

FIFTY-ONE IMPROMPTU.  
**Conjuring**

TRICKS  
THAT YOU CAN DO

With  
Borrowed Articles  
Without  
Sleight of Hand

by  
**Cecil Cook**



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FIFTY-ONE  
IMPROMPTU CONJURING  
TRICKS.

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FIFTY-ONE  
Impromptu Conjuring  
Tricks

*that you can do.*

★

BY  
*Cecil Cook*

★

SYDNEY  
1946.



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In presenting this Book of Magic, originality is claimed for only a few of the Tricks described. The others have been gathered from here, there and everywhere, during the last 20 years. To the originators of these Tricks I must say "Thank you" for the enjoyment they gave me. Here's hoping the reader has as much fun with them as I have had.

Yours,

"Always Up To Tricks,"

CECIL COOK.

## THE COIN IN COLLAR.

A coin is picked up, dropped on floor, picked up again, and an attempt is made to push it through the right elbow, but it is dropped again, picked up once more



and rubbed into the right elbow, and this time it vanishes. A spectator is then asked to remove the coin from performer's collar.

**Here's How:** Borrow a coin and have it marked; hold it between both hands at fingertips, your left side is towards audience. Raise right upper arm and pretend to push coin with left hand through right elbow. Accidentally drop coin and go through business of trying to push coin through elbow again, once more drop it and this time the coin is retained in the right hand whilst fingers of left hand rub the right elbow. The illusion created is that the coin is still covered by the left fingertips rubbing the right elbow. This automatically brings the right hand in line with the collar below the ear, and the coin is deposited there. Then after apparently rubbing the coin through the right elbow show left hand empty and later on allow a spectator to take it out of your collar.



## THE 1, 2, 3, 4 TRICK.

Ask a friend to write any four numerals. As an example:

$$\begin{array}{r} 1234 \\ 10 \\ \hline 122\cancel{4} \end{array}$$

The four numbers are added together as in the example above, and are subtracted from the original number. The audience is asked to cross out any one of



the remaining four figures, and to tell you the remaining three; in this example the four was crossed out and the remaining three figures were 122. The performer has only to add these three figures together and subtract them from the nearest multiple of nine, as in this example:  $9-5=4$ , and this is the number crossed out whilst the performer's back was turned.

## DIVINATION SUPREME.

Ask your friend to write down the year of his birth, then add to it the year of some important event in his life, next his age this year, then how many years ago the important event took place. You then request him to add them all together and before he is finished you tell him what his answer will be. All you have to do is to double the current year. As an example:

Year born .....	1915
Important event .....	1934
Age this year .....	31
Number of years since important event .....	12
	3892

As this has been worked on the year 1946 you will see that the total is double 1946.

## BEST-YET LIVING AND DEAD TEST.

Five people are asked to write the name of a living person on a piece of paper; the sixth person is asked to



write the name of a dead person. An envelope is given to each person and they are requested to place the piece of

paper with the name on it inside the envelope and seal it. Performer is blindfolded, the envelopes are shuffled and handed to the performer and he is able to correctly tell the envelope containing the dead person's name.

This is quite easy to do, the only preparation being that the envelope which is used for the dead person's name is very slightly perfumed.

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## DOMINO DECEPTION.

From a box of dominoes remove the double blank, one spot, 2, 3, 4, 5, 6, 7, 8, 9, 10, and arrange them on the table in the following order, face down, from left to



right: 4, 5, 6, 7, 8, 9, 10, double blank, 1, 2, 3. Whilst your back is turned you ask anyone to move any number of dominoes, one at a time, from the left hand to the right hand end. When this has been done you turn around and turn over one domino which designates the number of dominoes moved. For example, if three dominoes were moved, the three spot would be turned over.

All the performer has to do is turn over the fourth domino from the right hand end and this will always show the number of dominoes which have been moved. If desired, the effect may be immediately repeated, but to get the key domino the second time it is necessary to add the number moved the first time to the original key number. For example: If 3 were moved the first time, then 3 added to 4 (original key) equals 7. So that for the repeat performance the seventh domino would designate the number of dominoes moved on the second occasion.

