

PACK SECRETS REVEALED!

Pick incredible cards out of a box, with out buying the entire box!!

“ This info will blow your mind “

But first keep this in mind: The local stores are all picked through on a daily basis at least Multiple times throughout the day, only one lucky person will get the jersey and auto packs so you have to be the one with the inside info to do it! Well here it is with my info added to it!



Remember you must be one of the first people to the store in order to have the best success.

Thanks for bidding on our auction you are about to read some great information on how to pick some of the best cards out of a box with out buying the entire box. Now keep in mind it is very important to keep practicing some people get it right off the bat and some take a little

longer, But in the long run for what you have paid for this information is nothing compared to what you will find once you get the hang of this.

The easiest kinds of packs to pack feel is the packs with NO DECOY CARDS. It is so easy to find GU or #d cards in packs w/ out decoys. Also let me explain a lot of this information is going to be repeated over and over again we do this so if there is something you may have forgotten by repeating it will jar your memory.

We will try our best to make this the easiest and best card pulling secrets you have ever read. So sit down, Relax and enjoy our secrets for it is about to give you the best cards for the least amount of money.

1st let's begin with the different methods, Styles, directions what ever you want to call them just keep in mind they will be repeated through out, with all of the different cards out their to pull it's hard not to repeat stuff either way it's better for you in the long run.

Here are the secrets that you've been waiting for:

Fanning

Fanning is when you slide the whole group of cards to one side, and then slide them one by one to the other side of the pack running your fingernail down the card you slide over, trying to feel the slight bump of an autographed card or a special insert. Fanning should be practiced at home for speed purposes, just like feeling the pack.

SWIPING !!

Press thumb and index finger firmly on front and back of pack and slide them down the length of pack. Use a lot of pressure. Repeat on other side. If a game-used card is inside, you will feel a bump in the pack. This technique takes some practice to master, but it is very effective. I would recommend practicing this by taking a game-used card, and placing a few common cards around it. This will let you get to know the "feel" of the bump and help you find these packs quicker. Now, this will take sometime, so don't expect to go out right after reading this and get one. If you practice for an hour or so, you will have this down. Research each set, most jersey swatches are located on different parts of the card. Using this information, you could find those awesome patch cards or CUT autos.

Remember though the jerseys can be any where on the card. Corners, center, top, bottom etc..... You may feel the pack of cards to be uneven.

Here is a little tip we think you will like. **Tip:** have a little [powder](#) you know like [baby powder](#), before you go in to the store because other people who have been feeling packs have put their sweaty paws on the packs and you need to glide over the packs. This glides the fingers over the packs.

Bend & Twist !!

For packs that don't have those annoying decoy cards !!

Hold upper left corner and bottom right corner of pack. Slightly bend and twist pack. You are looking for any resistance to bending. Repeat this method holding opposite corners. **Here is an example: push top left corner away from your body and pull the bottom right corner towards your body.** If you master this technique, you may even find inserts as well. Again, practice this by taking a game-used card and a filler card, and switch back and forth between them till you can feel the resistance. Quiz yourself, try and guess which stack has the game-used or filler card. Take your time with this, and you will be finding awesome cards in no time. This is my method of choice.

Micrometer !!

A micrometer measures the width of an object. In packs, they measure any deviation in the width of a pack. A five card pack will be flat if there is nothing in it, a jersey will cause the micrometer to open slightly and tell you it is not flat. Using a micrometer, that you can pick up for 20 to 50 dollars, makes the task of finding a hot pack very easy. Sure it's a small investment, but these things can find the smallest amount of difference in thickness as you run it down the pack. It is very effective, but again, not something you may want to do in front of your local card shop owner. These secrets are for those that want to buy boxes and sell the hot pack.

Here's a little tip: This sounds crazy but it works! Go to a local Toys-R-Us, Wal-Mart or K-Mart and buy a kid's tool set, you know the plastic kind. There is a micrometer in some of them. Make sure you get it in the box. It almost looks like a wrench. It will have a long handle that resembles a ruler. It has a flat edge on the inside that nearly covers the entire sports pack and a dial in the middle that spins when the mouth of the micrometer is opened wider! What a cheap and easy

tool to use! I gently cut most of the ruler part of the micrometer off so it is now hand held, now all I do is slide the pack in the middle of the mouthpiece holding the pack loosely and any deviation tells me there is a jersey in it! Warning though, Target has security magnets and inserts can change the width of the pack too! Another way to do this is also lay the packs side to side & feel them. If a pack is higher than normal, compare it to another pack & if it still is. Most likely you have the pack.

