



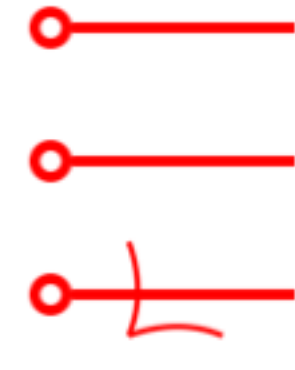


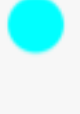
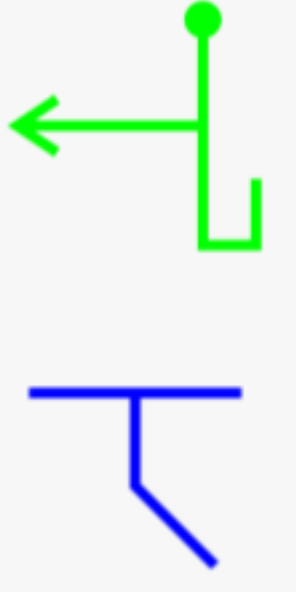
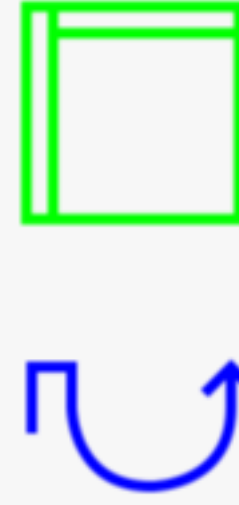






<p>Dear reader, this trick is challenging to script with the app. Tamariz' original notation has wonderful symbols and formulate to describe dealing, and counting, and the app still needs to draw even.</p> <p>However, with goodwill - and maybe some verbal additions - the current featureset gets us close. Judge yourself.</p> <p>Note</p>	 <p>Generic Move</p>	<p>Spread Count 16 cards</p> <p>3-3-2-2-3-3</p> <p>Elmsley rhythm</p> <p>Next</p>	 17 th <p>Generic Move</p>	<p>Spread Count 8 cards</p> <p>4-4</p> <p>Generic Move</p>
 9 th <p>Next</p>	<p>Spread Count 5 cards</p> <p>5</p> <p>Generic Move</p>	 6 th <p>Next</p>	 17 th  25 th  30 th <p>Noted</p>	<p>RMVE</p> <p>Aces</p>
<p>A ♠ ———○</p> <p>A ♥ ———○</p> <p>A ♣ ———○</p> <p>A ♠ ———○</p> <p>Tble</p>	 <p>Pause</p>	<p>X-cards are omitted in Stack views.</p> <p>Note</p>	<p>I will position the aces somewhere into the deck, and deal them all to myself from where ever they are.</p> <p>Performer says</p>	
<p>A ♠ ———○ 6 th</p> <p>A ♥ ———○ 17 th</p> <p>A ♣ ———○ 25 th</p> <p>A ♠ ———○ 30 +</p> <p>Positions only</p>	<p>6 ———○ A ♠</p> <p>17 ———○ A ♥</p> <p>25 ———○ A ♣</p> <p>30 + ———○ A ♠</p> <p>+</p>		<p>A ♠ ———○</p> <p>A ♣ ———○</p> <p>A ♥ ———○</p> <p>A ♠ ———○</p> <p>Performer says</p>	<p>Now the aces are face up for this demonstration. In a real game they would of course be face down!</p> <p>Performer says</p>
<p>A ♠ ———○</p> <p>UN...AD</p> <p>5 BELOW A ♠</p> <p>Note</p>	<p>The symbols are a bit unclear.</p> <p>Cull the AC five cards below the AS</p> <p>Note</p>	 <p>crmp <</p> <p>Cards omitted</p>	<p>A ♠ ———○</p> <p>A ♣ ———○</p> <p>A ♥ ———○</p> <p>A ♠ ———○</p> <p>Pause</p>	 <p>Pause</p>
<p>Let's assume that there are five players on the game.</p> <p>Performer says</p>	<p>crmp</p> 	<p>A ♠ ———○ 6</p> <p>A ♣ ———○ 11</p> <p>A ♥ ———○ 16</p> <p>A ♠ ———○ 28</p>	<p>Round 1</p>  <p>Pause</p>	<p>xxxx(2)</p> <p>Round 1</p> <p>Generic Move</p>

<p>A ♠ —○</p>	<p>The next Ace is 15th from the top...</p>	<p>Round 2</p>	<p>x x x x (2)</p>	<p>A ♠ —○</p>
<p>Round 3</p>	<p>... And the next Ace must be at position eleven... Yes</p>	<p>x x x x (2)</p>	<p>Round 2</p> <p>A ♥ —○</p>	<p>Round 4</p>
<p>And the last Ace is thirteen cards down from the top.</p>	<p>Oh, if you don't believe me we can just check.</p>	<p>Round 3</p> <p>1 5 ↗ 1 5</p> <p>wedge <</p> <p>6 12 ↗ 6 12</p> <p>A ♦ —○</p>	<p>Round 2</p> <p>○ — 5</p> <p><</p> <p>○ — 7</p> <p>A ♦ —○</p>	<p>Pause</p> <p>5</p> <p><</p> <p>7</p>
<p>Performer says</p> <p>A ♦ —○ 5</p> <p>—○ 6</p> <p>—○</p> <p>—○</p>	<p>Deal for 4</p>	<p>Pit Hartling solution to last ace</p> <p>So thirteen minus those four dealt cards makes nine, so I simply deal the ninth card.</p>	<p>Round 2</p> <p>A ♦ —○ 6</p> <p>—○</p> <p>—○</p> <p>—○</p>	<p>2nd deal</p> <p>To yourself</p>
<p>A ♦ —○</p>	<p>Round 4</p> <p>Generic Move</p> <p>End</p>			<p>Round 4</p> <p>Generic Move</p>