## DIABOLICAL BANK NOTE.

Performer shows both trouser pockets to be empty; a banknote is placed in one and transfers itself to the other. For this stunt you require two banknotes of the

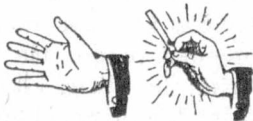


same denomination. Now if you feel in your trouser pocket you will find that there is a space right at the top in which a banknote may be placed and then the pocket can be pulled out without disclosing the fact that the banknote is contained therein. Place one banknote in the left pocket and you are ready to begin; show a banknote and place it in the right pocket (actually it is placed in the top of the pocket), the pocket is then pulled out and the banknote is shown to have vanished and may now be produced from the left pocket. This may be repeated as often as desired, according to the desire of the performer.

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## THE BALANCING MATCH.

A match is shown and the performer takes it and balances it first on his thumbnail and then on the side of



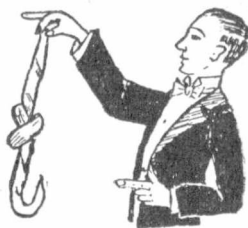
a matchbox. The working of this is very simple. Whilst

talking you merely place the match in your ear and some of the wax becomes stuck on the end. This enables you to balance the match on your thumbnail or matchbox with ease.

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## GETTING GERTIE'S GARTER.

**Requirements:** One piece of adhesive tape covered with silver glitter, as used for signwriting purposes, about 12in. long.



**Presentation:** The performer explains that he has managed to get Gertie's Garter, but unfortunately broke same. So, folding the garter in half, he deliberately cuts it in doing so. However, being a magician, he will mend it into two pieces, and shows the audience the two separate pieces, and explains he must have made a mistake. What he really intended to do was to mend it. Now placing one piece over the other, allowing one piece to cover about an inch of the other, he cuts off the largest portion of the overlapping inch. In doing so, great press-

ure is brought to bear, and, on letting the garter go, it is seen to be once more in one long piece. Taking the two remaining ends, he does the same with these as with the last two ends. Then shows the garter to be a complete circle once again by twirling it between the two forefingers in the hands. This trick, although simple in working, is one of the most baffling cut and restored effects ever created.

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## THE FLOATING DISC.

A small metal disc, the size of a two shilling piece, is used. It is set in a glass of water, and, to the surprise of everyone, it floats.

The performer pushes it down into the water and it sinks to the bottom of the glass. It is brought out and



wiped dry with a handkerchief; again it is made to float and sink when it is pushed beneath the surface of the water.

Then comes the request to "Let me try it." The performer wipes the disc dry and hands it to the person who made the request. But it will no longer float.

The trick depends upon the use of two discs. One is made of aluminium; the other is zinc. They are exactly the same size, shape and appearance, but not the same weight. The aluminium will float, the zinc will not.

The zinc disc is concealed in the folds of the handkerchief with which the aluminium disc is wiped after it has been pushed below the surface of the water. There it remains until someone wishes to try the trick for himself. Then, in wiping the aluminium disc, the performer simply draws it back into the folds of the handkerchief and pushes out the zinc disc instead.

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## THE DISAPPEARING COIN.

A handkerchief is spread out on the table and a borrowed coin is placed in the centre of it, the four corners are folded over to the centre of the handkerchief



so as to cover the coin. The handkerchief is quickly opened out and shaken. The coin has gone.

A small piece of soap is the secret, and this is stuck on one of the corners of the handkerchief.

To vanish the coin, all that is necessary is to fold the prepared corner so that the soap covers the coin. Press hard on this corner and the coin will stick on the soap.

The other corners of the handkerchief are folded to the centre to heighten the effect. Now pick up the handkerchief by the last corner which was folded, shake it gently and the coin will remain on the side nearest you and will not be noticed.

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## THE COIN THROUGH HAT.

A hat is borrowed and placed upside down on a tumbler, so that the crown rests on the rim of the glass.



Three pennies are borrowed and thrown into the hat, and one of them penetrates the hat and is seen to fall into the tumbler.

Here is the explanation—you have an extra penny. This extra penny is placed on the edge of the glass and held in position by the crown of the hat. When the borrowed coins are thrown into the hat, the hat should be slightly raised so that the concealed coin falls into the glass at the same moment as the coins fall into the hat.



## THE SWY GAME.

A sixpence is spun on the table, and whilst spinning it is covered with a matchbox. A spectator is invited to guess whether it is heads or tails. This is repeated twice more and when the box is lifted the coin has vanished.



All you require is an empty matchbox with the drawer placed upside down. On the third spin the matchbox is brought down on the spinning coin very hard, and the coin is forced right through the bottom of the box so that when the box is removed from the table the coin has vanished.

