

# **The Expert At The Card Table The Classic Treatise**

**"Expert Card Technique" by Jean Hugard and Frederick Braue is a detailed and instructive guide on how to master the manipulation of cards. Jean Hugard, born John Gerard Rodney Boyce in Queensland, Australia in 1872, began his professional career as a magician in 1896 and eventually moved to America in 1915 where he worked in vaudeville and as a stage magician. He retired from performing professionally around 1930 and began a prolific and successful career writing books on magic. As he became older and lost his eyesight, the magician Frederick Braue began co-writing several books with Hugard on the art of card magic. Braue was a journalist and semi-professional magician who specialized in card tricks and was viewed as a master at this skill. In their book "Expert Card Technique", these magical geniuses show even the most novice beginner how to learn to manipulate cards in basic ways and then moves on to teach more advanced flourishes, such as forces, fans, and prearranged decks. This guide is indispensable to anyone who wishes to handle cards with impressive dexterity and for those studying magic, as these are skills that must be mastered before complicated card tricks can be performed with ease. This edition is printed on premium acid-free paper.**

**2015 Reprint of 1927 Edition. Full facsimile of the original edition, not reproduced with Optical Recognition Software. The Tarbell Course is essentially an encyclopedia on everything related to magic. Many professional magicians have based their careers on this book. If you have an interest in classics, these are the books for you. It is regarded as a classic bible of magic, and a classic also in the sense that it has survived the test of time. The Tarbell System became a gold standard for lessons in magic. If you are a beginner or even an expert magician there are great things waiting for you in this collection of magic lessons. A lifetime of magic is all about the journey. There are approximately 3100 Illustrations in the one-volume edition. Included are: Card Magic, Paper Magic & Magic with Numbers, Coin Magic, Egg Magic - Coat & Hat Productions, History of Magic, Silks, Ribbons & Handkerchief Magic, Mind Reading & Spiritualistic Magic, Oriental Magic, Illusions, Billiard Ball & Novelty Magic, Rope, Tape & Rubber Band Tricks, Ties & Escapes, Chemical & Mechanic Magic, Rabbit & Other Animal Magic, Cigarette Magic, Thimble Magic, And Much More! PUBLISHER'S NOTE: In order to include all the lessons in one volume, Martino Fine books has edited the original 1927 edition to include only those lessons that deal with magic or magic tricks. Lessons concerning publicity and marketing of a magic business are not included. A new table of contents has been provided to help navigate the material. All original illustrations have been retained, with the exception of those that deal with marketing and publicity.**

**"A professional performer presents tricks for magicians at every level of skill, especially novices. Intended for performances in bars, restaurants, and other close-up venues, these 29 routines include original tricks as well as tried-and-true crowd**

**pleasers. Over 300 photographs illustrate clear instructions for illusions involving cards, money, fire, mind reading, and comedy"--**

**Encyclopedia of Card Tricks**

**A True Story and Other Lies**

**Charles Jordan's Best Card Tricks**

**The Annotated Erdnase**

**Learning MySQL**

The most complete treatise on sleight-of-hand coin conjuring, including best traditional methods and modern innovations. Guides you systematically from basic techniques, through integrated tricks to complete acts, 18 in all. 510 clear illustrations.

A famous card expert demonstrates sleights-of-hand – shifts, palms, glides, false shuffles, cuts, fans, steals, and deceptions – that have left theater audiences amazed. Not for beginners. Over 300 photos.

Would you like to confound your friends, amaze your acquaintances, amuse and dazzle crowds at parties and gatherings? Mastering a few card tricks will allow you to do all that and more. With the help of this book, anyone can develop a versatile repertoire of first-rate card tricks. In fact, mastery of just the first chapter will enable you to perform a half-dozen astounding and entertaining sleights of hand. The authors, both noted authorities on magic, present complete, easy-to-understand explanations of shuffles, flourishes, the glide, the glimpse, false shuffles and cuts, the pass, the classic force, and many other techniques. These will enable card handlers to perform over 100 mind-boggling feats of card magic. With this easy-to-understand and much-illustrated book you'll learn the classic repertoire of first-rate card tricks. Whether you're a beginner or professional, this is a must-read. Before long, you'll be doing card magic that will astound everyone.

