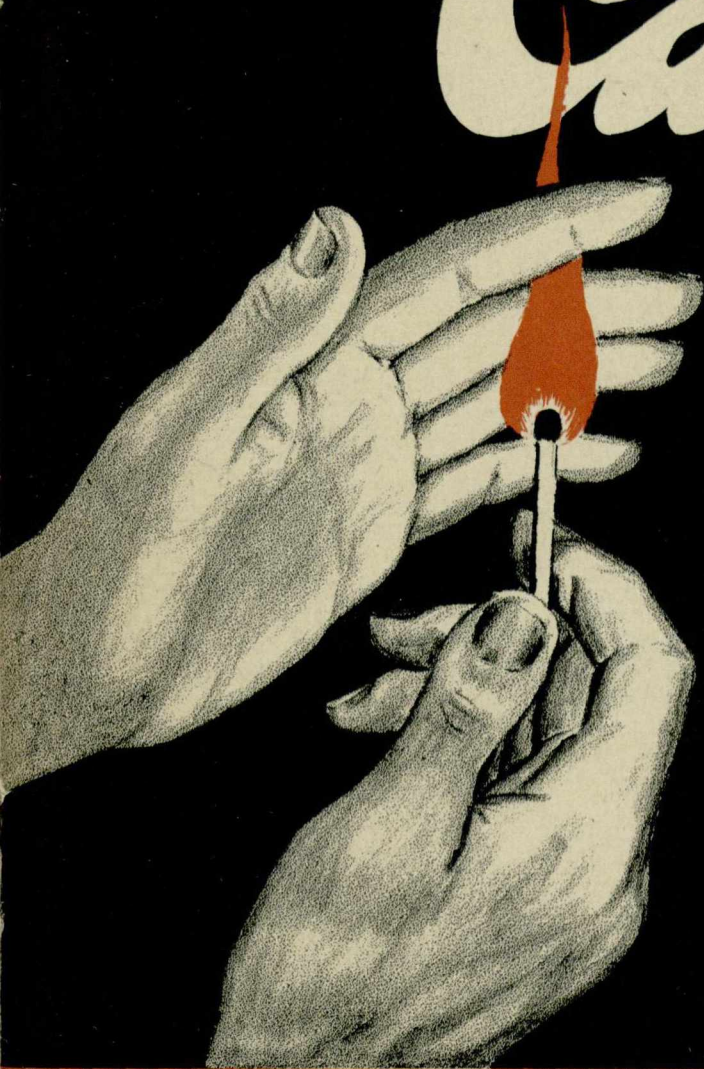


I'LL BET YOU

T.M. APP FOR

Can't



The Know How of **EASY CHALLENGE TRICKS**
NO SKILL • NO MAKE-READY • EVERY TRICK SURE-FIRE

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INTRODUCTION

It has been said that everyone at some time in his life is bitten by the *magic bug*. Some recover, some do not, and some, like your author, benefit others by bringing the hobby to them.

One charm of magic lies in its adaptability to all ages. As children we boasted, "I betcha I can do this!" when the other child couldn't. As grownups we say "I'll bet you can't do this!"

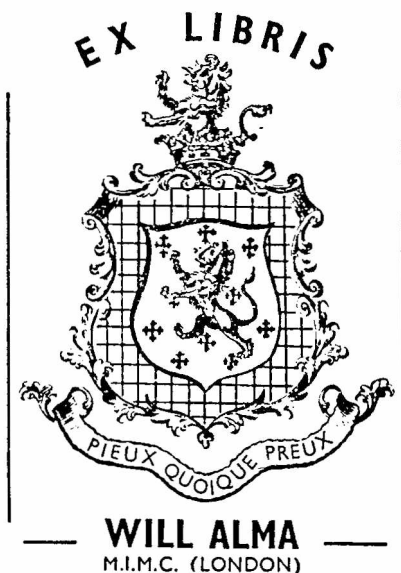
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LLOYD E. JONES

OAKLAND 2, CALIFORNIA

Editor, The BAT, a National Magic Magazine
Founder, Brotherhood of American Tricksters
Member Society of American Magicians, etc.

*Dealer information promptly air-mailed. Send inquiries to
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I'LL BET YOU *Can't*

A Choice Collection
of
Easy Challenge Tricks

By Lewis Kohrs

Line Drawings by the Author

Cover Design and Figure Drawings by
Watson B. Frontin

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HERE THEY ARE

Here they are at last. Easy challenge tricks, expressly for the person who wants to pull a match, coin or handkerchief out of his pocket and befuddle his friends. Each trick meets the test: It works with ordinary things *anywhere*, and it *clicks* with all kinds of *Victims*.

Challenge tricks, the latest popular pastime, offer something special in magic. Everybody loves tricks, and a magician draws a crowd anywhere. But when everybody can play too, there's four or five times as much fun. That's why this book is different. "I'll bet you can't," "Can you do this or that?," "Do as I do," "Deal as I deal"—each is a challenge that gives the other fellow a chance to try.

Your challenge *looks* so easy, the *Victim* falls hard, and then finds himself in the middle of a real puzzle. Sometimes you give him a break. You let him blow himself silly in THE CARD THAT WON'T, or tangle with a beautiful woman in THE GOOD PARTY TIE-UP—and then show him the simple secret. But most of the time, like all good magicians, you *keep your secrets* and he goes right on puzzling.