## THE MAGIC CIGARETTE PACKET.

A cigarette packet is pulled open and shown empty, yet when closed and re-opened it is full of cigarettes.



The secret is that there are two drawers in the box. It is prepared as follows: Procure two cigarette packets, take

out the two drawers and cut off the end of one and slide over the other. Place the two in the original outer packet and by pushing the slide and pressing the base of the package you can pull out the drawer and show the box empty. On pushing back and letting the other drawer go, the package is seen to be full of cigarettes when opened.

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## THE PENNY PUZZLE.

Five pennies are placed on the table and whilst the performer's back is turned a spectator selects any coin, holds it tightly in his closed fist for about a minute,



and replaces it on the table. The performer turns around and is able to tell the selected coin.

To accomplish this trick all the performer has to do is to feel each coin and the selected one will be warm because of it being held tightly in the spectator's fist.

## THE SURPRISING NUMERAL.

Performer writes down the following numbers:

12345679

He asks a spectator his favourite numeral, and then gives the spectator a multiplication sum and the answer is formed of all the selected numeral. As an example,



assuming 3 was the number selected, the following sum would be given:

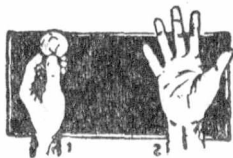
$$\begin{array}{r}
 12345679 \times \\
 \quad 27 \\
 \hline
 86419753 \\
 24691358 \\
 \hline
 333333333
 \end{array}$$

The method of accomplishing this amazing multiplication is by multiplying the selected numeral by 9.

## MAGNETISED PENNY.

Prepare a penny by soldering about an eighth of an inch of the pointed end of a pin to the outer edge. The point should be facing towards the centre of the coin. You can show the coin back and front by holding between thumb and finger and hiding the pin point.

**To make it vanish:** Hold it at fingertips and apparently toss it in the air; make three throws and at the

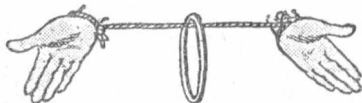


final throw, as the hand moves by the side of the body, attach it to the trousers. Practice this until you can do it without watching your hands, as your eyes must follow the apparent flight of the coin in the air to create the desired illusion. If the same movements are reversed the coin can be reproduced from behind the knee.

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## THE SLAVE BANGLE.

Obtain two bangles, exactly the same. Also a piece of ribbon three feet long. Place one bangle over the



wrist and push it up your sleeve. You are now ready

to commence. Have the ribbon tied around each wrist as in illustration; the knots may be sealed to prove they are not untied. Hold the bangle between the thumb and finger of one hand, turn your back on the audience and place this bangle in your vest pocket and slide the duplicate one down your sleeve on to the ribbon. The audience may then untie your wrists and thoroughly examine both bangle and ribbon.

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## THE BROKEN SAFETY MATCH.

Prepare a handkerchief by placing a match in the hem. Now borrow a match and wrap it up in the hand-



kerchief. Grip the match which is in the hem of the handkerchief and ask the spectator to break it in several places. Now say the magic word, "Abracadabra," unroll the handkerchief and show that the match is still in one piece.

## TELL YOUR AGE.

Request a friend to write down a number, the number of the month of his birthday (Jan. is one, Aug. is

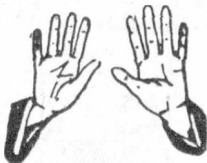


eight, etc.). Ask him to multiply by five, add two, multiply by 20, add his age, then subtract 40. Ask him the answer. Whatever the answer is the last two figures will be his age and the first will be the month. Should the answer contain only two figures, the first is the month and the last his age. Here is an example: If the answer is 830, he was born in August and is 30 years of age.

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## THE GLIDING BUTTERFLY.

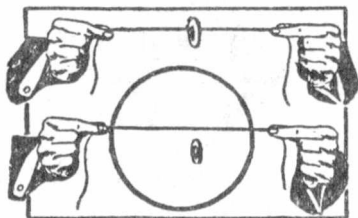
A small piece of paper cut to the shape of a butterfly is placed on a fan, the butterfly is thrown into the air and by fanning it it is caused to flutter in the air in



a most natural manner. Unknown to the audience a piece of thread is attached to the butterfly at one end and to the performer's waistcoat button at the other end. A little practice will enable you to work this quite well.

