

BONUS SHEET:

This BONUS sheet contains the *three phase mental routine* which uses the PM Principle. Read the PM Principle manuscript first and master the PM Principle before proceeding.

REQUISITES: You will need your PM deck with the two punched and/or dotted cards; a pad of paper and a pencil; and either an Invisible Deck (see your dealer for this) or a second deck which contains one extra card from a different color deck i.e. a blue backed deck containing one red backed card.

The Three Phase Routine is best explained by reading the patter below. You already know how to locate the selection using the PM Principle. By stacking the deck as explained below, you will be now be able to know the identity of the selection without ever seeing any card! This will allow you to *make a prediction before the selection is made* (precognition) and to read the spectator's mind (telepathy). Read the patter below to get a feel for the presentation.

THREE PHASE ROUTINE (patter): The following patter will explain the effect: *Ladies and gentlemen, I would like to perform three experiments in ESP. The first experiment involves what is called "precognition." This means knowing what will happen before it happens. This deck contains a prediction of things to come. I had my wife reverse a card in this deck. I don't know which one is reversed so it will be interesting to find out if it has anything to do with the card you will select in a moment. Remember, the prediction was made before anything happened. I'll place this deck here.* (Place the prediction deck aside). *Some people claim to be able to determine the owner of an object, by merely feeling the object's "vibrations." This is called "psychometry." I will try to do that also. I will then try to get a mental picture of someone's thoughts by creating a link between our minds. This is called "telepathy." Would you help me in this experiment?* (Select an assistant and ask for her name.) *The prediction has already been made, so let's begin. These cards are in a random order but I'll mix them anyway.* (Spread the PM deck face up and then false shuffle. Place the deck face down on the pad.) *I'm going to have you select a card while my back is turned. Just follow my instructions.* (Turn around.) *With your right hand, cut about a third of the cards and look at the card at the face of the packet you cut. Do you like this card - you may change it.* (Allow for a different choice to eliminate "force" explanations.) *OK, with your left hand, cut about half of the cards remaining on the table. Now place the cards in your right hand onto the small packet on the table and cover them with the cards in your left hand.* (You must give precise instructions so the spectator positions the cards properly for PM to work. Now turn around and face the spectator.) *You have selected a card randomly and buried it in a random place of your choice. I want you now to concentrate on your card while I deal the cards into a pile. I am hoping that your card will have a different vibration than the others and I will be able to sense its presence.* (Use the PM Principle to locate the selection as described in the PM manuscript.) *This card certainly gave off a significant vibration when I touched it.* (Place the selection face down on the pad without showing its identity.) *Please place your hand on this card for the moment. Now I'd like you to concentrate on your card again. I will try to create a mental link between us and draw my impression of your thought.* (Using the technique outlined below, you will be able to know the identity of the spectator's card by indexing it to its "secret number." Thus you can draw an image of the card on paper. Don't let the spectator see what you have drawn yet.) *I have drawn my impression and I will place it here for the moment. Before we look at the card, let me get the prediction card. Remember, the prediction was made before you ever selected a card.* (Use one of the methods outlined below to identify the prediction card and outjog it face down in its deck.) *There is one face down card in this deck. Yes, here it is. We'll check it in just a moment.*

Let's check the psychometric prediction - the card that had a special "vibration." What was the card you thought of? (Have the spectator check the card under her hand- it will be the selection.) *Excellent - things are going very well so far. Now let's see if my image of your thoughts resembles the card.* (Show your picture - it is the selection.) *Very good - Now for the most difficult part. Is it possible that my wife knew ahead of time which card you would think of?* (Show the outjogged prediction card for the killer ending!)

