

2025/2026 Club Membership Dues are now due!!

Please bring your **\$40** membership renewal dues to the October meeting, or you can send a **\$40 Interac e-transfer** to: magic_london@yahoo.ca



Shell Game

A Monthly Newsletter for the London Magic Community
October 2025
Volume 19, Issue 2

September's meeting

We kicked off the new season with some visitors last month! Members from the *Windsor Magic Circle* were here to share their magic and some new ideas.

Bill Dileva (Bill Nuvo) started off the night with a juggling act set to a movie-trailer-style voice over. He then showed the group how to vanish a coin while apparently dropping it into a participant's hand.

Michel Lejeune performed sleight of hand with a magical jacket. Four signed cards traveled one at a time to four different jacket pockets. The effect even worked when someone else was wearing the jacket! It was Michel's version of **Dai Vernon** classic "*Travelers*" plot, with improvements from **Larry Jennings'** "*Ambidextrous Travelers*", a presentation influenced by **Michael Close**, a palm by **Guy Hollingworth**, and a finale with a touch of **Steve Draun**. (Great crediting!)

Bill Nuvo returned with a one-of-kind signature act, showing us how he could rotate each of his legs over 360 degrees. Very surreal.

Tim Traynor shared a wonderful performance of **Alex Elmsley's** "*Dazzle*". A packet of five playing cards continuously changed back designs. There must have been a dozen changes, each paired with witty jokes. In the end, all cards were examinable. Tim taught us one of the false counts required,

Next Meeting:

Date: WEDNESDAY, OCTOBER 8

Time: 7:00 PM

Topic: ROUND ROBIN MAGIC!

**Location: Beal Secondary School
525 Dundas Street, London
Room 253**

and gave advice for preparing the necessary props.

Bill Nuvo closed out Windsor's presentation with his comedy straightjacket escape, while tied up in a very long rope.

Kevin McQuillan performed and taught **Peter Kane's** "Single Shot", in which a deck of cards is turned into a gun and shoots out a card peeked at by a participant.

Peter Mennie showed off a new deck of cards paying tribute to Canada. The deck was designed by CAM president **Ryan Joyce**. They can be purchased here <https://www.cammagic.org/shop>, or at a discounted price in person at our next meeting.

The meeting concluded with a magical free-for-all, with everyone socializing and catching up after the summer break. It was great to see so many returning faces! (Including you **Andrew Parr**, I know you're reading this.)

Thanks again to the *Windsor Magic Circle* for visiting us for the first meeting of the new year.

NOTE: Some of our members will be visiting the Windsor club on October 9th. If you'd like to join us there, just let us know and we can travel together.

Andrew Olmstead

We Want Your Reviews and Tricks!

Please send any original reviews, magic tricks or routines to:
magic_london@yahoo.ca

October's meeting

DATE: Wednesday, October 8

TIME: 7:00 PM

**PLACE: Beal Secondary School
525 Dundas Street, London
Room 253**

TOPIC: *ROUND ROBIN!*

The idea is simple – we go around the table and anyone can present anything you'd got or can think of. We keep going until we run out of tricks – or collapse from exhaustion.

Bring anything you want to share. Or just do something impromptu that comes to mind. Everyone who wants to can have a chance to shine ... and hopefully we'll all see a LOT of magic!

News Of Interest



The London Magic Cabaret returns in October to Peppermoon Restaurant

(Peter Mennie & The London Magic Cabaret Team)

We're thrilled to announce that **The London Magic Cabaret** is moving to the **Peppermoon Restaurant!** 🍷 ✨

Join us on **Sunday, October 26** for an unforgettable afternoon of **magic, mind-reading, and comedy**, starring **Peter Mennie** and **The Amazing Corbin**.

The **London Magic Cabaret** will continue to be hosted by the **Peppermoon Restaurant every month**.

Experience the magic up close in a **cabaret-style setting**, where every moment is interactive, surprising, and full of wonder.