## THE LIFESAVER TRICK.

A Peppermint Lifesaver is shown and threaded on a piece of cord, two spectators hold each end of the cord, a handkerchief is thrown over the Lifesaver for a moment



and when the handkerchief is removed the Lifesaver is in the performer's hand. The secret of this trick is an extra Lifesaver which is kept palmed in the right hand. When the handkerchief is thrown over the original Lifesaver, the performer breaks it in two, and palms the broken pieces in the left and a duplicate Lifesaver is shown in the right hand.

## MIND OVER MATTER.

A spectator is quickly asked to name a number between 1 and 10. The drawer of a matchbox is removed and the number is found therein. As you most probably



know if anyone is asked to quickly name a number between 1 and 10, the answer will be 7 or 9, so in the drawer of the matchbox we place 7 matches whilst on the underneath part of the drawer you write the figure 9.

## TIME FLIES.

A watch is borrowed and the owner is asked to think of any hour he wishes. The performer then taps the dial



of the watch with the finger, and the owner of the watch is asked to count the taps so that he will reckon the first tap as being the number next to the one selected, e.g., if the number selected was 5 the first tap would be 6, the second 7, etc. When the owner reaches 20 he is to call "stop." The performer then correctly names the hour selected.

The secret of this trick is for the performer to mentally count his taps until he has made 7; at 8 he places his finger on the watch, at the figure 12, and works anti-clockwise, thus at the 9th tap his finger will rest on 11, at the 10th tap on 10 and so on. At the 20th tap his finger will rest on the hour selected.

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## CIGARETTE AND BOTTLE.

Performer lights a cigarette and then places it into the neck of a bottle, lighted end up. At command the



cigarette will rise and fall in the neck of the bottle.



**The Secret:** Obtain a piece of thread and attach one end to the bottom waistcoat button; to the other end attach a bent pin, painted black. After lighting cigarette insert pin up into the cigarette and place into neck of bottle, pin end first. By moving the bottle towards the body the cigarette will go down, and when the bottle is moved away from the body the cigarette will rise. Repeat several times, and eventually make it rise sufficiently out of the neck of the bottle to grip it between the fingers. Move the cigarette well away from the body and the pin will be pulled out and will hang unnoticed, and then both cigarette and bottle may be examined. Of course, black thread should be used and a dark suit should be worn.

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## NUMBER THOUGHTS.

Request someone to think of a number, multiply by 3, add 2, multiply by 3 again and add the first number



thought of. When your friend tells you the answer all

you have to do is cut off the last figure and the number first thought of is left.

e.g.:

Assuming the number thought of is	4
Multiply by 3 .....	= 12
Add 2 .....	= 14
Multiply by 3 .....	= 42
Add first number thought of (4) ..	= 46
Cut off the last figure, which leaves 4.	

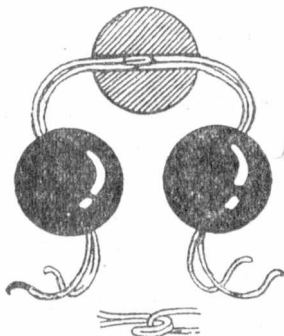
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## THE MAGIC CORALS.

Three large wooden beads are threaded on two cords and secured with knots tied over them. Spectators hold the ends of the cords and the beads are covered



with a handkerchief. Performer reaches underneath and removes the beads one at a time. When the handkerchief is removed the cords are found perfectly straight, the knots have vanished.



The illustration above shows the way the beads are threaded. First take one of the strings and double it evenly, and then draw the part that's doubled through one of the beads and pull it out about half an inch. Then you double the other string and put the part where it doubles through the loop which projects outside of the bead; it should project only about a quarter of an inch through the loop. Then you pull the first string through the bead, bringing the other string with it, and you will have the bead with two strings apparently running through it. You now thread another bead on each side of the first one and the trick is ready to be shown.

You first exhibit the strings with the two outer beads spread apart, also explain that you have three beads on two strings; now let the two outer beads fall to the centre and ask one or two persons to hold the ends of the strings. Ask for two of the ends, which you tie with a single knot, then ask for the other two ends and tie them in a knot. Now take the beads in your two hands and ask someone to cover them with a handkerchief. Simply pull the strings and the two beads will fall into your hand; you then show the strings with both ends tied.