Your props are in everyone's pockets and purses: just plain matches (safety matches are best); or cigarettes, cards or string; sometimes a handkerchief or pencil and paper. Your occasion is practically anywhere, with anyone—at home, in booths, at parties, even in the middle of business deals.

The KNOW HOW is yours for the taking. You can learn each trick easily in a few minutes. And then you have it, always at hand, ready to liven things up wherever you go!

THE SHOW HOW: TIPS FOR TRICKSTERS

When you KNOW HOW, spend a little time on the SHOW HOW. You already have a showman's grace when you offer a cigarette and light up, or when you deal cards. To handle these tricks with the same ease, just do them a few times until *the knowledge is in your finger-tips*.

Begin where the showing is easiest, with a few practiced tricks that lead on to each other naturally. You will find several sequences arranged for you in the chapters that follow.

You can be confident of success. Tricks are built around people's blind-spots, and you are already jumps ahead of your *Victims* because you know what comes next. Open and finish with a grin, for fun is contagious.

Listen to the wisecracks that pop up, and make them your own. When you meet a fellow who says he can do your trick, open up: "Of course you can." He either knows and can teach you something, or he'll look like a fool. Swap tricks whenever you can.

When they say "Do it again," reply "Is this Thursday?"—or whatever day it is. "I can't do this trick twice on Thursday!" Or counter "Just a minute," and do more tricks until they forget. And when they say "How do you do that?" say blandly, "Me? I don't even know myself!"

Learn to do tricks with anything that's handy. Use coins for matches, string for handkerchief knots, pencil marks for coins or matches in a counting trick, and so on.

Now it's your turn. Just throw out the hint, "I'll bet you can't," and start the fun rolling!

I. CAN YOU DO THIS—OR THAT?

FIRE-EATING FINGERS

You calmly toast your fingers in the bright flame of a match. You endure the pain stoically, even joke about it. What a MAN!

THE KNOW HOW

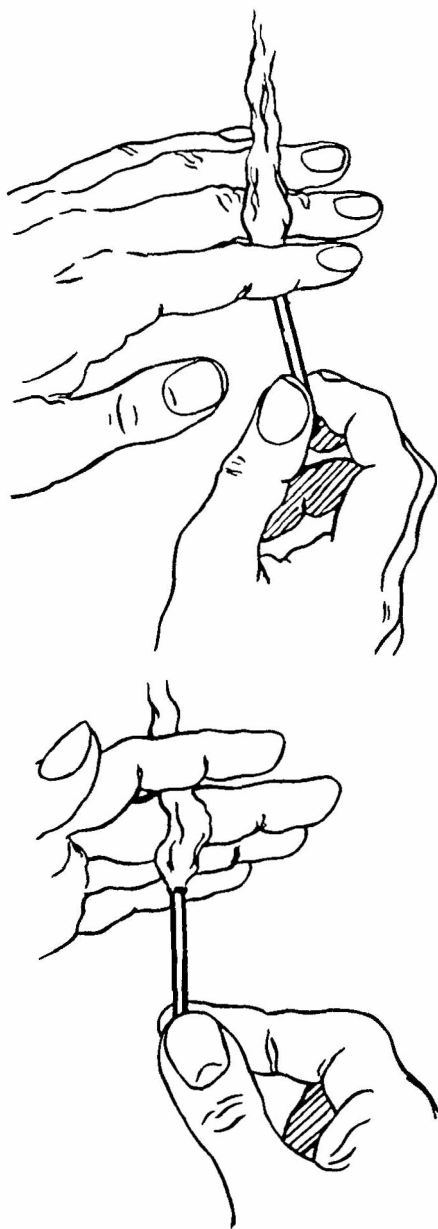
The trick is to keep the flame or your fingers *moving*. Spread the heat over the muscle pads of the fingers and open the fingers slightly to ventilate the hot tip of the flame. *Relax your hand.*

It won't burn. But—practice until you find just the right slow motion for this hot number.

THE SHOW HOW

The bigger the flame the better. It's easier and flashier to use several matches at a time. Walk your fingers through the middle of the fire, near its source, as you let the flame curl impressively around your fingers.

Now show how sooty your fingers look!



THE FROWN-MAKER

This is one of the best puzzle tricks in existence. It's a real challenge to anyone.

Balance a new nickel, or any unworn coin, on its edge. Across the top at right angles to the coin balance a wooden match. So far it's easy.

The Challenge: Make the match fall off the coin. No touching allowed! No blowing, jarring, shaking or tugging!

Solve this yourself before reading how.

THE KNOW HOW

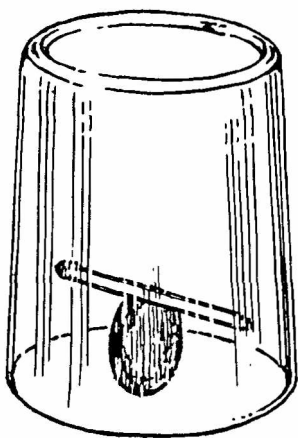
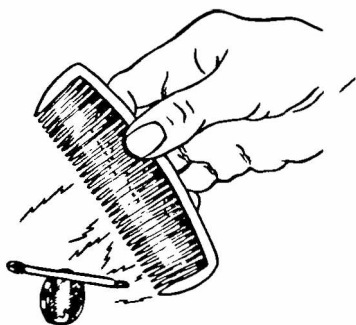
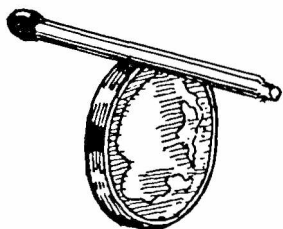
Vital materials needed: a comb and plenty of hair, yours or borrowed.

