

SMALL NO PALM WALLET

By Jerry O'Connell and PropDog



The O'Connell Small No-Palm Wallet

This beautiful small wallet will cater for most your everyday needs. Gimmicked for The No Palm feature, the necessary working parts will never hinder you. Being able to remove a card or small object from inside the zip compartment makes the affect even more stunning. Always remember to close the zip after the effect.

Handling

Do not push your fingers into the opening when the Small wallet is closed or open, as it will stretch the feature unnecessarily, pushing your fingers through the zip when the wallet is open is OK this doesn't stretch the feature.

Holding the break

Hold the deck in the left hand with the thumb along the side edge (not the top edge) and all the fingers under the break, this is the correct way to hold the break as you place the wallet onto the deck.

The fleshy part of the lower thumb will anchor the card or cards, prior to the pick up. No fingers must be between the cards and the leather or it will prevent a clean pick up as the wallet is opened as the wallet slides naturally to the left and performs the pick up. The fleshy part of the left thumb stops the top card moving and helps the pick up. This natural slide of the wallet hide the pick up perfectly.

Positioning the wallet

The credit card or packet trick pockets are positioned so that nothing can slip out when carried around. Remove the wallet with the right hand fingers and thumb, the thumb is very close to the feature entrance, keep the thumb underneath as you place the wallet onto the deck, keep an edge of the deck visible as you open the wallet with the right hand from left to right, the wallet slides naturally to the left picking up the card or cards. Practice until your movements become natural.

Tony Antoniou's method of placing a card into the feature

I was so thrilled with his handling he has given me permission to print it. **Tony's Handling** is coupled with a simple statement, "**Are You a Gambling Man**" This gives the motivation for the

right hand to bring out the wallet. after that statement the wallet comes so close to the cards, that this allows him to push and pull, the top card, into the feature. I call it a push and pull action, because that's exactly what it is, he does it so smoothly, I didn't realise he had taken the top card. The two thumbs push and pull the card, while the wallet and cards are in an upright vertical position for less than a second. If you are worried about your angles, keep the action closer to your chest, believe me this is a great new way to use the No-palm feature.

Thanks Tony.

Remember the best magic often never really happens, the audience only think it happened. With natural movements the audience will never remember the cards came anywhere near the wallet.

Double Jump Routine

Have a card selected, and control it to the second card from top, pick up these two cards in the feature and place the wallet down hiding the cards from view.

Shuffle the cards as you suggest that the chosen card will jump out of the deck and into that wallet on the table. Say, "**Did you see it jump**" pick up the wallet and remove the selected card, it's the bottom card in the feature as you open the zip and remove it. Place this card face down on the left side of the open wallet, then close the zip.

As the right hand closes the wallet the left hand removes the second card still in the feature, leaving the selected card still face down in the closed wallet. This move is all about timing and is very deceptive. It must look as though you are removing the face down card from the wallet as you close the wallet and remove the bottom card instead.

Getting the timing right is well worth the trouble. Shuffle that card back into the deck and it will jump out again, that's because it never left the wallet.

Stop when you want to Routine

You will require a full deck of cards, plus an extra card with a different back. Let's say the extra card is the King of Hearts, place this card, and face down in one of the credit card pockets. Take out the other King of Hearts from your deck and place it into the opening. The wallet is now set up.

Have the deck shuffled and ask your helper to deal some cards, face down, in a pile until he feels like stopping. When he does stop, bring out the closed wallet, open the wallet and move over the dealt pile of cards, the angle of movement over the dealt pile must be lined up correctly, let the card drop onto the pile as you ask him to remove the card in the credit card pocket.

Close the wallet and put it away. The helper now has a King of Hearts in his hand and the other King is on top of the pile. The rest is up to you. It's all presentation from here on. The last card he dealt is the same as the one he is holding. The card is released onto the top of the pile as you move the wallet over the pile of cards, do not stop use a slow easy movement over the pile.

Other Ideas

Other When somebody gives you his or her business card, load it into the wallet then say "**I thought you already gave me your card, but I'll keep this one too**" as you remove it from the zip compartment, which will surprise them.

Lay the wallet on the left hand to hide something on that hand, open wallet, open zip, reach in and remove that something off the hand bringing it through the zip is a nice way to find a ring that you had previously vanished.

You can also use the feature to hold cards that you want to add to a deck after a shuffle, I am sure you will come up with other ideas as you use the wallet.

Enjoy *Jerry O'Connell*