F-shuffle-over

After playing with shuffle-overs for many years, the following method evolved. The key action is placing the left thumb *between the riffled halves* to help separate them before the square-up.

With the deck in the right hand, riffle half the cards into the left hand. Start the riffle with the right half and end with the left half. Tilt the halves back on their sides and insert the left thumb between the halves. Lift both halves about one inch off the table as (a) the left-second finger slides the bottom card of the right half about one inch to the left and (b) the halves straighten and naturally break apart over the thumb. This all happens as the deck is airborne.

As the halves drop to the table, loosen your grip and let the cards haphazardly fall. Push the top half under the bottom half and make a few casual squaring actions. For my favorite handling, make the final squaring action as you move the deck to the right, grabbing the right side and presenting the deck for the cut. Note that the method as described *cuts the deck* (perfect for laying briefs). To carry a full deck, start with the deck in the left hand. The bottom card does not change, which is fine provided it changes at least once during the entire shuffling procedure.



photo 176 - riffle and place left thumb between halves



photo 177 - sliding right half in front



photo 178 - front view

photo 179 - end with a few covered squaring actions

Spin-shift Variant

The old handling aside, here we go with an updated variant.

Again, the deck is cut and carried with the bottom half stepped forward about one inch on the top half. The body is facing to the right and the left arm rests on the table. The left hand rests at least six inches away from the deck. The instant the cut is carried and contacts the other half, the right hand picks up the stepped deck and moves to the left to meet the waiting left hand as the body turns forward. Move the deck into the left thumb, jamming the upper stepped half into the thumb crotch. The force of jamming the deck into this position will automatically force the lower half to spin counterclockwise due to *contact movement* and clear the upper half. Square the halves with cover from the right hand, held over the deck, fingers at the front and thumb at the back. The deck, hands, and body should now be leaning to the left for the deal.



photo 273 - carrying the cut



photo 274 - hands come together to initiate spin



photo 275 - spinning action almost complete



photo 276 - squaring up

With practice, the correct speed, smooth movement from right to left, and careful attention to your angles, your repertoire will include one of the fastest shifts possible.

Swipes

A 'swipe' is an artificial swiping action of the right thumb that plays no physical role in the deal. It only adds a visual convincer. Adding a swipe enforces the illusion that the right thumb openly and positively struck the top card. I have seen swipes with seconds and bottoms and the results can be visually spectacular. One problem, however: card players don't swipe the top card to deal it; the right thumb simply moves to a contact point and begins the deal. Nonetheless, I have found that short swipes can add visual authenticity to many false deals without standing out as artificial actions.

For a favorite method, I like a short pushoff from a straddle grip. The right fingers approach the pushed off cards at the front right corner of the deck as the right thumb starts over the left back corner. In a continuous dealing action, slide the right thumb across the back of the top card from the *back corner to the front corner* in a swiping motion, eventually taking the second card between the tips of the right second finger and thumb for the deal. Once the second card clears the deck, deal it down to the table, pitch it, or deal it face up.



photo 445 - take starts with the right thumb at back end



photo 446 - beginning of swiping action



photo 447 - swiping across entire card



photo 448 - taking second card by front right corner