Briskly rub the comb through the hair. Hold the comb near one end of the match, teasing it to turn and fall off. Static electricity in the comb does the trick.

THE SHOW HOW

Let your *Victims* frown long over this one, trying all sorts of dodges.

To double the difficulty—apparently—cover the coin and match with a thin-walled drinking glass. The trick works best in dry weather.



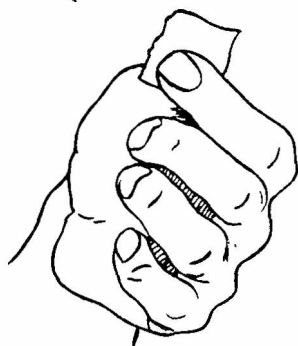
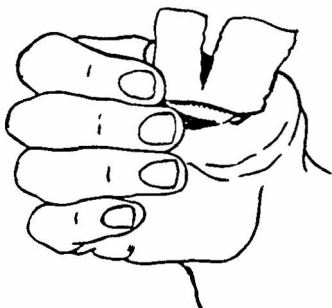
I'LL BET YOU *Can't*

TEAR IT TILL THE TEARS COME

Here's a peculiar trick that irritates the most skilful.

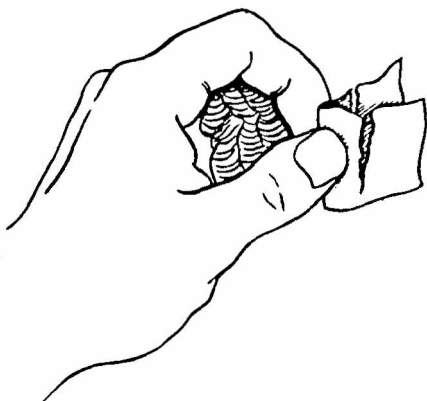
Tear a strip of paper partly across the width in two places but not quite all the way through. Hand the strip—still in one piece—to your *Victim* with this challenge: *Hold an end in each hand and rip the strip of paper into three separate pieces with one tug.*

It looks so easy! But it *can't* be done!



THE KNOW HOW

There is a tricky way to get around the challenge. Boldly pinch and fold the middle piece of paper with your right thumb and finger as you nip the two end-pieces *as one* with your left thumb and finger. Now pull!



THE SHOW HOW

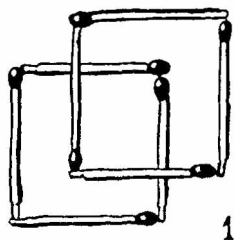
Expertly sidestep. Pretend that you have fulfilled the conditions of the challenge. *Victims* rarely see that you haven't actually held an end in each hand.

I'LL BET YOU *Can't*

FUN WITH EIGHT MATCHES

These three little challenges are harder than they sound. To prove that, meet them yourself, before reading the answers.

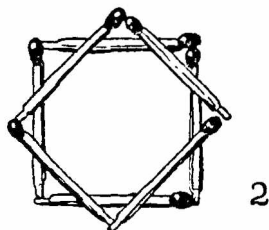
1. Make three good squares from eight matches — no broken matches!



THE KNOW HOW

Overlap at one corner, two squares you have made of four matches each.

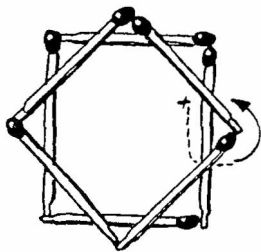
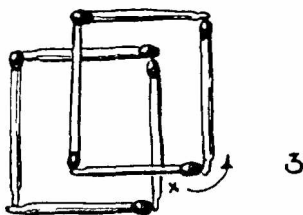
2. Now from eight matches, form two good squares and eight triangles—no broken matches allowed this time either.



THE KNOW HOW

Lay two squares over one another, to shape an eight-pointed star figure.

3. Next trace over the figures you have formed in challenges 1 and 2 with a pencil point, without stopping or retracing.



THE KNOW HOW

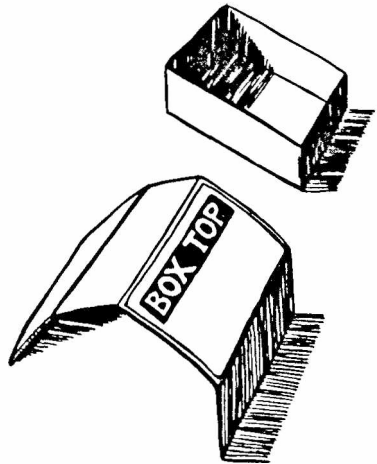
Trace over the figures, following the arrows in the drawing, or better, work out your own way.

I'LL BET YOU *Can't*

THE MATCHLESS CHALLENGE

Take an empty penny matchbox. Place the box on the table, a good foot in front of your *Victim*. Now cut or tear the cover along the length of one edge, and unfold the four sides into a rough tent open at both ends. Place the tent between the box and the *Victim*.

His job? Somehow to coax the box through the tent without touching either.



THE KNOW HOW

Cup your hand around the far side of the box—but don't touch it. Blow the cupped hand until you maneuver the box through the tent. Your puffs rebound from your hand to bump the box through.