Bend up to down!!

This is somewhat related to the Bend and Twist but this one you just put your thumb at the bottom of the pack, put your remaining 4 fingers at the top of the pack and apply pressure, this works for all cards that do not have decoys. If the pack bends, it has **NO** game jersey. if it refuses to bend; it has a game jersey in it! If you practice this good enough, you will be able to even use this trick on packs that have decoys. You will see that the decoys are harder to bend than the game jerseys!!

For just starting out what we recommend is to try and start out with the easy stuff, so go and find the Autos in Press Pass at Walmart, Kmart or Target because you can actually see the ink right through the pack...try all the brands that put the thick decoy cards in every pack whether it is a jersey pack or not, because if you feel two thick cards in the pack, you automatically know there is a jersey card...also try to find the Bowman's Best autos because they always have a sticker in the left bottom corner, so you can feel the rise of the sticker if you kind of rub or scratch the card. This might not make much sense now but it will when you read over the info. That is some of the easy ones now one thing you may want to try is if you have any unopened packs around the house practice with them after reading all of our information, I even went as far as buying a few boxes of different cards and practicing, this way while I'm in the store checking the packs I am quick at it I didn't want anybody at these stores to question me, so that's what we did but you don't have to go to that extent. Anyways once you know how to do this right, you can move on to the tuffer stuff that doesn't have helpful things like a thick decoy in bad packs and two thick cards in jersey packs. Anyway, now I will make sense of what I was saying.

Weighing!!

You will need to buy a electronic scale. (please Be careful with these because they are very sensitive to damage caused by bumping and misuse. Ebay sells these for about \$10 each with about \$10 shipping. Enter “digital pocket scale” on the Ebay search line) When you buy a pack each card (common card) weights 0.02 grams and decoy weights 0.03 grams. And jersey card average weight is 0.04 to 0.06. Auto is too hard but weigh from 0.02grams too. So here is the example: you buy a pack contain 4 cards. Weight it: $4 \times 0.02 = 0.08$ grams that is without the decoy if it weights 0.11grams it has a decoy...if it weights 0.10 it may have an auto (hard to weight auto) and if its weight is from 0.12grams to 0.14 it has a jersey guarantee. So there's the secret to ALL Upper Deck products. These secrets are for those that want to buy boxes and sell the hot pack. New info----If you use a digital scale, in 04 Topps bazooka basketball, the jersey pack will weigh 1.04 grams!



we are sure after you try some of these methods you are going to notice that You are going to need to have a strong thumb and first finger, because this is what you will be using on most of the packs. You will be doing a lot of fanning cards, and moving them one by one inside the pack. We will start with the Upper Deck products, this is the easiest company to pack feel.

For all Upper Deck- Such as Honor Roll, Vintage, SPx, Superstars, SP Authentic etc.....



there are many Upper Deck products that are exclusively Hobby, so unless you can find a card shop that will let you pack feel, you won't be able to get the Hobby only stuff. Alright, if you happen to have any unopened packs around this will be easier, but if you don't, you can try it at the store. First, hold the pack at the top with one hand and get your thumb and first finger with the other hand and swipe the pack with them. If you feel a lump in the pack, then you know you have yourself a game used card. By swiping, (We mean run your thumb and first finger down the pack) You may find it Tuff at first, but the more you try it, the easier it gets to run your thumb and finger down the pack. With Upper Deck packs, most of the jersey pieces are on the middle of the card so it's easy to tell. Swipe the middle of the pack to feel for the jersey, or the sides to feel for an autograph. In most of the newer Upper Deck products, the autographs are actually indented into the card. Upper Deck autos are rare but I have found some. While swiping the sides, use your fingernail to feel the indents of these autos. As an example: go to Walmart, Target, K-Mart etc.... and swipe a few Honor Roll baseball or Upper Deck football. On packs without jerseys, you won't feel a thing, but in jersey packs, you will feel the lump on the upper middle or lower middle of the pack. This secret is for all Upper Deck, in any sport. If you have trouble swiping at first, you can also fan the cards one by one until you get to the thick card in the pack. By fanning, We mean move the cards with your fingers to feel them separately. Upper Deck puts a thick card in every pack as a decoy. So, when you get to the thick card, use your fingernail to rub it. The decoys are hard and rough, but the jerseys are much

