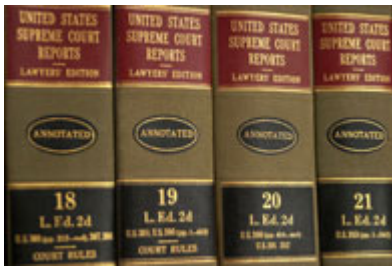


The Rules



I find certain rules absolutely immutable:

*There **ARE** bad tricks*

A good magician can make a bad trick less crappy - he can't make it good

Without surprise there is NO magic

Most magicians are better off without the story trick or emotional hook

Any trick that leaves the spectator with only 1 solution (and it is usually the right solution) is a bad trick

A layman is something more than someone who drools on our cards and is barely potty trained

*The magician in trouble theme **seldom** plays well*

Take care.....