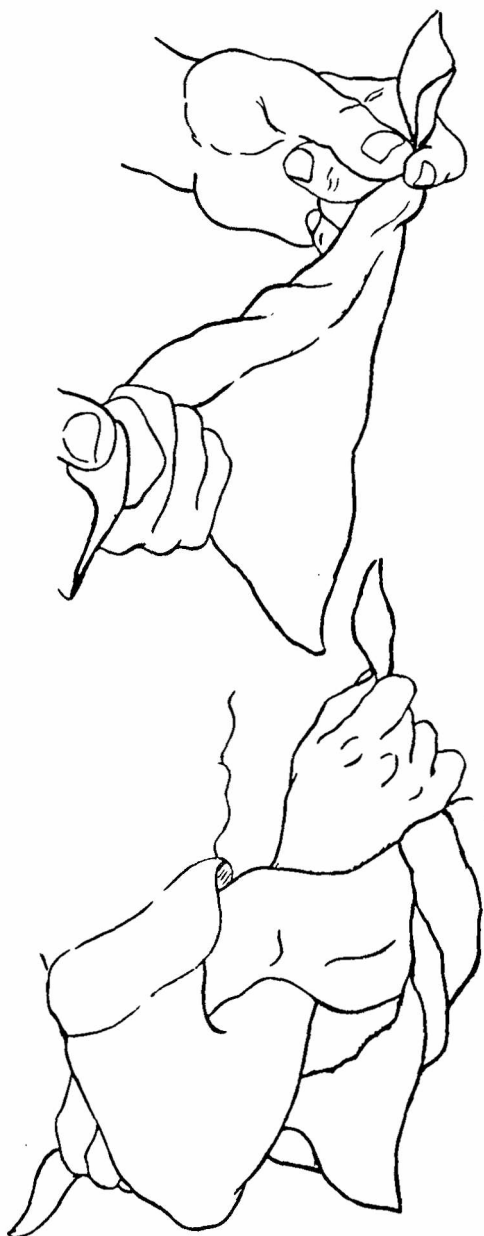


THE SHOW HOW

Let your *Victim* puff himself dizzy, trying to blow the tent over the box. Then break down and show him how.

This trick works best on a smooth table or bar top.

I'LL BET YOU *Can't*



THE HUMAN PRETZEL

Drop a handkerchief on the table. Then challenge someone to pick it up by two corners and tie it into a knot, without letting go the ends. He'll wind up tying himself into a pretzel—but not the handkerchief.

THE KNOW HOW

Before picking up the handkerchief, cross your arms into the shape of a simple knot. (See illustration.)

From this rather awkward position, reach down and grip two diagonal corners of the handkerchief with your right and left finger tips. Now unfold your arms. The knot slips out of your arms and into the handkerchief. And you're still holding the ends!

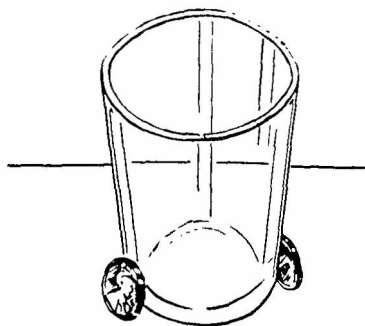
THE SHOW HOW

To mislead your *Victims* when making the challenge, hold the handkerchief by two diagonal corners without crossing your arms.

I'LL BET YOU *Can't*

DOUBLE BALANCING ACT

This looks like a tough one. The trick is to balance—at the same time and with one hand only—two small coins on the opposite edges of the rim of a drinking glass. Your *Victims* will work themselves into a fret over this.

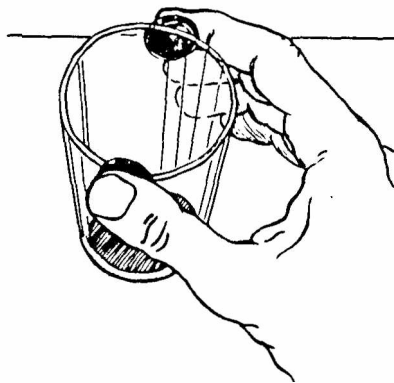


THE KNOW HOW

Lean the coins against opposite sides at the base of the glass. Grip them between your thumb and forefinger. Slide them up the sides of the glass to the rim. Then carefully tip both coins at the same time onto the rim. It's a test for a steady hand.

THE SHOW HOW

Watch your *Victims'* efforts to solve this one. They may even stumble onto another way of doing it—by placing both coins at once on the rim and moving one around to the opposite side.



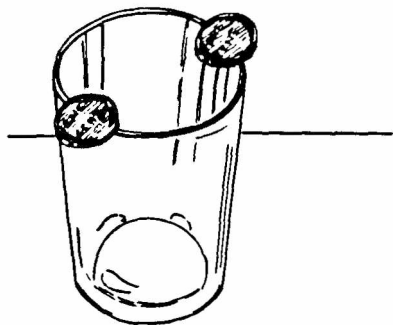
This trick is easier with a thick-rimmed glass.

For a companion trick, try the next one.

I'LL BET YOU *Can't*

NOW GET THEM OFF AGAIN

You can do this snappy trick by itself, or as a follow-up for the DOUBLE BALANCING ACT.