METHOD: It should be clear that the PM Principle will allow you to perform the "psychometric" effect i.e. locating the selection by its "vibration." What must be discussed now is how you will know the identity of the selection without ever seeing any card. The method involves a set up deck. The top 27 cards must be placed in an order so that you can figure out which card was selected by its "secret number." When you did your mental calculation, subtracting the first number from 26, you arrived at what we called the "secret number." You counted that many cards from the second punched card and located the selection. If the secret number was 14, then the selection was the 14th card *past* the top punched card. If you had memorized the order of the top 27 cards, you would instantly know the identity of the selection. Those who are familiar with the Si Stebbins set up know that a pattern can be set in the deck from which a card's identity can be calculated without a lot of memorization. The Si Stebbins set up is one way of getting the information required to do the "precognition" and "telepathy" parts of the effect. There is an easier way which involves no calculations and no memory work. Here's how:

Determining the selection's identity: Obtain a small note pad for use in this effect. On one of the inside pages, write the numbers from 1 to 25 in two or three columns. Leave some space to the right of each number. Now remove the two key cards i.e JS and 8H from the PM deck. Shuffle the other 50 cards and then remove 25 of them for the stack. Spread these 25 cards *face up* from left to right. Write the identity of the *lowermost* card opposite the number 1 on your pad. Continue with cards 2 through 25, writing their names opposite the appropriate number. Use an abbreviation for the card's name e.g. 3S for three of spades. Your notebook will look like the following

1 3H 13 9D
2 5C 14 10S
3 QD ...

This is your "index" to the selection. If the "secret number" is 14, the selection is the 10S. If it is 3, the selection is the QD and so on.

You will justify looking at the notebook when you draw your image of the thought of card during the "telepathy" routine. Here are the details:
Take the 25 card stack and place the JS on top and the 8H on the bottom in readiness for the normal PM location. Place these 27 cards face down onto the other 25 face down cards. Let's test the system out- Cut about 1/3 of the cards as though you were doing the PM location yourself. Look at the selection. Cut about 1/2 of the remaining cards and place the portion with the selection onto the tabled group. Finally place the last packet on top. (This is the standard PM sequence.) Now go through the normal PM location by using the punches (or dots). When you have determined the secret

number, look it up on the index you wrote in the pad of paper. It should match the card you cut to i.e. if your secret number was 16, the card opposite the number 16 in the index is the selection. This is how you will find out the identity of the selection. When you reach the "telepathy" sequence, you have already located and removed the selection. It should be lying face down on the pad. (Don't reveal its identity yet!) You know your "secret number." Tell the spectator to concentrate on her card and you will try to draw your impression. Pick up the pad and page through, looking for a blank page. Peek at the index and determine the selection's identity. Go a few pages further and draw a rough image of the selection. Tear this page out and fold it up. Finally, place the folded picture on the pad. You now know the selection's identity.

You are two thirds done at this point. What remains is to get the "prediction card" ready. There are at least three good ways to convince the spectators that your prediction had been made before the selection was made:

1. Use an "Invisible Deck." You claimed that your wife had reversed a card in a different deck as a test of "precognition." Now that you know the selection's identity, you can remove the "Invisible Deck" from its case and do the standard Invisible deck prediction. You find the "previously" reversed card and outjog it face down. Now the stage is totally set for the big ending when you show that you have succeeded with all three experiments.
2. Bruce Bernstein suggested a pocket index with cards in envelopes. Since the cards at positions 10 through 20 or so are almost always selected, you can place three envelopes with the appropriate cards in them in each of four pockets. This covers 12 numbers and should work 95% of the time. If you simply say that the prediction is in your pocket, you can use an Invisible Deck as an "out" in case the spectator cuts less than 10 cards and your pocket index fails. In this variation you simply say that you have a prediction in your pocket. Then you can reach into the appropriate pocket and come out with the correct envelope. With only three envelopes in each pocket, you can't get confused.
3. *Suggested Method:* You can use an "off color" card as the prediction instead of the invisible deck as follows: Stack the top 25 cards of your prediction deck in the same order as the main PM deck (not counting the two key cards). In other words, the top card of the prediction deck is the 2nd card in the PM deck - the one after the punched card. If your prediction deck is blue backed, place a red backed card on the bottom of the deck. Now, when it comes time to get the prediction card ready, you spread the cards, counting down to your "secret number." Remove all cards above the duplicate of the selection at that number and bury them in the *center* of the deck. Now cut the deck. This positions the red backed card on top of the duplicate of the selection. Obviously your previous patter would be slightly different than that given above. You would say that your wife put a single red backed card into the blue deck as a test of "precognition." Spread the deck until you reach the red card and say "*Here's the card my wife placed into this deck.*" Cut the red card to the top. When the time comes to check the prediction card, simply perform a double turnover, showing the red card to be the selection. (Note: Most people cut about 15 to 17 cards during the cutting sequence. You should use a duplicate of one of those "most likely to be picked" cards as the off color card. Then 25% of the time your prediction card is correct and you have a total killer ending where the spectator can open the prediction deck and find the red card!)

