

## CHAPTER VIII

# Entertaining Tricks

### TO FORCE A CARD

THE trick must be performed in such a way that the selector thinks he has really chosen the card himself. The card to be forced should be placed at the bottom of the pack, the pack held in the right hand, and half of it taken off and held in the left hand. The hands are then held side by side, a few cards from underneath either set are fanned between the hands, and the second finger of one hand kept upon the card that is to be forced, i.e. the bottom one. A circular movement is then made and continued with the hands, and the cards that have been fanned in the centre are made to revolve over one another at the same time. This last action is done with the forefingers and thumbs. The whole of the cards, except that to be taken, should be held tightly when the card is about to be picked, and the attention of the person who is taking the card should be distracted as much as possible by some bantering or humorous remark. Then as the fingers of the selector approach the cards, the centre where the forced card is, is brought to his fingers, and the card thrust into them. Do not look at the cards but at the selector's hand when placing the card into it. Where more than one card is to be forced, all the forcing cards must be kept at the bottom of those in the right hand.

It sometimes happens that the performer runs up against some one who will not take a forced card, and in that event it is well to let him take another. After another person has been induced to take the forced card, ask for the wrong card, have it returned to the middle of the pack, make the pass which is described later, and show the card on the top of the pack.

**TO PALM A CARD**

This can be more easily learnt by a study of conjuring illustration than from any description. The card is first held between the first finger and thumb; with the forefinger slide the card into the palm of the hand, cover the card with the fingers, and the back of the hand can be displayed. Those who cannot cover the card with the hand will find it advisable when the third position has been attained almost to close the hand, at the same time folding the card, and retaining it held by the thumb in the palm.

**THE SINGLE-HANDED PASS**

The effect of this trick is to pass the cards in the top half of the pack to the bottom, i.e. so that a card that may have been placed on the top of the pack by a member of the company will be immediately found in the centre. The cards are first held between the thumb and the second, third and fourth fingers, the first finger being held just underneath the cards. Half of the pack is then dropped into the palm of the hand, the forefinger pushes up the bottom half, and with the thumb and fingers the cards are packed together again.

**TO READ A PACK OF CARDS**

The effect of this trick on the audience is as follows:—A pack of cards is shuffled by one of the audience, handed to the performer, who holds the pack in front of him and shows the front card to the audience. He then puts the cards behind his back, thinks deeply, and then names the next card. He brings the pack in front of him again, and shows the card that he named as the front one. He then goes through the whole pack in the same manner.

It is done in this manner:—A card is retained in the trousers pocket, from whence it is secured and palmed, and when the pack is returned, the palmed card is placed face foremost on the top of the pack, i.e. the reverse way to the others. The pack is then held on a level with the elbows, and the performer can of course see the bottom card of the pack. After noting it, and taking care that the

audience does not see him looking at it, he passes his hands behind his back, and puts it over the card the audience have seen at the other side of the pack. After thinking for a moment or two, he tells them what the next card will be, brings the pack from behind his back, and shows the card in the front. He now notes the next card, and repeats the experiment. It is well not to go right through the pack.

### TO BALANCE COINS

Lay three pennies edge to edge in a row in the left hand, and upon them place the wood that has been concealed in the palm of the right hand. Grip the ends of the stick between the thumb and second finger of the right hand, at the same time holding the top and bottom coins tightly. The coins can then be raised perpendicularly, and shown as if self-supported upon their own edges.

### TO HOLD A PENNY SO THAT A STRONG MAN CANNOT TAKE IT FROM THE FINGERS

This trick is only suitable for a very tall person, or at any rate should be played with a person much shorter than the performer. A challenge is put forth that a penny held between the fingers cannot be taken away by another party without his touching the person holding the penny. The penny is shown held in the ordinary way, but immediately the challenge is accepted, the hand is held high above the head. If the opponent jumps in the air, or stands upon a chair, the coin should be held away so that it cannot be reached.

### TO HANG A HAT ON THE PANEL OF A DOOR

This is a very effective trick on entering a drawing-room. The performer, with hand covered by his hat, rubs a pencil sharply down the side of the door. The pencil will adhere to it, and a hat with a flat brim can be hung upon the pencil. Don't spoil the paint on a friend's best door, however.

### TWO CORKS

A cork is held in each hand between the thumb and first finger, close to the palm. The trick is to remove with the

first finger and thumb of the right hand the cork that is held in the left hand, while at the same time holding the cork in the right with the first finger and thumb of the other hand. The forefinger and thumb of one hand are inserted inside the loop made by the other.

### A NOVELTY

Undertake to show something that has never been seen before, and which, after all have seen it, will never be seen again.

This is done by cracking a nut, exhibiting the kernel, and then eating it.

### A GLASS OF WATER THAT MUST BE SPILLED

Fill the glass, and lay a piece of thin card or paper over the top, dexterously turn the glass upside down, and place it upon the table, which must be level, then draw away the paper or card, leaving the water in the glass. It will be impossible to remove the glass from the table without spilling the water. Do not perform this in a drawing-room.

