you have not paid your local dues for 2012 yet, please pay them as soon as possible. You can pay at the meeting or mail a check for \$20.00 to Treasurer Allen Greenberg, 5500 Oak Hill Court, Carmichael, CA 95608-6644.

We are also updating our Roster. Please e-mail your current e-mail and mail address with your phone number to Viktor Berry, viktor2@mac.com or leave a message at 916-362-8355. Thanks!

2012 Assembly Officers

President

David Wright 916-944-8454
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Vice-President

Lloyd Shaffer

Secretary

Viktor Berry 916-362-8355
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Treasurer

Allen Greenberg 916-483-4345
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Board Members at Large

The **Annual Close-Up Competition** is scheduled for May 23, 2012. It will be held again this year at the Ronald McDonald House on the regular monthly SAM 72 meeting night. Both clubs have elected to host another table-hopping event where all performers have to repeat their act at two different tables during the competition.

So far we have seven contestants signed up. We are looking for one more performer to complete a total even set of eight performers. This is always one of the best events of the year. Feel free to invite family and friends to complete this extravaganza with a full audience with non-magicians.

This month's meeting theme is **Out of The Ordinary - Magic With Unordinary Objects**. This should be a challenge for some performers as it contradicts the classic rule of performing magic with everyday objects. The challenge will be to come up with a magic trick using extraordinary objects. Any effort is bound to be unique.

In addition to Out of The Ordinary - Magic With Unordinary Objects, there will be clinic on packet tricks. Everyone has a packet card trick up the sleeve. Let's come together and share some extraordinary magic with each other.

Please visit our web site at
www.magic1.org/sam72

2012 Magic Calendar

Society of American Magicians • Assembly 72

<i>Date</i>	<i>Performance Theme</i>	<i>Workshop Theme</i>
April 25	Out of the Ordinary Magic with Extraordinary Objects	Packet Trick Card Clinic
May 23	Annual SAM / IBM Close-up Competition	
June 27	Children's Magic Night	Teach-A-Trick
July 11 (2nd Wednesday)	Annual SAM / IBM Magic Auction	
July Date to be announced.	Annual IBM / SAM Barbecue	
July 25	Parlor or Stage Magic	Ring and String Clinic
August 10 (2nd Wednesday)	Annual IBM / SAM Stand-up Competition	
August 29	Animal Themed Magic	Teach-A-Trick
September 26	Poetry Night – Rhyming Patter	Paper Money Magic Clinic
October 24	Spooky Magic or Make Believe	Social Mixer
November	No meetings this month.	Happy Thanksgiving!
December 1 (1st Saturday)	Annual Ronald McDonald House Toy Run – Strolling Magic 1– 4 PM	
Dec. 5 (1st Wednesday)	“Gotcha” Magic	Teach-A-Trick
December TBA	Dale & Elaine Lorzo's Annual Holiday Party	

This calendar is subject to change and additional activities will be added as necessary.

For up to the minute information, please phone an assembly officer or check our web site at <http://www.magic1.org/sam72>

Meeting Notes

What you missed on March 28th.

President David Wright opened the March meeting with a discussion on the proposed venue for the club's 25th anniversary celebration. A sub-team assigned to research the venue gave suggestions on where to hold it. The club discussed options but concluded that more research was warranted. It was decided to continue this discussion at next month's meeting. The club next discussed the annual close-up competition rules. Everyone agreed to host another table-hopping close-up competition in May of this year.

The performance theme for this night's entertainment was Pasteboard Prestidigitation. Up first was **Bill Devon** who showed off his skills at card manipulation. He started by performing various card fans, card splits, and fancy card shuffles. He then proceeded to magically shrink a fan of playing cards. Next he produced multiple cards from thin air, dropping them into a top hat, and ended his routine by producing a large quantity of playing cards from his mouth!

Up next was **Don Banks** who performed a trick from a Robert E. Neale book. It was based on a poem that started off, "As I was walking up the stair, I met a man who wasn't there." Don proceeded to set action to words by showing a small packet of face down cards wherein a face up Jack appears and disappears in accordance with the words in the poem. Bill next performed another packet trick using the same cards but reciting the child's riddle, "Jack Be Nimble, Jack Be Quick." At the conclusion of this effect, the four Jacks magically turn into four Tens!