Why you won't want to miss it:

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- Intimate cabaret atmosphere
 - Stunning illusions & mind-reading feats
 - Fun for friends, couples, and family
 - Come for lunch first, then see the show.
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Tickets are available here: [**LONDON MAGIC CABARET**](#)

Seats are limited — secure yours today and be part of London's most magical afternoon of the year!

Note: After the ticket purchase, you must call The Peppermoon to reserve your table - 519-690-1666

See you at the show,

Peter Mennie & The London Magic Cabaret Team

VANISHING_{INC.}

Why we think Patents are bad for magic

(Vanishing Inc. – Andy Gladwin & Joshua Jay)

The past few weeks have been full of fruitful discussions around patenting magic. As owners of a lot of magic intellectual property, we have often been asked to weigh in on the conversation. And, you might be surprised to hear our view: **in our opinion, patents are mostly bad for magic.**

Here's why:

Patents exist to give inventors a temporary monopoly in exchange for publishing details that advance collective knowledge. In many industries, that trade makes sense: a new drug formula, or a mechanical process, can be patented because it is concrete, measurable, and replicable. Magic is different.

Magic relies on a centuries-old honour system. We protect each other's work by attribution, permission, and fair crediting. We have our own set of rules: only build on someone's work when they have published it, and seek permission to evolve their ideas (and we only do it if permission is granted). When abuse occurs, it is usually handled within the community through reputation, not courtrooms. It's not *perfect*, but in our view, it fits the art form better than patent lawyers ever could.

Almost every trick traces back through centuries of shared methods. A routine or method today usually has roots in something that came before it. When patents are granted on adaptations of long-existing ideas, it can feel like one person is claiming ownership of tools that really belong to the whole art. That discourages creativity instead of encouraging it.

Progress in magic depends on magicians adapting, reworking, and improving the foundations that have been passed down. Patents, we believe, freeze that process, turning creativity into litigation. We've seen examples where broad patents on effects or methods have created roadblocks rather than progress.

The typical argument in favour of these patents is that they "protect" the ideas. But in practice, they often end up limiting how magic can evolve. Magic, as it so often does, loses out so that one person can personally gain. (This is most often true when people trademark generic magic concepts to try to capture the market. Magic has several disappointing examples of that.)

There are exceptions where we believe patents are warranted. Once or twice a year, we see magic that is so original it seems to follow only its own path. If those creators choose to patent, we can understand that. We also understand that some creators aren't producing magic tricks, but instead original technologies that *do* magic tricks. Those, so long as the patent doesn't stop progress in the general area, feel like they might benefit from being patented.

But if an idea builds on existing effects or methods, or if the patent would stop progress on something a creator has varied, our position is that it should not be patented. For example, if someone creates a new ITR, the patent should be on the specific improvements they have made, not the general idea of an ITR. In our experience, patenting generic methods doesn't protect magicians; it strangles the art.

The alternative is the system magicians have always relied on: publish carefully, give credit generously, and seek permission when building on someone else's work. This encourages collaboration, fosters respect, and ensures that creativity stays alive. (Perhaps one day that approach can be formalised, but that's certainly beyond the scope of this email.)

If magic creators were steered towards patents, large parts of our shared vocabulary could be locked away. Whole genres of tricks could vanish from the working repertoires of magicians simply because someone filed a legal claim. (And this is without even considering that the public record of a patent would reveal methods to anyone curious enough to read it).

We support creators and their right to protect their original work. But, in almost all cases, we don't believe patents are the answer. Magic thrives when ideas are shared responsibly, credited honestly, and evolved respectfully. Therefore, we support an art form where the community protects itself, instead of using courtrooms to slow progress.

Sincerely,

Andi Gladwin and Joshua Jay

Vanishing Inc. Cofounders

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Concept by: Steve Seguin

The Shell Game is a free newsletter sent to members of the London Magicians Guild and other people in the community interested in magic.

Opinions expressed do not reflect the views of the London Magicians Guild.

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