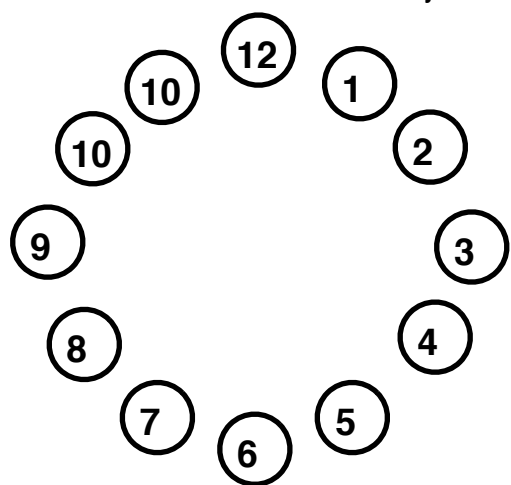


The Magic Wheel 1

This trick uses the concepts of David Copperfield's interactive trick and the spelling concept used in Number Names found elsewhere on this site, and it combines them into one trick.

Start by saying they will be asked to move around the circle a few times counting by ones. Tell them that they are to do this IN THIER MIND's and always remember the number they landed on. Say " DO NOT name the number or point to it. Only you can know your where you are at."

Step 1: Say " Pick any number on the clock Think of how it is spelled. You will start at the 12 and move to the right clockwise, around the circle counting by 1 each time you SPELL the letters of that number. . Show them an example, saying " If I pick 12 then I count T W E L V E moving 1 number each time you spell a letter I would land on 6. Have them pick a number and move. Tell them to remember the object they landed on.



Pick any number on the clock Think of how it is spelled. You will start at the 12 and move to the right clockwise, around the circle counting by 1 each time you SPELL the letters of that number. Show them an example, saying " If you chose 12 you would move T1 W2 E3 L4 V5 E6 and end on 6. Remember that number.

Step 2: Say "You just ended on some number. Think of how it is spelled. Start at the number you are on and move clockwise, counting by 1 each time you SPELL that letter. " Tell them to remember the object they landed on.

Step 3: Say "You will do this one more time. Start at the number you are on, think of how it is spelled, and move clockwise, counting by 1 each time you SPELL that letter. Tell them to remember the object they landed on. **NOTE:** They are all at 1.

At this point remove (or cross out as many letters as you like saying" I know you are not at # or #. Remove at least a 2,3,4 so there is a gap between 1 and 5.

Step 4: Say "You will do this **one last time**. Start at the number you are on, think of how it is spelled, and move clockwise, counting by 1 each time you SPELL that letter. Tell them to remember the object they landed on. **NOTE:** They are all at the number that is 3 positions clockwise from 1 depending on the numbers between 1 and 5 that you removed. Revel the number.