

Overview on the Digical Symbols

Often used Abbreviations

	Abbreviation	Description	Nr.
	R, r	red	a
	U, u	blue (blUe)	b
	B, b	Black	c
	L	Left	d
	R	Right (Context differentiates from Red)	e
	Sup	SUPerior	f
	Inf	INFerior	g
	Sel, S, S-1, S-2 etc.	Selection	h







Basic Rules




	Point, dot, circle	<ul style="list-style-type: none"> A point (or small circle) indicates the orientation of the card's back. A dot on top means: back-up or face-down A dot on the bottom means: back-down or face-up A dot on the left of a card-symbol means: face-down A dot on the right of a card-symbol means: face-up 	i.







The Symbols







General	Which card did you chose?	Magician says something	1.
	The ten of Spades	Spectator says something	2.

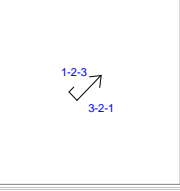
	King of Diamonds	think somethin, remember something	3.
	The card jumped back	something happens	4.
	OLRAM	generic sleight	5.
	●	The end	6.
	•	Pause	7.
	S-Up	Setup	8.

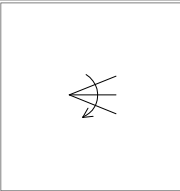
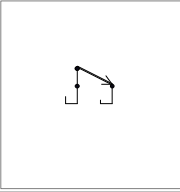
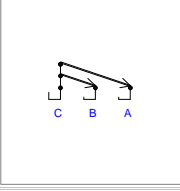
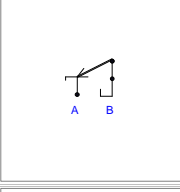
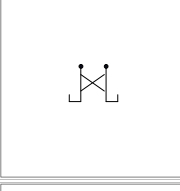
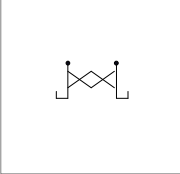
Cards		A card. Here: a f-up 5 of hearts, red-backed	9.
		A card, face-down	10.
		Double-Backer, blue and red-backs	11.
		Double-faced card	12.
		Kartenspiel, bildunten	13.
		Deck, face-down	14.

		Deck, face-down	15.
		Deck, face-Up	16.
		Break below 2nd card from above	17.
		Break below 2nd card from below	18.
		Sequence of cards. Top two cards are face-down. Break beneath the 5 of hearts. Deck below the break is face-up.	19.
		Deal Card face-down	20.







			Deal Card face-up	21.
			Turn Card face-up	22.
			Turn Card face-down	23.
			Double Turnover so double ends faceup	24.
			Tripel Turnover so triple ends faceup	25.
			Turn entire deck or a parcel face-up	26.

			Double Lift, card is held face-up	27.
			Force a Card	28.
			Have card selected and returned	29.
			Get a break below 2nd card from top	30.
			Fan, face-down	31.
			Cull Ace of Spades while looking for 10 of Spades	32.

		Top Change. Switch in A	33.
		Count	34.
		Count, reversing order of cards	35.
		Replace cards of right hand on top of those in left hand	36.
		Transpose top 3 cards to bottom, reversing their order	37.
		Square	38.

		Riffle	39.
Cuts		Cut top to right	40.
		Cut top of deck twice to the right	41.
		Cut top to left turning it face-up	42.
		Straight complete Cut	43.
		Double cut	44.

		Pass, secret cut	45.
Shuffles		Overhand Shuffle	46.
		Riffle Shuffle. Right hand starts, left hand finishes	47.
		In- Faro	48.
		Out-Faro	49.
Miscellaneous		Left hand	50.

		Right hand	51.
		Table	52.
		Case	53.
		Pen, Marker, sign	54.
		Fake transfer from left hand into right hand	55.
		Loading something from the lap	56.

		bow forward	57.
Counts	<p>5 / 4 JRD ♠A -2 -3♠4 -5</p>	Jordan	58.
	<p>4 / 4 ELM 1 -2,3 -4 -1</p>	Elmsley	59.
	<p>6 / 4 BRAUE 1,2</p>	Braue	60.
	<p>5 / 4 ASC-NRML 1 -2,3 -4 -5</p>	Ascanio	61.
	<p>6 / 5 MZCL-DLU 1 -2 -3 -4 -5,6</p>	Mezcla Doble la Ultima	62.

	<p>5 / 4 BCK-ASC 1 -2 -3,4 -5</p>	Buckle-Ascanio	63.
	<p>3 / 2 HRTMN S-1</p>	Hartmann Substracion	64.
Runups		<p>Four left hand cards are shuffled underneath the 2nd from top of right hand packet. At least 6 cards are then riffled from right hand stack to stay together.</p> <p>This is a typical run-up shuffle for stacking a hand. Here, you would start with the 4 aces on top of right hand packet. This shuffle is the second shuffle. The 4 cards that come from left sets for a 5 handed game.</p>	65.
	<p>Btm[(L-R)] Top[(8)-1ovr11, (4)-0,(0)-n]</p>	<p>One of the run-ups explained in Darwin Ortiz At the card-table</p>	66.
Deals		<p>Normal Deal Deal 4 cards in a 5 handed game.</p> <p>Last card for each hand is dealt in stud manner</p>	67.

		<p>Second Deal Deal 4 cards in a 5 handed game.</p> <p>Deal seconds during the last round except the 5th hand</p>	68.
		<p>Double Deal Deal 4 cards in a 5 handed game.</p> <p>1st hand at 5th deal receives a double dealt card. (This is a "Twofer Shuffle" still)</p>	69.
		<p>Bottom Deal Deal 4 cards a 5 handed game.</p> <p>3rd hand always receives bottom deals. Deal bottoms to 5th hand at 1st, 2nd and 4th deal in exposed manner. (This is a "From the Cellar" Still)</p>	70.
More Counts		<p>Jordan Count. Count 5 Cards in as 4. Show 3rd and 4th cards together at the 3rd count. Read Final Sequence from right to left, reading comma-separated blocks as a unit. I.e.: Tp{5,3,4,2,1}</p>	71.
		<p>Elmsley Count. Count 4 Cards as 4. Steal 1st card back at the 2nd count when 2nd and 3rd cards are taken simultaneously.</p>	72.

		<p>Read Final Sequence from right to left, reading comma-separated blocks as a unit. I.e.: Tp{1,4,2,3}. Of course cards are considered only once in final sequence.</p>	
		<p>Braue Count (very explicitly, a light-version also exists) Count 6 cards as 4. Secretly Add 2 Cards from from Left Top (LT) to Right Bottom (RB) at the first count. Release the two added Cards at the 3rd count. The counted cards are always turned face-down (the bow might better be flipped at x-axis! This here is an error and needs correction). This is a standard Braue Addition often done in 4-Ace Routines to switch out 2 Aces before the T-Layout.</p>	73.