**Tackling Complexity in the Heart of Software**

**A Handbook for Conjurers**

**Confessions of a Card Sharp**

**Phantoms of the Card Table**

**The expert at the card table**

**Presents instructions on using MySQL, covering such topics as installation, querying, user management, security, and backups and recovery.**

**First released in the Spring of 1999, How People Learn has been expanded to show how the theories and insights from the original book can translate into actions and practice, now making a real connection between classroom activities and learning behavior. This edition includes far-reaching suggestions for research that could increase the impact that classroom teaching has on actual learning. Like the original edition, this book offers exciting new research about the mind and the brain that provides answers to a number of compelling questions. When do infants begin to learn? How do experts learn and how is this different from non-experts? What can teachers and schools do-with curricula, classroom**

**settings, and teaching methods--to help children learn most effectively? New evidence from many branches of science has significantly added to our understanding of what it means to know, from the neural processes that occur during learning to the influence of culture on what people see and absorb. How People Learn examines these findings and their implications for what we teach, how we teach it, and how we assess what our children learn. The book uses exemplary teaching to illustrate how approaches based on what we now know result in in-depth learning. This new knowledge calls into question concepts and practices firmly entrenched in our current education system. Topics include: How learning actually changes the physical structure of the brain. How existing knowledge affects what people notice and how they learn. What the thought processes of experts tell us about how to teach. The amazing learning potential of infants. The relationship of classroom learning and everyday settings of community and workplace. Learning needs and opportunities for teachers. A realistic look at the role of technology in education.**

**'Machiavelli has a new rival, and Sun-tzu had better watch his back' - New York Times**  
**Around the globe, people are facing the same problem - that we are born as individuals but are forced to conform to the rules of society if we want to succeed. To see our uniqueness expressed in our achievements, we must first learn the rules - and then how to change them completely. Charles Darwin began as an underachieving schoolboy, Leonardo da Vinci as an illegitimate outcast. The secret of their eventual greatness lies in a 'rigorous apprenticeship': by paying close and careful attention, they learnt to master the 'hidden codes' which determine ultimate success or failure. Then, they rewrote the rules as a reflection of their own individuality, blasting previous patterns of achievement open from within. Told through Robert Greene's signature blend of historical anecdote and psychological insight and drawing on interviews with world leaders, Mastery builds on the strategies outlined in The 48 Laws of Power to provide a practical guide to greatness - and how to start living by your own rules. From the internationally bestselling author of The 48 Laws of Power, The Art Of Seduction, and The 33 Strategies Of War.**

**A Guide to Addiction and Mental Illness Recovery When Crisis Hits Your Family**

**A Treatise on the Science and Art of Manipulating Playing Cards  
Sleight of Hand ...**

**The Card Expert Entertains  
Card Manipulations**

Marvelous treasury of card magic presents exact details of 155 professional card tricks that anyone can learn. Card wizard John Scarne reworked these tricks to eliminate the need for sleight-of-hand. Simple instructions and clear diagrams illustrate Houdini's "Card on the Ceiling," Blackstone's "Card Trick Without Cards," Milton Berle's "Quickie Card Deal," more.

Truth and lies are two sides of the same coin. But who's

flipping it? A thought-provoking and brilliantly entertaining work of nonfiction from one of the world's leading deceivers, the creator and star of the astonishing theater show and forthcoming film *In & Of Itself*. Derek DelGaudio believed he was a decent, honest man. But when irrefutable evidence to the contrary is found in an old journal, his memories are reawakened and Derek is forced to confront--and try to understand--his role in a significant act of deception from his past. Using his youthful notebook entries as a road map, Derek embarks on a soulful, often funny, sometimes dark journey, retracing the path that led him to a world populated by charlatans, card cheats, and con artists. As stories are peeled away and artifices are revealed, Derek examines the mystery behind his father's vanishing act, the secret he inherited from his mother, the obsession he developed with sleight-of-hand that shaped his future, and the affinity he felt for the professional swindlers who taught him how to deceive others. And once he finds himself working as a crooked dealer in a big-money Hollywood card game, Derek begins to question his own sense of morality, and discovers that even a master of deception can find himself trapped inside an illusion. **A M O R A L M A N** is a wildly engaging exploration of the fictions we live as truths. It is ultimately a book about the lies we tell ourselves and the realities we manufacture in others. Definitive work on card technique: everything from basic manipulations to advanced flourishes; also a wide variety of tricks. 318 illustrations.

