



DESCRIPTION

Every class has a class clown, and in Magic Class, it's the Joker! Join Magician Ryan Oakes as he shows you how to use the Joker to fool your friends in the amazing Class Clown trick!

MATERIALS

- A deck of playing cards with two Jokers

DIRECTIONS

1. To prepare, find yourself a deck of playing cards. Most decks already have two Jokers in them but if yours does not, you can pull a Joker from another deck.
2. Take one of the Jokers and tear out one of its corners.
3. Place the torn card face down on the table. Deal six more cards down on top of it.
4. On top of the sixth card, place your second Joker face-up. Place this whole stack as is at the bottom of the deck. Be sure to square the cards up so your audience won't notice the torn card on the bottom. Also hold the deck from the sides and the top and bottom to prevent this.
5. To perform the trick, have a volunteer remove a portion of the deck from the top and place it face down on the table.
6. Have him or her select the card from the top of the remaining deck, memorize it, and place it face down on top of the part of deck he or she cut.
7. Place your part of the deck on top of your volunteer's. Now the torn Joker is right on top of the card he or she memorized. Make sure to square the card up again so no one sees the tear.
8. Bring the deck up in your hand and tell your volunteer that you're going to make his or her selection magically turn face up.
9. Fan through the cards assuring your volunteer that the face-up card you find will be his or hers. Stop when you reach the Joker already facing up in the deck.
10. Try to act confused as if something went wrong with the trick. Pretend to have a conversation with the Joker asking if he knows where the correct card is.
11. Say that the Joker told you that the selected card is $6 \frac{3}{4}$ cards down from the top of the remaining deck beneath it.

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MAGIC
CLASS CLOWN

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12. Count out $6\frac{3}{4}$ cards from the top of the deck. Because you set it up beforehand, this will reveal your second Joker with its corner, or quarter, torn off.
13. Turn over the next card to reveal the card your volunteer selected and memorized.

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