

One Handed Turnover Pass

This is something I came up with in my search for a one-handed pass that is doable out in the open, without "cover". The only misdirection required is merely something done constantly by those who talk with their hands already.

To start, hold the deck by the short ends from above. Your pointer, middle, and ring fingers on the forward short end of the deck, your thumb on the near short side, and your pinky resting against the long side of the deck. Using your pointer finger, swivel the top half of the deck (using your thumb as a fulcrum) to the side and then shift your middle finger around the corner to where it can touch both halves.

At the same time, grip the bottom packet with your ring finger and pinky. In truth, the packet is held only by the pinky. It is clamped between the tip of the pinky and the flesh of the hand, just at the base of the pinky itself. With an empty hand, curl your fingers closed, but only bending the outer two rows of knuckles. The third row, that connects your fingers to your palm, should remain straight out, locked in place. While doing this, the place the tip of your pinky touches, is where the packet should be clamped. Caught between that spot and the tip of your pinky.

Now, where we left off on the move itself: The top packet has swiveled to the side. It is held by the thumb, pointer, and middle finger. The bottom packet is clamped in place, held by the pinky and ring fingers. The actual corner of the packet wedged between the two fingers. There is also pressure from the middle finger holding it in this corner.

Now, from here, using your middle finger as a point of leverage, raise the top packet upwards with your thumb, while simultaneously using your pointer finger to pull on it, causing rotation.

While this takes place, turn your entire hand, keeping the face of the top packet above the bottom and aimed at the eyes of your audience. When ready, loosen your grip on the bottom packet to let it fall against your palm, and then let go of the top packet, letting it land on top of the other.

Catch them securely in the following position: Thumb at the back, pointer finger and pinky at the two long sides, and your middle finger and ring fingers at the far short end. Fingers should be firm, yet loose. The cards should be able to wiggle freely in your palm, but always stay together as an overall packet.

Instantly, give the cards a squeeze to square them up and then loosen your grip, letting the cards slide around in your hand. The jigglier the better, this hides any remnants of the two packets and causes everything to appear extremely causal and without concern.

Be sure to aim the face of the top packet directly at any viewing eyes until the two halves are together. When viewed head on, the one packet is more than enough shade to cover the loose packet underneath it.

Once you've got the movements down, you can improve it by squaring the packets as they go into your palm, instead of after they land. Eventually, you will be able to not even have to let the packets touch your palm at all, performing the entire move at just your fingertips.

If performing for multiple people, I will (holding the cards in my right hand) point with them at a person to my left and perform the separation in this action. Then I'll turn and gesture towards a person on my right, turning my hand and performing the pass at this time.

Also, while doing the large motion, gesturing at one person and then to another, it's good to not just moving your hand in a straight line, but instead raise and lower it in an arch.

If performing for only a single individual, this same action can be done under the guise of talking with your hands instead of pointing/

Sometimes, while I perform the separation, I choose to kill my wrist, letting it fall forward. When doing it this way, do not squeeze the lower packet. Instead, merely support it against gravity as lightly as possible.

From here, instead of rotating along the horizontal axis to end palm up, you rotate along the vertical axis to end palm out. (This is not 100% true, but merely an approximation. In truth, your hand will be closer to a 45 degree angle, than actually vertical.) The lower packet will have to move down, to let the top rotate, hence the looser grip. After the top has cleared the bottom, use your pinky and ring finger to lift the packet up until it clears the edge of the top packet.

At this point, the outer packet should be held vertically by the middle finger at the bottom and thumb at the top, and the pointer finger on the outside edge. The inner packet should be in the crutch between your pinky and ring fingers.

From here touch your ringer finger to the bottom of the outer packet and squeeze your pointer finger and pinky towards each other. This brings both packets together as one while looking as if you are showing the bottom card.

If you are acting like you're talking with your hands, have your other hand mimic the same motion, but rounder. As if making the "come on, come on..." circular motion, but only one loop and ending palm out/up.

One more interesting variation on this sleight (A variation I found, but do not practice) is that you can also use it to imitate squaring the deck by whacking it on the table. For this, everything is the same. However, you angle your hand so the longside of the cards are horizontal, your thumb on the short side closest to you and your other fingers on the far short side. Raise the cards up and perform the separation, then bring the deck down while switching packets and striking the deck as a whole against the table. You will need to let go of the deck with your pinky for the strike, but by then, it is no longer needed, so this is simple enough to do.

You end with your thumb and middle and ring fingers in the usual places, your pointer on the top longside, and your pinky resting on the table in a natural position.



(View from below of starting grip)



(View from below of the pointer finger swiveling the top half of the deck away)



(View from below, the middle finger moves around the corner to apply pressure to both packets and the pinky and ring finger clamp down)



(Lifting the top packet up, as if turning over the whole deck. The pointer finger pulls inward, rotating the packet on the axis formed running from the thumb to the middle finger)



(Rotate your whole hand over, using the top packet to cover the bottom)



(Squeeze the cards before letting them slide around)



(Just after the separation for the "wrist kill" variation)



(Begin lifting the separated top packet)



(Let the lower packet hang loosely, so the upper packet can rotate over it)



(Once cleared, push the lower packet upwards.)



(Once the packet has cleared, move your ring finger to the bottom of the front packet and squeeze your pointer and pinky towards each other, aligning the packets together)

Once last thing I want to add about this pass is that it can be done with your hand on a table. This may not seem like a big deal until you try one of the "normal passes" with your hands near a table. Unless you raise them up, you're going to be thudding your knuckles on the surface.

With this pass, however, you can have your hand literally on the table every step of the way. While there's not much technical advantage to rolling your hand on the table, the fact that you can is a lifesaver when you're wanting to execute a move and don't have to readjust everything to give yourself space. You simply do not need space.

You can just outright get the break, casually rest your hand on the table, in a very normal and natural position while you talk. And then roll your hand over to show them the bottom of the deck, or just as a normal motion as you "talk with your hands".

The sheer fact that you are working in a space untouchable by most passes, and even most sleights, creates a sense of normalcy. It just feels very "un-magician". It's so plain and casual that it can't possibly be a tricky move. It just can't be. Which is why I'm very happy that it is.