## VANISHING COIN IN HANDKERCHIEF.

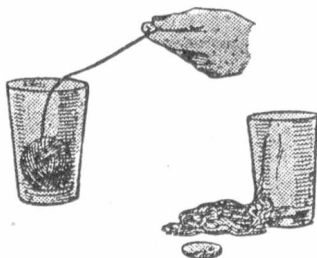
Prepare a handkerchief by placing a threepenny-bit in the hem of one corner. Borrow a threepenny-bit and



request that an identification mark be placed on it, hold the handkerchief by the corner with the fake in it and shake it to show it's empty. Place the borrowed coin underneath the handkerchief and, in the act of wrapping it up, substitute the fake and conceal the genuine coin in the crutch of the thumb and first finger. The shape of the fake twisted in the handkerchief will look like the borrowed coin. Borrow a matchbox, take out the drawer and request someone to remove the matches. Secrete the coin in one end of the box under the top side; when the drawer is about three-quarters replaced the top edge holds the coin in position without being seen. Give box to another spectator, asking him to sharply close the drawer when requested. Taking the handkerchief held by spectator, shake it quickly to show that the coin has gone. At the same time command the spectator to close the matchbox. The coin will be heard as it drops into the matchbox, and both coin and matchbox may then be examined.

## COIN IN THE BALL OF WOOL.

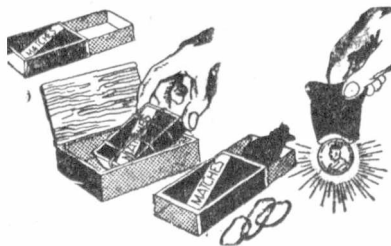
Another variation of the previous trick can be obtained by obtaining a thin, flat piece of tin tubing wide enough for a threepence to slip through it com-



fortably. On one end of this tube wind a quantity of wool (one ounce is usually sufficient); have this in your pocket with the free end of the tube uppermost. After vanishing the coin in the handkerchief (as described previously) place your hand into your pocket and slip the coin down the inside of the tin tube, then remove the tin tube from the ball of wool and allow it to drop in the bottom of your pocket; now bring forth the ball of wool and place it in the tumbler, ask somebody to unwind the wool and to their surprise the borrowed coin is right in the centre and will drop into the bottom of the tumbler.

## THE PRESTO BOX.

This is perhaps the most recent popular method of reproducing a borrowed coin. The "modus operandi" is similar to the ball of wool, but instead of the wool a tobacco tin on the inside of which is found a matchbox and inside this is a small bag, the top of which is secured with a rubber band, and inside the bag is the borrowed coin.



As you will have guessed, one end of the tin tube is placed just half an inch inside the bag, a small rubber band is wound tightly around the outside of the bag over the tube. The end of the tube with bag attached is now placed in the drawer of the matchbox and the drawer closed. The matchbox is now placed in the tobacco tin so that the tube is sticking out from one end, the lid is closed and several rubber bands are placed around the tin. It is now ready. Place in pocket with mouth of tube uppermost, slide the coin down the tube and carefully ease the tube out of the tin.

## THE LIGHTNING DICE TRICK.

Three dice are thrown and the top numbers are added together. One of the dice is picked up and the



bottom number is added on to the total; this same dice is thrown again and the top number is also added to the total. The performer, who has had his back to the audience whilst this has been done, turns around and announces the total. All that is necessary to do is to add 7 to the total of the 3 top numbers of the dice showing on the table. Of course, before giving the answer throw dice a few times to mystify the audience. Here's an example: First throw is, say, 6,6,3 = 15, the first dice (6) is picked up and bottom figure (1) added to total, making 16; same dice is thrown again and comes up, say, 5, add this to 16 = 21, this leaves showing on the table 6, 3, 5 = 14, therefore add 7 to this total, which makes the solution 21.

## MYSTIC COIN AND GLASS.

Obtain a piece of glass about the size of a penny (a round watch glass will do); hold this in the palm of your hand, borrow a coin, hold it in your hand over a tumbler of water and throw a handkerchief over the



whole. Take hold of the coin from outside the handkerchief, really gripping the piece of glass covered by the handkerchief and retaining the genuine coin in the palm of the hand which previously held it under the handkerchief. A spectator is asked to drop the coin into the glass. Actually he drops the piece of glass into the water and when the handkerchief is removed the audience can see that the coin has vanished.