Simon Aronson suggested using a deck containing 26 red backed and 26 blue backed cards for the prediction deck. You could spread the upper half face down, selling the idea that the deck is red. Now flip the deck face up and spread the lower half looking for the selection. Remove the selection and reveal that its back is blue. Now the selection can be examined although the deck cannot. Simon also suggested that if a single odd backed card is used as described above, the card have a bit of wax on it so the double card can be handled casually and tossed on the table

This three phase routine is really a blockbuster! When people see you perform it for someone else, the selection will be different and the mystery only deepens.

RESETTING: During the first location, the cards are dealt face down. This reverses the order of the Stack. Thus resetting is not as easy this time. Spread the dealt cards face up and locate the eight of hearts (second key card). Cut the packet, placing the 8H on the bottom of the face up group. Now spread face up until you see the jack of spades (the other key card). Remove all cards above the JS and place them with the small group on the pad. You are now holding 26 cards. Reverse their order by dealing. Finally, you will have to reposition the selection at its *exact* starting location. You'll probably have to look it up on your index to see where it goes. Place the set up face down on top as before and you're set to go again.

FINE POINTS: A Zarrow type shuffle is a nice false shuffle in this context. Cut past the center and shuffle the stack under 2 or 3 cards. Leave these extra cards on top since they have no effect on the workings of the PM Principle. When performing for magicians, you might try this sequence: Do the Zarrow and then cut again past the center. Take two cards at the cut and place one on top and one on the bottom without looking at them. Say "Random cut - no key cards." Magicians should already recognize that key card explanations seem to fail to explain the effect.

New Hot Stuff: Bruce Bernstein came up with a great idea. This is "*the*" preferred method for the location. Position a punched card on top and one at 27th as usual. (This time no extra cards may be placed on top.) Have spectator 1 cut about 1/3 of the cards and look at the bottom card of the cut packet. Now have spectator 2 cut about half of the remaining cards and look at the bottom card of his packet. Tell spectator 1 to replace his cards on the tabled portion. Finally tell spectator 2 to replace his cards on top of all and even up the deck. This accomplishes the PM sequence in a very natural way. Spectator 1's card can be found by the usual PM method but spectator 2's card can also be found easily. Here's how: Begin to deal cards face down as usual, counting as you deal. When you reach the first punched card, deal it and all subsequent cards onto a different pile. The top card of the first pile will be spectator 2's card! Having counted the number of cards up to and including the first punched card, you know how far to deal past the second punched card to find spectator 1's card. Deal down to spectator 1's card and stop when it has been dealt on top of the second pile. The two selections are now atop the two piles... This procedure not only allows you to find two selections under impossible conditions, but it also makes the cutting and burying procedure logical. This is hot.

Credits: Last summer I met Dick Goldshot at Abbott's Convention in Colon MI. He had seen the ad for the PM Principle and wanted to show me some of his own ideas on card locations. Dick showed me an effect he published in Apocalypse a few years ago. Here a selection is buried in a similar fashion to the PM Principle. Dick uses Faro shuffle technology and crimps to find the card. He also showed me an unpublished effect of his which is mathematically very close to the PM Principle.