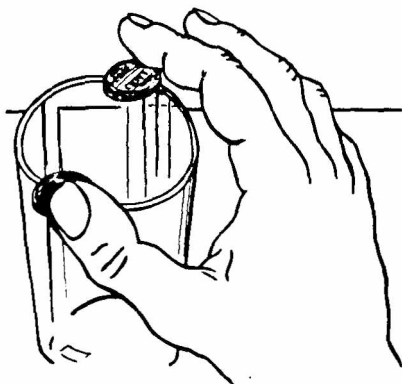


Balance two small coins on opposite sides of the rim of a drinking glass. This time the *Victim* must take them off *together* by one hand, without dropping them.

THE KNOW HOW

Carefully place your thumb and forefinger on the two coins at the same time. The fingers should strike the outside edges of the coins, slap them over the rim and carry them down the sides of the glass to its base.

To bring the coins into your hand without dropping them, quickly pinch your thumb and forefinger together. The coins will click face to face, and there you are!



THE SHOW HOW

Before offering this trick practice it till you get the feel of it. The result is pretty; it literally clicks.

I'LL BET YOU *Can't*

CUT BUT STILL HANGING

Tie a string to the handle of a cup. Have a *Victim* lift the cup by the end of the string. Now challenge him to cut the string near the middle without letting the cup drop. He can't hold the cup or let it rest anywhere. Nor can he hold the string beneath the place he cuts.

Impossible? For him, yes.

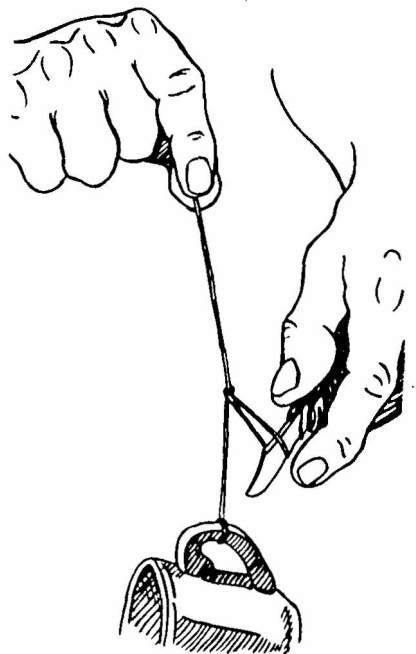
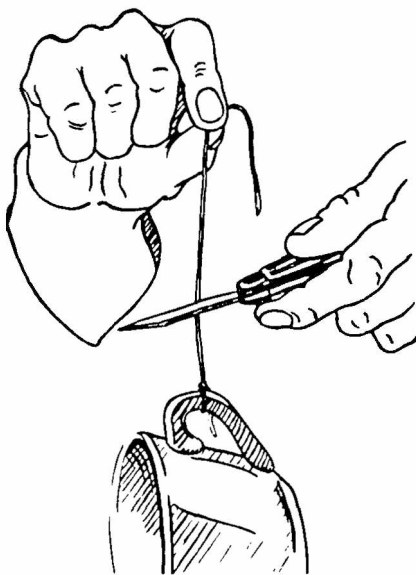
THE KNOW HOW

The bright solution amuses everybody. Hold the end of the string around a finger of one hand. Gather up some slack in the middle of the string, make a loop and secure it with a knot. Now cut the loop!

THE SHOW HOW

Open your pocket knife, place its blade against the center of the string and state the conditions of your challenge.

It *looks* impossible.



I'LL BET YOU *Can't*

RING ON, RING OFF

Here's a neat one in which you blandly do what looks impossible.

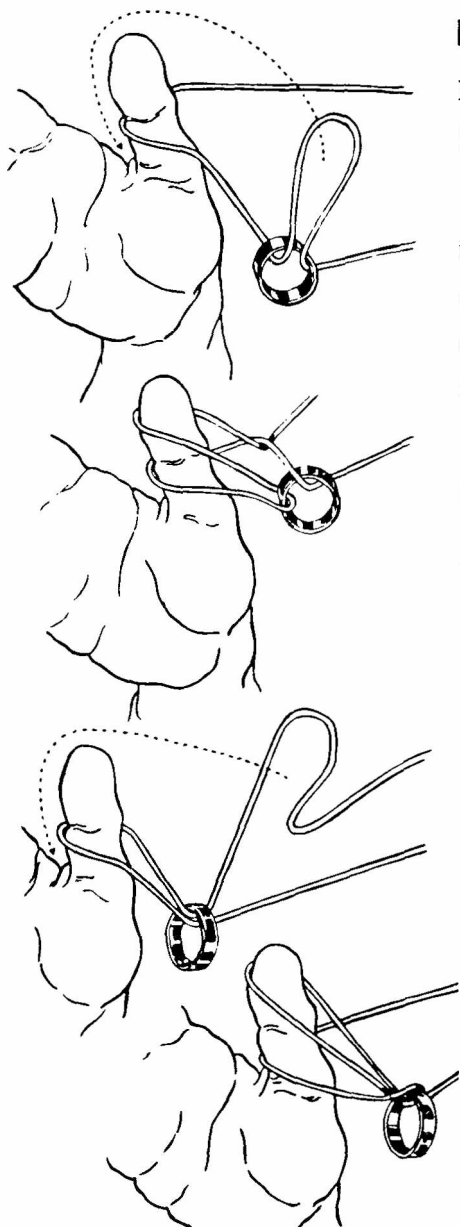
Loop a string over a guest's thumbs. Now boast that without removing the string you can put a ring on the loop, and then take it off again!

You do it, and challenge him to do the same!