David Dayton got up next and performed a card trick of his own making. After stating the he was going to force a card, he asked three spectators to select a card from the deck but not let anyone else see it. David then pulled out a guitar and proceeded to sing a song ending up revealing that the selected card was predicted enlarged on the back of the guitar. This is the song he sang:

Card Revelation Song

*You may flourish your cards like Diamond Jim Brady
And never a diamond gets jarred.
Still your card revelation will get no ovation,
If no one can see the card.*

*You may shuffle and cut the invisible pass
And no one throws you off your guard.
Still your card revelation will get no ovation,
If no one can see the card.*

*When the stage in the room is too high,
When the lights in the room are too low,
When the cards are so small we can't see them at all,
You might have a problem, don't you know.*

*You may spread for a force or double your lift
And none of your motions are marred.
Still your card revelation will get no ovation,
If no one can see the card.*

*Now it's time to follow my own advice
Cause this room is as long as a yard.
So I've increased my card's size to assist all our eyes-
Please raise your hand if this is your card.*

David Wright got up next and performed a card routine explaining that a good magician should be able to instantly cut to any card in the deck. He attempted to cut to an Ace but failed. He then magically produced each Ace from his sleeves by performing Earl Nelson's *Sleeve Aces*. He next took four random cards from the deck and magically turned them into the four Jacks. Finally, he performed Jack Carpenter's *Pocket Interchange* where the Jacks and the Aces magically changed places while four of the cards were hidden in his pocket.

Up next was **Joe Chez** who, instead of a card trick, performed a mental effect. He asked audience members to name: 1) a country, 2) a city, and 3) a color. Joe wrote down each answer on a piece of paper and then revealed that he had correctly predicted these answers in advance!

Harry Mossman got up and performed *Rubbing A Coin Into The Elbow* where a coin magically vanished after being rubbed into his bare elbow. It actually took Harry a couple of tries to successfully make the coin disappear because he couldn't remember the correct magical words.

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What you missed on March 28th (continued)

He then proceeded to magically reproduce the coin from a spectator's ear!

Next **Lloyd Shaffer** performed a card trick using two decks of cards. He showed that one of the decks didn't have any Aces. He took the Aces from the other deck and allowed the spectator to shuffle them into the first deck of cards. He then proceeded to successfully cut to the four Aces. As a kicker, he revealed that the first deck of cards still didn't have any Aces as they had magically returned to the other deck!

Ever elegant **Dale Lorzo**, with top hat adorned in spangles, next performed the *Shrinking Deck* routine wherein an entire deck of cards was fanned out and magically shrunk in size, smaller and smaller until it completely disappeared!

Last up was **Richard Aylward** who performed the evening's Teach-A-Trick. He presented his version of Bob Hummer's *Face-up and Face-down Prediction*, which was later made famous by Simon Aronson as Shuffle Bored and subsequently by Aldo Columbini as Pre-Deck-Ability. He invited a spectator to assist him by cutting a deck of cards into two halves and shuffling the packets. He and the spectator repeatedly exchanged smaller packets of cards and shuffled them face up into the remaining face down cards. He next predicted the total number of face down cards in the reassembled deck. In addition, he predicted how many of the face down cards would be black and how many of the black cards would be odd. As a kicker, he successfully predicted the one exception would be the Four of Clubs! Richard then proceeded to teach everyone how to do this trick.

Book Review: More Power to You: The Very Best of David Acer

By Wayne Kawamoto, About.com Guide

David Acer is a clever, funny and brilliant guy and his "More Power To You! The Very Best of David Acer" presents and teaches 29 great routines. I not only enjoyed his routines, I found his writing to be entertaining to read. This is indeed one of the "Very Best" magic books I have read in awhile.

The book opens with **Cellular Production**, an amazing production of a cell phone from an empty envelope. The production can actually be anything about the size of a cell phone, but the routine creates a comical and memorable way

to introduce yourself to a crowd. As you talk, you suddenly hear your phone ringing, and it comes out of an impossible place.

In **Rink**, you cause a borrowed finger ring to link onto the arms of a pair of folded (borrowed) sunglasses. This penetration should prove to be surprising. **Holiday Miracle** allows you to make an ungimmicked light-bulb from a string of Christmas lights flicker in your hand, then go dark before you give it away as a souvenir.