softer and smoother. In the 2004 Upper Deck Diamond Football, there are Pro Bowl scratch off game piece cards to win a trip to the pro bowl. This promotion has ended of course, however, when autos are inserted they are placed right next to this thin game-piece card. So, the auto nearly always sticks to the scratch off material since the auto is made of a slightly different material than the base cards. Whenever you move the cards in the pack with your fingers and you can feel the two cards kind of break from each other, try to feel if one of those cards is thinner than the rest. There is a noticeable difference and if you find this, you know you have an auto that was stuck there. In the 2004 Upper Deck baseball, bat cards are easy to find because they are almost always placed second to last in the pack. So if you move the card directly to the back of the pack you can feel if there is a bump or lump from a GU bat or jersey. Just get your finger under that single card and push up and that will allow you to feel for this. Remember that it may take ten packs before you feel one. Some people get a little discouraged since they can't feel it right away, but there isn't a jersey or bat card in every pack. That's why they are inserts and you will know when you feel one. In Upper Deck 04-05 basketball, the swatches are very easy to find because they stick out much more than most jersey cards. These cards are usually placed third from last in the pack and I have found two packs that actually had three swatches in the same pack. So, there must have been a packaging error that caused a bunch to be inserted in single packs every once in awhile. Both times I found packs like this, all three swatches were side by side directly in the center of the pack. For SPx 2004 football and basketball, auto/jersey combinations are fairly easy to feel for. The jersey piece will be at the opposite corner from the auto sticker. So if the auto sticker is in the left top corner, the jersey piece will be in the bottom right. Slide the cards and feel for the lump of the jersey in corners or scratch with your nail to feel the rise that the auto sticker makes. If you are going for an auto/jersey and you feel one of these things, try the opposite corner using the technique for the other to

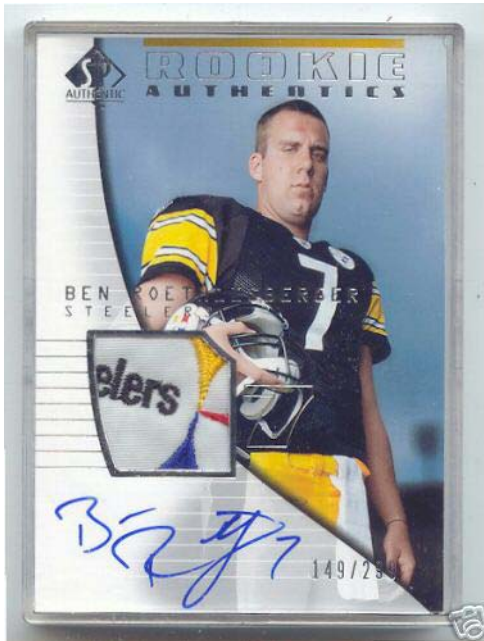
double check. These basic techniques also work with all Fleer stuff.

Pacific :



Now Pacific only makes hockey cards, so if you don't into hockey, just skip this. For all Pacific packs, you will do the swipe technique. You will feel a small lump which will be the jersey pack. But in 04 Pacific Prism, you might not be able to feel the lump, so you will fan the cards. The card that is one up from the back of the pack will be thicker than the rest. This is the jersey card. And for 04 Exhibit hockey, you can move the smaller cards up and down, and you can use your finger to feel the actual jersey swatch. The jersey card in these packs is always the last 3.5"x5" card. That's really all there is to tell you about Pacific.

Press Pass



Press Pass is great because it is so easy to find good cards in their products. With PP football, swipe to find the jerseys. Always swipe every pack all over since the jerseys may be in different spots on the card. You can only find the autographs in retail PP football(2004) and basketball(2005) in Target stores. The wonderful thing about this is that in Target packs, you can see right through the packs! In the PP football as well as PP JE football, the auto is always the third card from the top. Fan the first two cards away from the third and you will actually see the blue ink from the auto right through the pack!