THE KNOW HOW

To put the ring on: Pull a small loop of the string nearest you through the ring. Drop this little loop over and below the loop around his right thumb. Pick up the old loop and take it off the thumb. Presto-magico, the ring is on the string!

To take the ring off: At the side of the ring near his left thumb, pick up a loop of the string away from you. Drop it over the right thumb below the loop already there. Pull the old loop off the thumb. The ring comes free!



II. WHO PAYS FOR THE CHECK?

TEN MEN, TEN GIRLS, NINE PHONE BOOTHS

There were ten men in a hurry to phone their girls, but there were only nine phone booths. HOW did they make it?

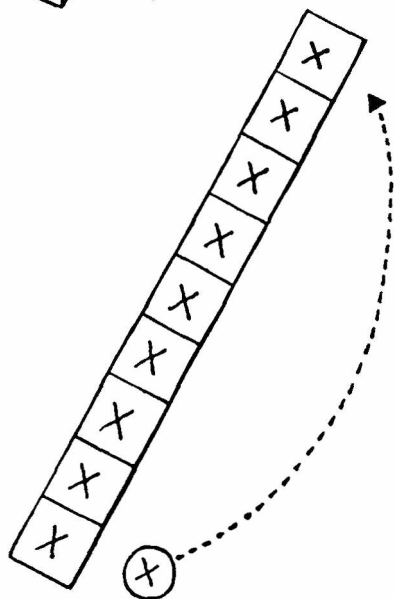
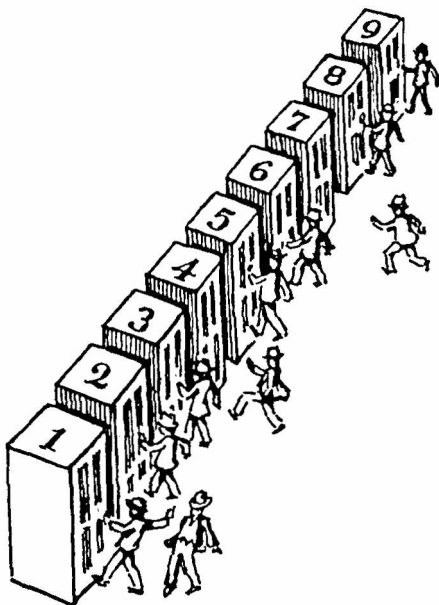
THE KNOW HOW

Draw a long rectangle and spaces for the nine phone booths.

"The first man grabbed the first booth and knocked aside the second man." Draw an X in the first booth and another X outside it for the second man. Your *Victim* now sees two men, so begin your count at the second booth, making an X in each booth as you count: "Three, four, five, six, seven, eight, *nine*—." After the count of *nine* say, "Now we'll bring up the extra man. And *ten*!" Circle the X outside the first booth, run a line over to the last booth and draw in the final X.

THE SHOW HOW

Boldly take advantage of the confusion created and go on to another trick.



I'LL BET YOU *Can't*

$$\begin{array}{r} 684 \\ - 486 \\ \hline 198 \end{array}$$

THE MAGIC NINES

Your *Victim* will crack his head figuring this one out. He puts down any three-figure number, reverses it and subtracts the smaller number from the larger. No matter how hidden his figuring, you can tell him his result every time!

THE KNOW HOW

Your weird clue is this: the center figure of his answer is always 9 and the two outside figures always total 9. Ask the *Victim* for the last figure of his answer, as if to aid your concentration. Mentally subtract it from 9 and you have the first figure!

THE SHOW HOW

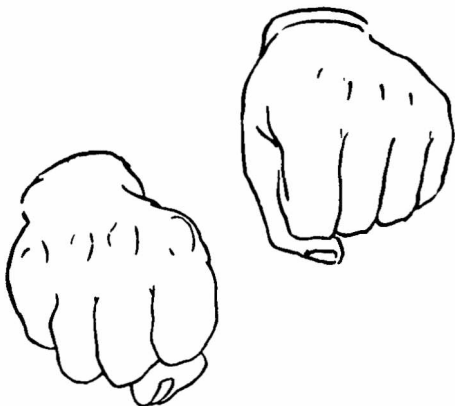
Remember you'll get credit for a miracle only so long as you keep this a *secret!* The trick soon becomes one of your favorites.

The middle number
is 9
The first and last
numbers total 9
If last number
is 8
the figure
is 198

I'LL BET YOU *Can't*

DIME AND PENNY MIND-READING

Your *Victim* hides a dime in one hand, a penny in the other. By a simple calculation you know where both coins are!



THE KNOW HOW



Tell your *Victim* to multiply to himself the value of the coin in his *right* hand by 4, 6 or 8, and the value of the coin in his left hand by 3, 5 or 7. Tell him to add the results and give you the answer.

Now you have the magic clue. If the answer is an even number the penny is in his right hand; if it is odd, the penny is in his left hand and the dime in the other!

THE SHOW HOW

If your *Victim* balks at the figuring, challenge him to prove that he has a mind to be read.

