

Level 2 Skill Assessment

Part I - Technique

Part II - Routine

Level 2 Skill Assessment

Part I - Technique (4 min.)

1. Mentalism

e.g. Choose a Planet

2. Thumb Tip

e.g. Dimes from Dollar

3. Card Trick

e.g. Daley's Last Trick

(do not link these effects together)

Technique Grading:

The TECHNIQUE	Point Value	Student Score
Mentalism Effect	5	0
<i>Clear instructions to the volunteer</i>	3	
<i>Deceptive handling of prop</i>	1	
<i>Preparation</i>	1	
Thumb Tip Effect	5	0
<i>Effect is justified</i>	1	
<i>Deceptive handling of prop</i>	3	
<i>Preparation</i>	1	
Card Effect	5	0
<i>Smooth handling skills</i>	2	
<i>Deceptive handling of prop</i>	2	
<i>Preparation</i>	1	
Total	15	0

10 points needed to pass

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Part II - Routine (3 min.)

1. Link 2 effects
2. Strong beginning,
middle, & end

Routine Grading:

The ROUTINE	Maximum Point Value	Student Score
<i>Approximately 3 minutes long.</i>	5	
<i>Logical transition between effects.</i>	5	
<i>Logical selection of effects.</i>	5	
<i>Has a strong beginning, middle, and end.</i>	5	
Total	20	0

15 points needed to pass

Learned this year:

Bobo Switch

TT Vanishing Silk

TT Reappearing Silk

Vanishing Coin Under Silk

M Monster Prediction

C Top Card Control - Cut

C M Photographic Memory

TT Color Changing Silk

C Bottom Card Control & Glide

C The JC (Glide Part II)

C Nufind

Magic Bowl Routine

M Choose a Planet

C Daley's Last Trick

C Mini Ambitious Card

M Book Test

TT Dollar to Four Quarters

TT Dimes from Dollar

TT Decoder

Homework:

Bring your **THREE** technique effects to class next week to practice and to receive feedback.