Demonstration Speech Outline

The Art of Card Throwing

I. Introduction
   A. Attention Getter:
      Think about your favorite X-men character, whether it is male, female, creature, or some sort of it thing. Every X-men character has their own super power, personality, and any other special abilities that make them your favorite. Well, my favorite X-men character is Gambit. He’s the guy that throws flaming playing cards at enemies that explodes on impact. But what really caught my attention is that he uses cards as his primary weapon of choice.

   B. Thesis Statement:
      Today, I am going to show you how to throw a card at a high velocity.

   C. Fairhearing or Significance:
      Now I know many of you are saying to yourself what can I possibly get from this? Let’s say you get in a heated argument with a coworker, a friend, or the always defensive family member and you just want to win the argument. Or perhaps you want to settle a score to see who gets that last piece of cake. I’m sure many of us have been in this situation before, I know I have. I just want them to shut up. Challenge them to see who can throw a card the fastest and farthest(since they basically go together). In my own experience, a friend though he was best at everything; doing the laundry, washing dishes, anything. It’s absolutely ridiculous what he was saying. So, I challenged him at card throwing and let’s just say that ruined his best streak. Take that narcissism! Just like that, any argument or conflict can be resolved by this, and easily benefiting you as the victor.

   D. Overview:
      The steps involved are very simple. First, I’m going to show you what kind of cards you need. Then the actual grip/hold of the card. And finally, how to execute the throw with high speed. Let’s get started.

II. Body
   A. Preparation
      1. You’re first going to need a standard deck of playing cards. These cards do not explode on impact, but I wish it did.
         A. I recommend a fairly new deck of playing cards. A used deck of cards can make it difficult to throw.
         B. It doesn’t matter what the design is on the card. The design on the card does not affect the speed. Although, it does look cool when it is spinning towards its destination.
2. At this point, go ahead and take the cards out of the package and inspect them.
   A. What you are looking for is that the cards are fairly straight.
   B. Any cards that looked too dented or bent must be removed. This can affect the performance of the card.
   (Transition): Okay, grab a card and let’s get a grip on things.

B. Grip/Hold
   1. Card in hand (Grip/Hold):
      A. This is the grip I use most often.
      B. Pinch the card near the top with your thumb and middle finger.
      C. \(\frac{3}{4}\) of the card should be sticking out
      D. Place your pointy finger on top and let it rest.
      E. Tilt the card slightly down by rotating it between the pinch of the thumb and middle finger counter-clockwise.
      (Transition): Now that we are set, it’s go time.

C. Throwing
   1. With the card in your hand you can decide to throw it from the top or bottom.
      A. From the top, once the card has been setup by the grip, it is just a flick of the wrist.
         i. Once the wrist is flicked hard in a downward motion, release the pinch from the middle finger and thumb at the same time.
         ii. Leave the pointy finger as is because this will create the spin on the card.
         iii. Hopefully, this will generate speed and distance for the card if done properly.
      B. From the bottom, it is basically the same, but instead of flicking it down, it is an upward motion.

III. Conclusion
(Transition): Just remember to check yourself each time before you are ready to throw the cards. And as before the steps are pretty easy.
   A. Review: First, grab a deck of cards. Second, get the card in a grip. And finally execute the throw, whether from the top or bottom.
   B. Finality: So forget about all those long hours of talking it over and listening to that person complain about how they are right and you’re wrong. Now, you have a great way to extinguish an argument or situation. Just challenge them and let your cards do all the talking!