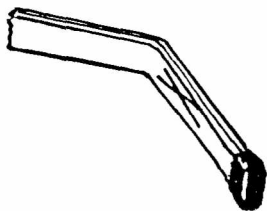
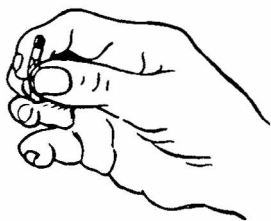
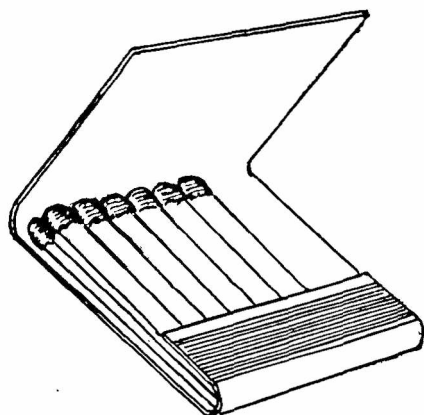
Example

	
Penny X 8 = 8	Dime X 5 = 50
	<u>58</u>

Even number = penny in right hand or
Odd number = penny in left hand.

P.S. If even digit of answer on left, penny is in the left hand; if on right, penny is in the right hand.

I'LL BET YOU *Can't*



A FRIENDLY MATCH

Put a pencil mark on one side of a paper match, and toss the match into the air. If it lands marked side up, you pay; otherwise the *Victim* does. And he usually does. He's up against a trained match.

THE KNOW HOW

The marking is fair enough, but as you toss the match into the air bend it slightly in the middle, away from the mark. It lands marked side down.

THE SHOW HOW

Mark the match and drop it several times as you explain the odds. On the crucial throw, bend it a little to fall on either side you choose.

If there are three playing, let the *Victim* you want to lose choose to foot the bill if the match lands on its *side*. Secretly bend it sharply in the middle. He'll see the joke, and try it on someone else the next time.

I'LL BET YOU *Can't*

SMOKING CIGARETTE AT BOTH ENDS

This is fun to watch and easy to do if you're in the know. You rashly seem to puff your cigarette at both ends, or at least to risk getting burned for your clowning.

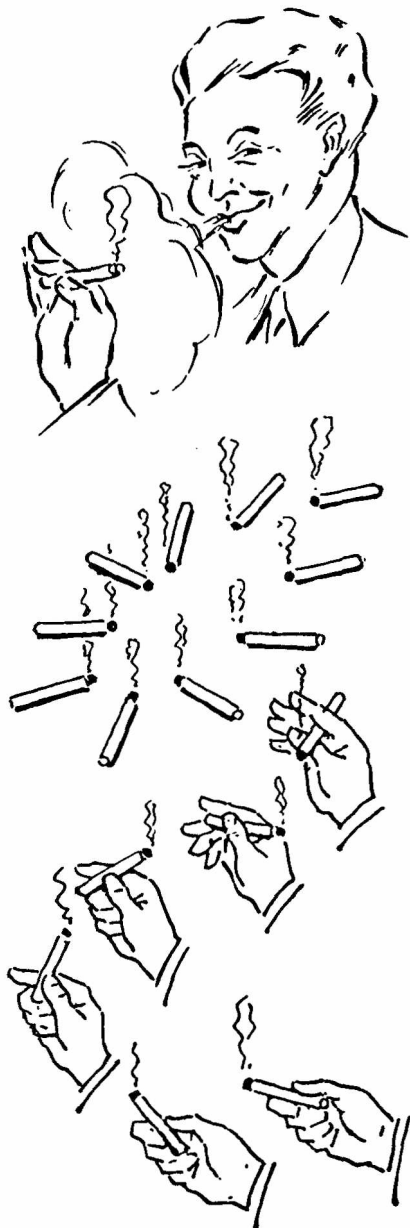
THE KNOW HOW

Light your cigarette at one end, as usual. Puff it and appear to turn it to the lit end, to puff again. What really happens, repeatedly, is that you give the cigarette a complete turn back to the starting point after each puff, instead of the half-turn that would bring the lit end to your lips.

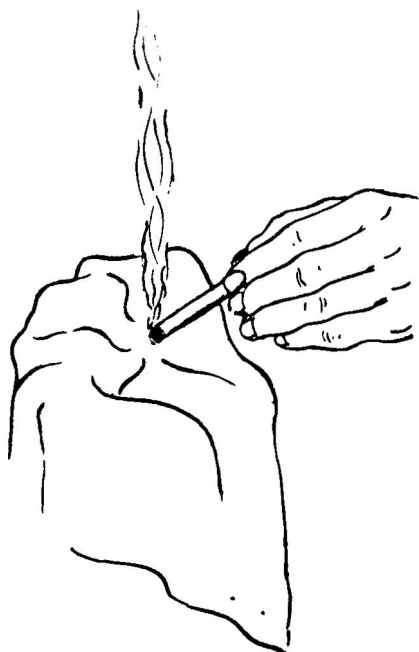
To do this, bring your hand to your lips to remove the cigarette, with your palm facing out, thumb down. Grasp it between your first and second fingers, resting the back of your thumb on top of the cigarette, slightly in front of your fingers. As you turn your hand use your fingers to give the cigarette one complete turn, placing the unlit end to your lips.

THE SHOW HOW

Puff strenuously, performing the trick turns in a cloud of smoke. Tempt your *Victim* to try, at his own risk!