Magic Is Dead

Revolutionary Card Technique

The Experts at the Card Table

The Expert at the Card Table

Modern Coin Magic

Over 100 tricks that can be done with any pack of cards. This rich collection has taught thousands of magicians how to perform dozens of eye-catching, yet really workable tricks. Over 200 illustrations.

Walter Irving Scott may have been the greatest card shark ever. In 1930, Scott bamboozled a room full of New York's finest card manipulators by dealing himself winning poker hands from a shuffled deck, one of his many tricks. He liked to say that he "cheated the cheats." His skill with cards was extraordinary and he soon became known as "The Phantom of the Card Table." That's why Gazzo, a magician from England, decided to track Scott down some 60 years later. The two became friends and Scott openly discussed his work with a view to its finally

being published. "I don't care what you say," said Scott, "as long as you tell the truth." This is the truth about Walter Irving Scott and other phantoms of the card table who spent years practicing a craft they rarely talk about — cheating at cards. A special chapter revealing master card tricks is also included.

The one essential guidebook to attaining the highest level of card mastery, from false shuffling and card palming to dealing from the bottom and three-card monte, plus 14 dazzling card tricks. /div

The Classic Treatise on Card Manipulation

AMORALMAN

a treatise on the science and art of manipulating cards, with critical comments by Prof. Hoffmann

My Journey into the World's Most Secretive Society of Magicians

Practical Methods and Forty Original Card Experiments

"The Experts at the Card Table is a new interpretation of the seminal work on card cheating and magic, "Artifice, Ruse and Subterfuge at the Card Table", self-published originally by an S.W. Erdnase, in Chicago in 1902. Here, Ben offers a fresh and new perspective on what he describes as the "Erdnase System" for "Advantage Play"-- that is, cheating at card play. The reader is taught, in great detail, using over 800 photographs, clandestine card table artifice including how to secretly locate desired cards, secure them and then how to stock them for the deal. Ben has reformulated Erdnase's original prose for greater clarity, in order to illustrate how one can falsely shuffle and cut the deck, manage and maintain the desired cards--all the while creating the illusion that the cards are being thoroughly mixed. Finally, the reader is instructed how to place the controlled cards into the desired hands. While the general reader will find the technical information and the "Erdnase System" highly educational, the book is intended for those with an advanced understanding and skillset of this arcane practice. This book is the first of three volumes that examines and discusses the science and art of manipulating playing cards for advantage play."--

Covers impromptu tricks, banded decks, stacked-deck tricks, gambling secrets, sleight-of-hand tricks, prepared-card tricks, shuffle systems, four-ace tricks, one-way decks, and sample card routines

Those with substance abuse issues often have family and friends who wish to help, but knowing how to find and access the right rehab for a loved one can be confusing, costly, and even inappropriate in some cases. Here, Walter Wolf guides readers through the process from crisis to placement to recovery.

How People Learn

Artifice, Ruse and Subterfuge at the Card Table

Expert at the Card Table

Close-Up Magic Secrets

92 Foolproof Tricks

Simple-to-use book gives versatile repertoire of first rate card tricks. The authors, both expert magicians, present clear explanations of basic techniques and over 100 complete tricks. 121 figures. /div

Describes ways to incorporate domain modeling into software development.

Contemporary fantasy meets true crime when schools of ancient sorcery go up against the art of the long con in this stunningly entertaining debut fantasy novel. Mike Wood is satisfied just being a guy with broad shoulders at a decidedly unprestigious Catholic school in Manhattan. But on the dirty streets of New York City he's an everyman with a moral code who is unafraid of violence. And when Mike is unwittingly recruited into a secret cell of magicians by a fellow student, Mike's role as a steadfast soldier begins. These magicians don't use ritualized rote to work their magic, they use willpower in their clandestine war with the establishment: The Assholes.