Acer presents some excellent tricks with stick men that are drawn on playing cards. In **Cheap Labor**, a stick man is drawn on a card and then multiples onto other cards in a packet. At the end, the stick man is only found on the back of the selected card, which may be given away as a souvenir. One of my favorites in the book was **Squanch**, which also employs a stick man. You draw a stick man on the back of a playing card and he apparently performs the magic by finding the selected playing card. At the end, you accidentally hit the deck hurting the stick man, and the injured, discombobulated stick man is found on the card, which may be given to spectators.

Money

Around the World in Eighty Dollars offers a paper bill that changes to represent different countries. **Money Flies** offers a coin production from a rope. It's a version of Acer's competition routine.

I like Acer's take on time travel that's applied to a coin trick. You cause spectators to apparently go back in time. To start, a quarter is resting on your hand and you remove your watch, which will apparently act as the "time machine" and place it into your pocket. At the end, the quarter is found back on your hand as it was at the start, and the watch is also found on your wrist. It reminds of a great Tommy Wonder effect, but it's far easier. There's a second effect that deals with time travel and employs matches called **Rematch**.

For those of you who are afraid of using the standard method behind traditional **Ring Flight**, a gimmick-based routine where a spectator's ring ends up on your key chain - an impossible place-style effect, in **Transposition Ring Flite**, Acer offers an alternative handling. This handling of the standard prop greatly reduces the danger of losing the ring and I think it's brilliant as well as practical.

There are some that are offbeat (even for the likes of a brilliant mind such as Acer). **Hyper-Ventilate** offers a transposition of air between a balloon and your lungs and involves a cigarette and smoke. A stage effect, **Body Swap** offers a means for two people to change places as they stand behind an opaque sheet that they're holding.

It's not often that I come across a book this great. Read "*More Power to You: The Very Best of David Acer*" and learn some great magic and be prepared to laugh along the way. This one is truly good, very good.

You can find Wayne Kawamoto online at **About.com**, at <http://magic.about.com> where you will find magic reviews, news and much more updated regularly. Don't miss it!

SAM 72 / IBM 192 • 2012 Close-Up Competition Rules

Annual Close-Up Magic Competition will be held on **Wednesday May 23rd, 2012** during the SAM 72 meeting at the Ronald McDonald House, 2555 49th Street, in Sacramento.

Deadline to apply for this competition is one week before the event. Please submit your application to either Bill Devon, IBM 192 President, or David Wright, SAM 72 President.

Up to eight (8) contestants will be allowed to sign-up for this competition. SAM Assembly 72 and IBM Ring 192 members in good-standing will be given first rights to compete.

A minimum of three contestants must sign-up in order for the competition to be held. A 3rd place award will only be given if there are five (5) or more contestants.

Routines must be between **six (6)** and **ten (10)** minutes in length to qualify for judging.

A signal will be given at the six-minute mark and again at the nine-minute mark. At ten minutes, "Time" will be called and the contestant must stop performing to remain qualified.

No fire or pyrotechnics are permitted in this competition. Anyone using fire of any kind will be disqualified.

Non-magicians are invited to attend this competition as no magic secrets will be revealed.

Judging Rules:

1. Judging will be done by SAM 72 and IBM 192 club members in attendance at the competition. Every member in good-standing (except contestants) may vote for best performer. All votes will have equal weight. The contestant with the most votes will be deemed 1st place winner; the contestant with the second most votes will be deemed 2nd place winner; etc.

2. People in the audience who are not members of either club may also vote for best performer. These votes will only be used to determine a special award for the competition, the "People's Choice Award." These votes will not be used to determine 1st, 2nd, and 3rd place winners.

3. Should there be a tie or dispute, the members of the boards of both clubs will determine the outcome of the competition.

4. Judges should consider the following issues when voting for best performer:

- a. The contestant's dress and appearance. (Does he/she look professional, neat, clean, etc.)
- b. The contestant's entertainment value. (Is he/she entertaining to the audience?)
- c. The contestant's magical skills. (His/her skill in sleight of hand, magic techniques.)

5. The judging of Adult and Junior performers will be identical. (Juniors are 17 years old and under.)

6. Comment sheets for each performer will be given to every member of the audience to write down his/her observations. Contestants may receive the comments at the end of the competition.