I recently pulled autos of Steven Jackson, Maurice Clarett, Mike Williams, and Chris Duhon #d of 50 using this method and have had tons of customers write of other great auto pulls by doing this.

Now, a great thing about PP racing is that they put a thick decoy card in every single pack, regardless of if there is a jersey in the pack or not. So, if you feel two thick cards in a pack, you automatically know you've got a race used card. The autos are a little tougher but these all have the same indented lines across the top of the card. If you rub your fingernail across these lines you can feel the indentations. In Premium, the auto is always the third card from the top. In VIP it is always the

second from top. In Stealth and Trackside it is always the forth card from the top. So, just remember that if you are searching Target stores for PP, you will see right through the packs for the lines of the auto cards and the Press Pass Authenticity logo. If you are at Walmart, Kmart, or anywhere else, you can't see through so you will have to swipe and feel for the auto lines and feel for the authenticity sticker. In the 2005 PP Racing, to find serial #d cards feel with your nail in the bottom left corner of the pack on the third card from the back. That is where the indentations will always be and they are deeper and more noticeable than most brands.

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Fleer



Fleer is easy to search for game used cards because there is a thick card in every Fleer pack. However, the jerseys are thicker than the decoys. So, just fan the cards until you get to the thick card and feel for the roughness of that thick card with your fingernail. Smooth and soft=Jersey Rough and harder, and thinner in Fleer's case=Decoy. Also, in Fleer, since the decoys are made of a different material than the jersey cards, the cards tend to stick to the card underneath. Fan through these cards to make sure they are all separated, or else you may think you have a thicker decoy, when it is actually two cards stuck together. It's harder to feel the lump in Fleer than other brands, so the best way to search is by the

texture of that thick card. In Genuine, Box Score, and Authentix, all you have to do is fan for two thick cards. Remember that because it's that simple. If you feel two thick cards in the pack, you know you've got a #d rookie card along with the decoy. In the 2005 Authentix and Greats of the Game Baseball, the jersey pieces are centered at the bottom of the card and so if you need a second reassurance that you do have a jersey, just feel in the bottom center because the square that holds the jersey goes in. So you feel your finger slip right into the square. In 2005 Fleer Tradition baseball and 2004 Sweet Sigs Football, the jersey square will always be on the left of the pack and it is far over and close to the edge, so you don't even need to move the cards around very much to feel it. Just push the cards one at a time to the right and feel along the left edge in just about a half inch. The piece is slightly below the center over on the left of the pack. In the 04-05 Showcase Basketball the piece is in the same exact place but is a bit smaller so you will need to feel a quarter of an inch farther over from the left side.

Playoff/Donruss/Leaf



These are combined together since the same manufacturers produce these brands and produce them with the same method. So, for all P/D/L swipe the entire pack because these products put their jersey pieces on different spots of the card. Just feel for the lump but it will be in different places every time. Autos are a little easier. In Classics Baseball, the auto card is always second to the top.

The great thing about the autos in these brands, is that they had the players autograph a sticker. You can feel the second card up for the sticker with your fingernail and it is very noticeable when you feel one. P/D/L only did autographs in retail for baseball brands up until 03 and then they started doing retail football autos. In Donruss Champions baseball, the auto is the fourth card from the top and you can't feel the sticker in this brand. You can feel an authenticity stamp from the autos in Champions though. So, use your fingernail to search for that stamp once you have fanned the first three cards. In Studio baseball you can feel the sticker, so just swipe those packs for the slight lump. In Leaf baseball the auto card will always be the card directly on top of the decoy card. For these, turn the pack around to the side with the stated odds and move all the cards on top of the decoy to the left, then you can feel the sticker if there is an auto. The sticker is always facing the side with the odds. For Leaf Rookies and Stars football, the auto is kind of tricky. There are six cards per pack and the simple thing is that normally there are three cards on top of the decoy and three on the bottom if it's just a regular pack but if you fan the cards and feel four cards on top of the decoy and two on the bottom, you know there is a rookie autograph in the pack. So, in many products, pay attention to counting the cards for placement. In Prestige Football, the auto is the third card from the top. For 2005 Prestige Baseball it is easiest to push the cards to the right to find jerseys. The jersey card will either be second or third from the back. This is a tough one because you will only be able to feel the very edge of the jersey piece cut since you can't push the other cards over much further in this pack, but you will still be able to judge by the thickness of these jersey cards. So if you think you have one, try to push your nail there to feel if it goes down into the rivet. The 2004 Playoff Honors Jerseys are much easier to feel for because the pieces are cut right near the center edge of either the top or bottom of the card, depending on which position it is in the pack. So feel both the second or third card from the back because it could be either and push the