Self-Working Close-Up Card Magic

A Treatise on the Science and Art of Manipulating Cards

The War Against the Assholes

Scarne on Card Tricks

The Royal Road to Card Magic

In the vein of Neil Strauss' *The Game* and Joshua Foer's *Moonwalking with Einstein* comes the fascinating story of one man's colorful, mysterious, and personal journey into the world of magic, and his unlikely invitation into an underground secret society of revolutionary magicians from around the world. *Magic Is Dead* is Ian Frisch's head-first dive into a hidden world full of extraordinary characters and highly guarded secrets. It is a story of imagination, deception, and art that spotlights today's most brilliant young magicians—a mysterious club known as the52, who are revolutionizing an ancient artform under the mantra *Magic Is Dead*. Ian brings us with him as he not only gets to know this fascinating world, but also becomes an integral part of it. We meet the52's founding members—Laura London, Daniel Madison, and Chris Ramsay—and explore their personal demons, professional aspirations, and what drew them to their craft. We join them at private gatherings of the most extraordinary magicians working today, follow them to magic conventions in Las Vegas and England, and discover some of the best tricks of the trade. We also encounter David Blaine; hang out with Penn Jillette; meet Dynamo, the U.K.'s most famous magician; and go behind the scenes of a Netflix magic show. *Magic Is Dead* is also a chronicle of magic's rich history and how it has changed in the internet age, as the young guns embrace social media and move away from the old-school take on the craft. As he tells the story of the52, and his role as its most unlikely member, Ian reveals his own connection with trickery and deceit and how he first learned the elements that make magic work from his poker-playing mother. He recalls their adventures in card rooms and casinos after his father's sudden death, and shares a touching moment that he had, as a working journalist, with his childhood

idol Shaquille O'Neal. "Magic—the romanticism of the inexplicable, the awe and admiration of the unexpected—is an underlying force in how we view the world and its myriad possibilities," Ian writes. As his journey continues, Ian not only becomes a performer and creator of magic—even fooling the late Anthony Bourdain during a chance encounter—he also cements a new brotherhood, and begins to understand his relationship with his father, fifteen years after his death. Written with psychological acuity and a keen eye for detail, *Magic Is Dead* is an engrossing tale full of wonder and surprise.

Highly instructive book by a noted authority on the subject analyzes every phase of conjuring, from sleights, devices, misdirection, and controlling audience attention to incorporating patter and the effective use of assistants. *The Expert at the Card Table* has been the most studied card manipulation book for almost 120 years. For the first time you can meet the author S.W. Erdnase, the man shrouded in mystery, and session one-on-one with him. Every page is full of rich illustrations, complete with the original illustrations being re-linked and incorporated into this seminal work. Adapted and illustrated by David Trustman (*The Rise, GOD Slap, The Memory Arts*) *The Expert at the Card Table Graphic Novel* is a entirelyly true to the original, but reformatted to be as reader friendly as possible. With almost an additional 100 figure drawings, this is the most expansive version of *The Expert* to date.

### **Mastery**

#### **56 Foolproof Tricks**

#### **Magic and Showmanship**

#### **Expert Card Technique**

#### **Domain-driven Design**

*Easy-to-master crowd-pleasing tricks, require a deck of cards and offer beginners experience in handling an audience. Instructions. Clearly worded instructions, 251 step-by-step illustrations show novices, veterans how to seemingly pluck coins from the air, make a coin penetrate a tabletop, perform psychic tricks with coins and bills, much more.*

*This giant-sized collection explains how to perform over 600 professional card tricks, devised by the world's greatest magicians. The finest single compendium available, the book features a clear style that makes the instructions easy to follow.*

*Artifice, Ruse, and Subterfuge. The Expert at the Card Table Graphic Novel*

*Brain, Mind, Experience, and School: Expanded Edition*

*Self-Working Coin Magic*

*The Right Rehab*

*Magic Tricks, Card Shuffling and Dynamic Computer Memories*

*The Card Expert Entertains* by Dariel Fitzkee Considered one of Fitzkee's ultimate contributions

to card magic. In this incredible book, Fitzkee drills down to the core nuance, the real work of these legendary effects and sleights. Fitzkee simplifies the complexity of entertaining with cards to nineteen effects, sixteen sleights. Mastering these methods is the first step in laying a proper foundation of card magic. The Card Expert Entertains belongs in every expert card magician's library, and is required reading for every beginner to the craft. Included in The Card Expert Entertains is a revision of Buckley's Thirty Card Problems-explanations and illustrations of the necessary sleights, supplementary suggestions, presentation ideas, observations, comments and advice on acquiring facility in these advanced card techniques. 171 pages. Illustrated by Fitzkee himself.

Card Control

The Original Tarbell Lessons in Magic