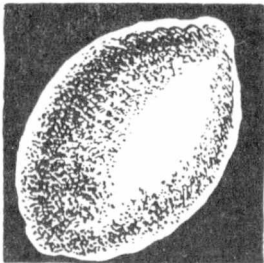
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## COIN IN LEMON.

A good method of reproducing the coin vanished in the previous trick can be obtained if the coin is pushed



unseen into a lemon that has previously had a slit or cut made in it to take the coin. The lemon, of course,

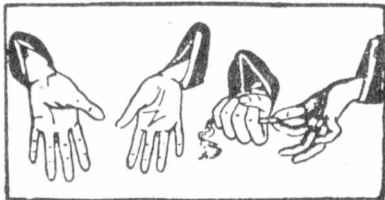


should be apparently taken from a dish of fruit. After pouring the water from the tumbler to show that the coin has vanished cut the lemon in half and find the coin.

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## COLOUR DIVINATION.

Show a box of different coloured crayons or chinks. Turn your back and request a spectator to place a stick



of chalk in your hands, which are held behind your back. You face your audience, place your right hand to

your forehead and announce the colour of the selected stick of chalk.

The method of accomplishing this is that when your hands are behind your back your right thumbnail chips a little piece of chalk off. This hand is placed to your forehead and you note the colour of the chalk under your thumbnail. Now announce the selected colour.

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## VULCAN'S FINGERS.

Performer by merely rubbing the tips of his fingers together causes smoke to arise from them.



This is how it is done: Take the side from a safety matchbox and separate the striking paper from the wood. The striking paper is then set alight on a piece of metal. When it has burned away, remove the ash and a brown, sticky substance will be left on the metal. Rub this substance onto the thumb and finger of one hand. When this thumb and finger are rubbed together a quantity of smoke will be seen arising from them.

As the striking edge of a match is made from phosphorus it is advisable to immediately wash your hands after performing this trick.

## SILK FROM CANDLE FLAME ENIGMA.

Push the drawer of a safety matchbox half open, fold a silk handkerchief into a small ball and place it in the space left in the outer cover of the matchbox, and you are ready.



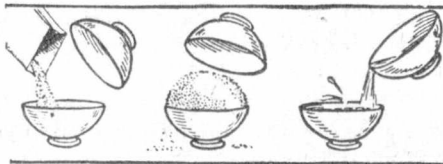
Take a match from the box and light the candle, push the drawer closed (this pushes the concealed handkerchief into your hand).

Place matchbox on table and rub hands together above candle flame and slowly allow silk to appear from between the hands.

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## DRY SAND FROM WATER.

Magician fills a glass bowl and into this he pours a quantity of sand; showing his hand empty, he reaches



into the bowl of water and brings out a handful of sand, which is quite dry.

The sand is prepared in the following manner: It is washed several times in hot water and placed in a perfectly clean frying pan (the sand must be dried in the sun before being placed in the pan). About a tablespoon of lard is placed in the frying pan and the sand is fried over a good fire. The sand is therefore made impervious to water because it absorbs the grease. This, however, is quite indetectable and will pass unnoticed.

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## HANDKERCHIEF TYING TRICK.

Two handkerchiefs are examined and placed on your hand, which is then closed. The handkerchiefs are thrown



in the air and they descend tied together. This trick is accomplished by the use of a small rubber band which is slipped over the fingers and thumb.

When the handkerchiefs are put into the hand they are placed between the finger and thumb and the band

slipped over them, so that when thrown in the air they appear tied together.

Now take one end of each handkerchief in each hand and blow in the centre, pulling both of them apart. This will make it appear as though the knot has dissolved.

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## ODDS AND EVENS.

A spectator is asked to hold any odd number of coins he wishes in one of his hands and an even number in the other hand; he is then to multiply the coins in his right hand by any even number he chooses, and the coins in the left hand by any odd number. He has to add the two



totals together and tell you the answer. If the total is odd the number of coins in the right hand is even. Of course, those in the left hand are odd. If, however, the total is even the number of coins in the right hand is odd and in the left hand even.

## THE JUMPING SPOON.

An ordinary teacup and spoon are given for examination. The cup is then half-filled with tea or any other liquid and spoon placed inside. At command spoon instantly jumps in the air.



**Requisites:** A small metal spring clip and a small piece of ordinary cube sugar. Press down the spring and place in the piece of sugar.

