

**International Brotherhood of Magicians  
Ring 180, The Horace Bennett Ring, Richmond, VA**

**Report of Meeting  
April 8, 2016**

President Watt Hyer began the April 2016 meeting with extensive announcements of the Ring's recent and impending activities and invited members who had attended the recent Magi-Whirl convention to report their experiences. He then moved into the evening's performance topic, "Mentalism," by inviting Chris Clarelli to fold a small green silk handkerchief that had a white rectangle in its center. John D'Amore selected a card and mentally transmitted its image to Chris. When Chris opened the handkerchief, the formerly blank space in the center bore an image of John's selected card. Watt had adapted the effect from one he had learned in a lecture by Miguel Padua.

Amy and Joe Duck joined Mike Kinnaird at the front of the room. Mike bound them together with a heavy chain. Andrew Clarke secured it with a combination lock. The audience randomly generated four random numbers, which miraculously proved to be the lock's combination. Mike's effect used the "Rainbow Matrix" (see: Phil Goldstein's *Violet Book of Mentalism* and Max Maven's *Prism*) and a lock that accompanied Jim Kleefeld's book, *Locked*.

Elmer Deffenbaugh performed an effect, which he had named "Bill-It," by borrowing a dollar bill and folding it. John D'Amore held it some distance from Elmer and concentrated on its features. Elmer discerned the city in which the bill had been printed and its serial number. Elmer then discussed two methods which he had used over the years. One involved creating key cards with a red ballpoint pen. The other involved tearing corners with page numbers from a newspaper and handing them to audience members. When members wrapped secret items in the pieces of newspaper, Elmer was able to return the objects to their owners (psychometry) because he had noted which person had received which page number.

Harry Gallant asked three spectators to play carnival games in their minds. Chris Clarelli pitched pennies onto a plate. Joe Gahan tossed rings at soda bottles, and John D'Amore threw darts at a numbered matrix. As the games were played, Harry intuited the results, wrote them down, and set them aside. At the end, when the results were revealed, they matched Harry's written record. He attributed the routine to Lee Earle's periodical, *Syzygy*.

Larry Lessner asked Joe Duck to think of a card and to write its value on a small piece of index card stock, which was then folded. Larry then asked Watt Hyer to put two actual Jokers from a deck of cards into his wallet and return the wallet to his pocket. Larry then bumped into Watt to show how a skilled pickpocket could remove money from a wallet without taking the wallet from the victim's pocket. He showed that he had extracted the two Jokers during the bump. Larry then asked Joe to tell what card he had imagined. When Watt looked in his wallet, he found that Larry had also replaced the Jokers with a card matching Joe's imagined card. Larry said that he had developed his routine from one discussed in an online forum but had revamped it to remove double and triple lifts.

Joe Gahan had several offerings, which had been requested by members. The first was his version of a routine published years ago entitled, "The Whole Thing." Joe's version used poker size cards. He spoke of the confusion that arose from the homonyms, "whole" and "hole." He then spoke of "spot" cards. He showed two "hole cards" (i.e. cards with holes in them) and two "whole cards" (i.e. cards that did not have holes). These cards transformed into a spot card, a card with many spots, then a card with a spot that covered the whole card, and a spot card with a hole. When the card was turned over the word, "hole," was written across the whole card. He next performed "Svengali Surprise." He showed that audience members repeatedly selected the same card. He then moved to an application in which a spectator chose a card and divided its value by two, producing the impossible value of four and one half of hearts. He asserted that the Joker could change into the selected card; but, instead, the Joker had a speech bubble that said, "Look in the box." When the card box was checked, it did, indeed, hold a four and one half of hearts. Joe also demonstrated his technique for vanishing a coin, a quarter.

Bill Baber said that fish were psychic. To support his assertion he showed a coral fish, "Cory" (the fish puppet created by Dick Barry). Amy Duck selected a card and returned it to the deck. The deck was put into its box, and the box placed in Cory's mouth. When Amy thought of her card, Cory read her mind, ejected the box of cards, but retained the chosen card in her mouth.

Watt Hyer returned to show a recent acquisition, "Factory Blanks," a Tom Stone creation published by Card-Shark. Watt had been experimenting with its application. He showed the audience that all the cards in the deck had blank faces. He ran through several gags in which he claimed that values that audience members thought had been predicted. He invited Andrew Clarke to join him. Watt and Andrew then performed a series of prediction and mindreading experiments with one another and members of the audience.

With the conclusion of all the presentations, the meeting adjourned.