others away so you can swipe. Feel in the directly in the center of the top of both cards and if you don't feel anything, reverse the process and feel in the center of the bottom. The same thing goes for 2004 Absolute, but the absolute GU pieces are again about a quarter inch farther from the edge, so you will only be able to feel the edge of the GU cut when you push the other cards out of the way which makes it a bit tougher. In 2004 Donruss Baseball and 2004 Elite Football, autos are easy to find because the tape goes close to both edges. The sticker is about an inch from the bottom of the card but extends very close to both the right and left edge since it is centered. These autos are placed third card from the last so you can feel along either side about an inch from the bottom and scratch your nail to feel for the rise that the sticker creates. Since you can feel the sticker from either side, you benefit, because if you think you feel it, you have the advantage of being able to then check the other side to see if you feel it on that side so that you don't get fooled. In 2005 Donruss Baseball, the auto stickers can be placed all over the card since there are a lot of versions. Most of the autos stickers are basically in the same place as 2004 because the sticker goes all the way across near both edges, but these stickers are about a half inch up from the 2004 ones. Just remember to do a quick check on both the second and third cards from the back on the corners too if you cannot feel a sticker in the center. If you feel one in the corner, you should have an auto that is more rare than the regular autos.



Topps



This is the last brand. In regular Topps's products you have to swipe the packs to find the game used cards. Topps doesn't put decoy cards in some of their products such as Series 1 and 2 baseball. So, if there is a thick card in these packs, you have a game used card with no trouble at all. In 03 and 04 football and in 03-04 Hockey there are decoys in some packs, so you have to swipe the packs and use your nail to determine the roughness of the thick cards in those. Topps always puts a little square authenticity sticker. That is how you feel for the autos in all Topps's products like Stadium Club, Chrome, Bowman Chrome, Bowman's Best, Draft Picks & Prospects, etc. In most of these products the auto is the 2nd card from the bottom, so that will give you a little guidance, but make sure to feel for the small square sticker with your fingernail. On Ebay, there are lots of sellers selling Bowman's Best hot packs and the reason they can ensure that it's an auto every time is because that little sticker is easy to notice when you feel it and it will always be in the corner. In Draft Picks and Prospects football, if there are three cards under the thick card instead of two, then you have an auto. Turn these packs around and fan the cards to see if there are two cards on top of the decoy. If there are two then there is no auto, but three on top means you have an auto. In All American Football from 04 the card under the thick card will have the sticker if it's an auto, and you will be able to see the sticker right through the pack on All American packs!

I've pulled several autos this way. In Topps Chrome you can find sequentially #d cards by turning the pack around, fanning the first card from the bottom, and then use your nails to rub the corner next to where the player's inc. logo is. If you feel some tiny indentations, that's exactly what they are, and you've got a black bordered refractor #d card. In Bowman football the auto is always the middle card in the pack, so turn the pack around to the back and fan the first four cards up to the top if there is an auto it will be the 5th from back. You will see the barcode on the back and the sticker will be right by the "T" in Topps on the barcode, so feel for the sticker at that spot. In 03-04 Topps Basketball, you will know if you have a black border card if the thick card is third from the bottom. In regular Topps football the vintage embossed cards will have a stamp that feels like a lump in those packs. In 2005 versions of Topps Baseball you can feel the indentations from the autos too but this years Topps is tough to find autos. GU is a different story though. They put the pieces in the top center for most GU cards and they are always the third card from the front of the pack for all brands. Auto inserts will always be the forth from the front.

I know that this is a whole lot of stuff to remember, but take it one product at a time and you will have some amazing cards for your collection. Remember to shop at Target for see through Press Pass products, All American football can be seen through, and the easy specifics for the brands decoy placement. Lastly we would like to say Thank you for purchasing from us. Please remember when you receive this info to leave us feedback and we will be sure to do the same.