**To Perform:** Give an ordinary teacup and spoon to be examined, and as you take back the cup let the spring clip slide inside to the bottom of the cup and place spoon on clip.

You now pour the tea or any liquid into the cup and wait a few seconds and suddenly the spoon will jump right out of the cup into the air.

This is caused by the sugar melting and releasing the spring.

## THE AMAZING DIVINATION.

Performer writes down the names of six famous people. The spectator is requested to select any number from 1 to 6. This is retained by him, the performer burns the other five pieces of paper and rubs the ashes on his



arm and the selected name is left printed thereon. To perform this amazing feat it is necessary to print the name of a famous person, as an example,

**King George,**

with soap on your arm. When asking for the names of six famous people, King George is written down on the first, third and fifth, regardless of the names the audience may select. It will be readily seen that if the audience select an odd number, e.g., 1, 3 or 5, the counting is done from left to right, but if an even number (2, 4 or 6) is selected the counting is from right to left. In this way the name King George must be the selected one. The other five pieces of paper are burned and the ashes rubbed on the arm; the ashes will adhere to the soap and form the word "King George."

## SMOKE TRANSPOSITION.

The performer shows a glass jar and lid. He then lights a cigarette and places the lid on the jar and moves four or five yards away from it. Taking a good puff of smoke, he blows it towards the jar and it is seen to appear inside the glass.



**Here's How:** A few drops of spirits of salts are placed inside the jar and a few drops of ammonia are placed inside the lid. As soon as the lid is placed on the jar the chemicals mix and produce a greyish white smoke which resembles cigarette smoke. The rest is easy.

## THE PENETRATING COIN.

A coin is openly dropped into the left coat sleeve. Then the right hand draws the coin right through the



cloth. There are no holes in the material of the coat sleeve. Two coins are used. One is wedged between two

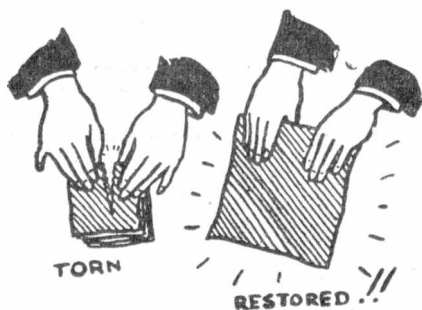


of the buttons of the left coat sleeve. Everything is now ready. Hold the left hand extended and the duplicate coin will be hidden. Show the original coin and drop it into the sleeve and let it slide right down. Show your right hand empty and reach up to the back of the coat sleeve and slide the duplicate coin from its hiding place. Move it along the back of the sleeve to the elbow. Then slowly draw it into view, keeping it pressed tightly against the sleeve so that it appears to actually come through the cloth.

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## THE TORN CIGARETTE PAPER.

A cigarette paper is torn into small pieces, crushed into a ball, moistened by placing on the performer's



tongue, and when the cigarette paper is opened out is shown to be restored.

The method of accomplishing this trick is to roll a cigarette paper into a ball, place it on the tongue before commencing the trick. Now show a cigarette paper, tear it into pieces, roll into a ball and moisten it by placing it on the tongue. All that is necessary to do is to bring forth the other ball of paper from the tongue, open it up and show it to be restored.

## COIN GO.

Prepare a penny by placing a small hole in it near the rim of the coin. Attach the end of a piece of elastic through this hole and to the other end of the elastic tie a small safety-pin (the elastic should be about 18 inches

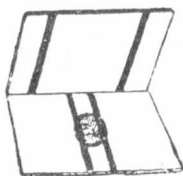


long). Attach the end of the elastic per means of the safety-pin to the inside of the coat sleeve above the elbow, adjusting it so that the coin hangs just inside the sleeve.

To perform the trick obtain the coin and hold between thumb and finger (the hand will hide the elastic). Bend forward and place the penny on the trouser leg just above the knee. Fold the cloth of the trouser over the penny and under cover of the hand release the coin and it flies up the sleeve. Still keep hold of the fold of cloth and say "Coin go," at the same time release cloth and stand upright. The coin will apparently vanish into thin air.

## CIGARETTE DETECTO.

Three cigarettes are shown, all of a different brand. An empty cigarette packet is borrowed, and whilst the performer is blindfolded the spectator places one of the

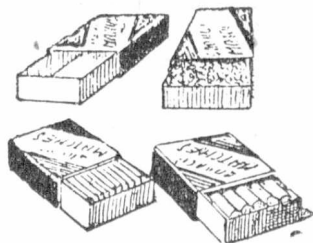


cigarettes in the cigarette packet and hides the other two. The performer is given the cigarette packet and instantly names the cigarette contained therein.

