

## **EFFECT TYPE**

Clairvoyance

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The performer displays 10 or 20 opaque envelopes and invites the audience to freely pair them; upon examination, the spectators have managed to separate the symbols into their correct pairs.

## **MECHANICS**

1. Prior to performance, the following steps must be carried out:
  - a. Any symbols or images, which can be considered “pairs”, must be acquired. Examples are ESP symbols, playing cards, famous couples, catch phrases, product points, etc.
  - b. These symbol pairs are placed, together, in one-half of the envelopes. The envelopes must be of sufficient thickness as to be completely opaque and they must make it difficult to determine their contents (i.e., if they have any). The performer must be able to tell, but casual touch from a spectator should give no clue.
  - c. Half of the envelopes are empty, half contain paired cards, and these envelopes are mixed together.
2. The envelopes are produced and presented to a spectator for mixing; after being mixed, they are returned to the performer.
3. The performer proceeds to make two seemingly random piles of envelopes on the table. In reality, the performer divides the envelopes per the Gilbreath Principle:
  - a. One pile begins with an empty envelope and builds up alternately;
  - b. The other pile begins with a full envelope and builds up alternately.
4. Once the piles are made, the performer enlists the help of volunteers. Each volunteer is told they will pick a pair of envelopes. The choices, obviously, are:
  - a. One from each pile;
  - b. Both from the left pile; and
  - c. Both from the right pile.
5. Upon selection, the performer
6. Due to the Gilbreath principle, it does not matter how they envelopes are picked, each will contain one full envelope and one empty envelope.
7. After the separation is complete, the performer picks up each pair of envelopes. He removes from them pairs, in the following manner:
  - a. The envelopes are held together, flush;
  - b. The performer blows into one of the envelopes and removes, gingerly, one of the cards;
  - c. The performer blows into the “other” envelope and removes, gingerly, the other card. Obviously, the card is removed from the same envelope, but due to angle restrictions and black art principle, it is difficult to tell which envelopes they come from.