### THE MYSTERIOUS PAPER BANDS

Procure three strips of paper, each 2 or 3 feet in length, by 1 inch in width, paste, and a pair of scissors. Paste the ends of the first strip of paper together. Twist the second strip of paper once, and paste the ends of that together. Twist the third strip of paper twice, and paste the ends of that together also; i.e. make three paper loops. Exhibit the first loop, and remark that the obvious effect if you cut it in half, stripwise, will be to make two loops. The loops should then be cut. Now pick up the second loop and remark that you are going to do the same with this loop. Cut the loop of paper, and a loop twice the size will be produced. Now pick up the third loop, and cut that in the same manner, and two loops, one inside the other, will be produced. In the case of the loop with the double twist, it will require a little dexterity to keep this twist masked, especially when cutting the paper.

### TO LIFT A MAN WITH FIVE FINGERS

Two persons put their index fingers under the insteps

of the person who is to be lifted, two others place a finger under each elbow, and a fifth puts his forefinger under the chin of the subject. At a given signal each person lifts his hand, and the person is raised up. The result may seem very surprising, but it is only a question of the equal subdivision of weight. The average human being weighs about 11 stone, so that each finger has only to sustain about 30 lbs. weight, which is not difficult.

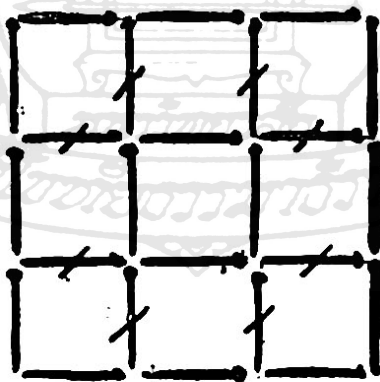
### TO PROJECT A DRAUGHTSMAN FROM A COLUMN

This experiment is performed by means of draughts or backgammon "men." Build up a column of ten or twelve pieces, stand it upon the table, and with the thumb and forefinger propel, or shoot, a single disc along the table violently against the pile. The piece thus launched will strike the pile tangentially in one of two ways—either it will hit it at the point of contact of two discs, in which case two men will be projected from the column, or it will strike a single disc, in which case one piece only will be projected. The stability of the other pieces will not be disturbed.

### MATCH TRICKS

No. 1.—Lay twenty-four matches on a table to form nine squares. Take away eight matches and leave two squares only.

Make the nine squares in the following manner :—



Now take away the eight matches marked with a cross ; two squares only remain, one in the centre of the other.

No. 2.—Take twenty-four matches and form a square of eight piles, each containing three matches, so that each side of the square contains nine. Add one, then three, and afterwards four matches in such a way that in each case there are still only nine matches in each side and at top and bottom.

It is accomplished in the following manner ;—

FIG. 1

|     |     |     |
|-----|-----|-----|
| III | III | III |
| III |     | III |
| III | III | III |

Take a match from the top left-hand corner, and add it to the three in the centre of the top row, now add an extra match to the three in the centre of the left-hand row.

FIG. 2

|        |      |     |
|--------|------|-----|
| II     | IIII | III |
| * IIII |      | III |
| III    | III  | III |

Now take one match from the top-right-hand corner and add it to the pile in the centre of the top row, take one from the left-hand bottom corner, and add it to the pile just above it, and one from the right-hand bottom corner to the pile above that also. Add three extra matches to make each centre pile consist of five, and each corner two.

FIG. 3

|      |      |      |
|------|------|------|
| I    | IIII | II   |
| IIII |      | IIII |
| II   | IIII | II   |

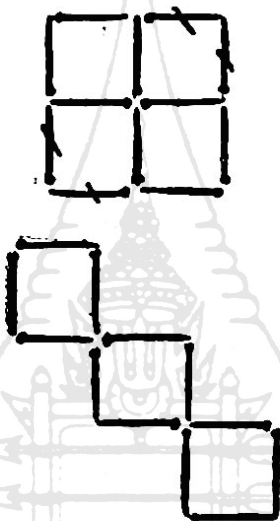
Take one match from each corner and add it to the centre piles in the top and bottom rows. Then add an extra match to each of the centre piles.

FIG. 4

|        |        |        |
|--------|--------|--------|
| I      | IIIIII | I      |
| IIIIII |        | IIIIII |
| I      | IIIIII | I      |

The sides of the square contain nine in each case.

No. 3.—Lay twelve matches to form four equal squares (see following diagram), and then remove and replace four matches so as to make only three squares of the same size as the others. It is accomplished in the manner depicted in the second diagram.



No. 4.—To form four triangles with six matches. Lay three matches upon the table and form a triangle with them. Then make a pyramid with the other three by resting the heads together and inserting the base ends in the corners of the triangle.