**Here's How:** Cigarette number 1 is quite ordinary, whilst cigarettes 2 and 3 are slightly perfumed—of course a different perfume is used for each. The performer has only to place the box to his forehead for a moment, smell the perfume and announce the cigarette.

## PICK-IT-OUT MATCHBOX.

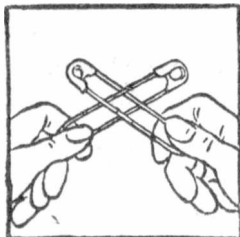
Three matchboxes are shown, two are empty, the other is seen to be filled with matches. Three hats are



then shown and one box dropped in each; the position of the hats is altered and a spectator is asked to pick the full box. However, the guess is always wrong. Here's how: The three boxes are prepared by having an extra face label on each box, and a row of matches stuck on the underside of the drawer, so it is only a matter of which way you show the box as to whether it is full or empty.

## "PIFF-PAFF-POOF."

Two safety-pins are shown and one is fastened around the other (see illustration). The performer says, "Piff-Paff-Poof," at the same time sliding the heads of



the pins together, and they are seen to come apart, although each pin is still closed.

The method of separating the pins is in the way in which they are locked together; it must be the same as in the above illustration, and to separate them it is only necessary to slide the heads together with a sharp pull and the pins will come apart and will remain closed.

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## HOW TO STRIKE A SAFETY MATCH ON YOUR SHOE.



If you carefully rub the striking paper of a safety matchbox on the sole of your shoe you will be able to strike a safety match there.

## THE ESCAPING PHANTOM RAZOR BLADES.

A razor blade, a length of tape, and two midget playing cards (with a small hole in each) are shown. The tape is threaded first through one of the cards, then



through the razor blade, and lastly through the other card; a rubber band is placed around the cards, thereby imprisoning the blade between the two cards. The spectator is asked to hold each end of the tape and a handkerchief is thrown over the cards. The performer places his hands under the handkerchief and removes the blade without cutting the tape. Everything is then examined.

**The Secret:** Two blades are used; one is quite ordinary, the other is split from the top hole to the top of the blade. One of the cards is a double one and is glued at the top and two sides, thereby leaving a pocket into which a razor blade can be inserted. The hole through the card is slightly lower in position than that of the top hole of the razor blade. To prepare for the trick thread the tape through the hole in the double card and insert the genuine blade in the pocket. This will force some of the tape into the pocket in the card above the blade. Square up the hole in the blade with that in the card by means of a match. Everything is now ready. Show this card on the tape and thread the razor blade on to the tape. Be sure that the hole that has the split in it is the one that goes on the tape. The second card is now placed on and a rubber band placed around the two cards. A spectator holds the end of the tape and a handkerchief is thrown over the cards. Now all the performer has to do is place his hands under the handkerchief, pull the cards apart and remove the blade by means of the split. The hands then pull the tape on either side of the cards and this causes the blade in the pocket of the card to protrude. This blade is pulled out and dropped on the floor. The handkerchief is removed and hides the fact that the performer has a duplicate blade in his hand. Tape, blade and cards are then examined.

## THE APPEARING FLOWER.

Attach about 18 inches of black corded elastic to a small imitation flower; to the other end of the elastic tie on a small safety pin. Now thread pin through the



buttonhole on the left lapel and continue it under the collar of the coat around the back of the neck, attaching it with the safety pin under the right lapel.

**To Perform:** Place the flower under the left armpit and mention that you forgot to wear a flower in your buttonhole. However, by the use of magic one will be made to appear. Say some magic words and move your arms in the air. This releases the flower from under your arm and it flies into place.



## MATCHBOX MONTE.

Obtain four matchboxes. One of these is half-filled with matches and tied on the right forearm so that it is covered by the coat sleeve, the other three matchboxes are empty, and are laid on the table; centre one is picked up with the right hand and shaken, which gives forth a rattle (caused by the hidden box up your sleeve), the left hand picks up and shakes the other two boxes one at a



time. The position of the boxes is altered and a spectator is asked to pick the box which rattles. This, of course, he is unable to do. The routine may be repeated two or three times if desired.

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