I'LL BET YOU *Can't*



PUTTING ON THE HEAT

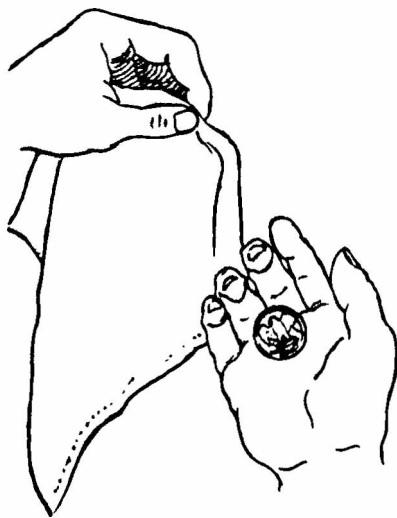
Spread your pocket handkerchief over your hand, push the hot butt of a cigarette against both handkerchief and palm. The handkerchief is not burned, neither is your hand!

How? It's easy. But just let your *Victim* try it—with *his* handkerchief!

THE KNOW HOW

Conceal a half dollar or other large coin in your partly closed fingers, until you drape your palm and cover the coin. Place the hot butt over the coin, through the cloth. The metal absorbs the heat!

Caution: Avoid perfumed handkerchiefs.



THE SHOW HOW

It's safe to seem to burn several places on your handkerchief — over the coin. But stop when the coin warms up.

I'LL BET YOU *Can't*

W E T O R D R Y ?

Challenge someone to stand a glass full of water *upside down* without spilling more than a few drops. Then challenge him to turn it rightside up—again without spilling.

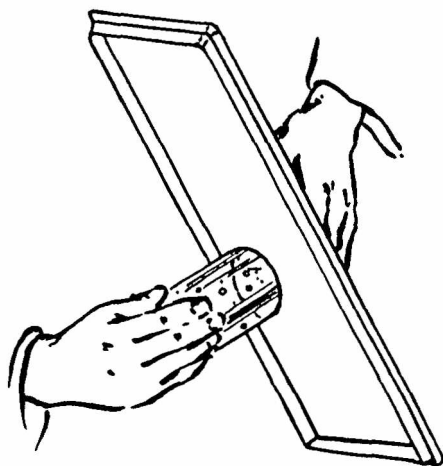
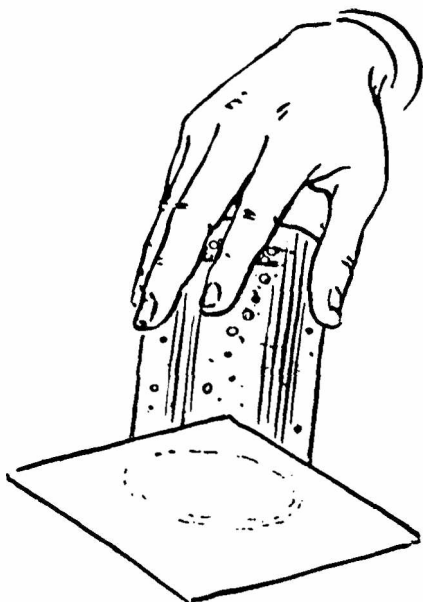
THE KNOW HOW

Put the glass on a tray or plate. Fill it, moisten the rim and cover the top of the glass with a sheet of paper. Press the paper against the rim, then carefully turn the glass upside down on the tray. Now slowly pull away the paper from the glass. The water stays in!

You meet the second challenge easily. Just press the tray against the glass and turn tray and glass over slowly. Let the drops settle. Lift off the tray. There's the water still in the glass!

THE SHOW HOW

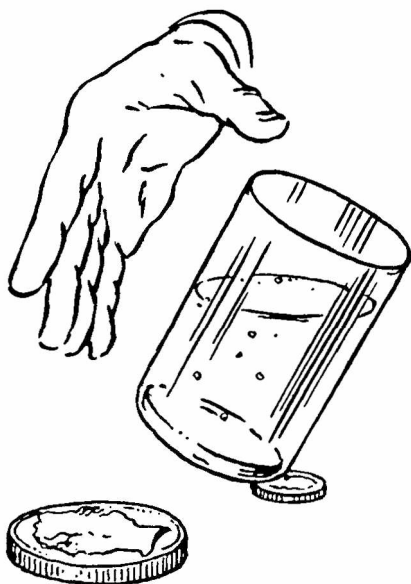
A thick-walled glass works best. Have your *Victim* tackle the problem away from varnished surfaces.



I'LL BET YOU *Can't*

THE LEANING GLASS OF WATER

Toss some small coins on the table and challenge anyone to balance a glass half full of water on one of them.



THE KNOW HOW

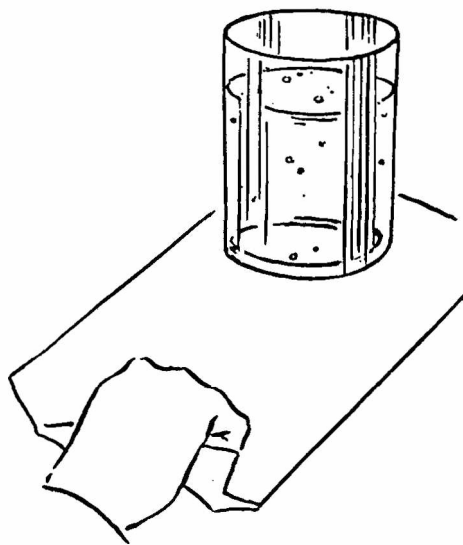
Some coins have small grooves which make ideal balancing points. You'll find one on the Indian's nose on the buffalo nickel, or at the base of the neck on the Liberty dime. You'll quickly feel the knack of this startler.

Experiment for the right type of glass and amount of water.

It's also fun to balance the glass on some unnoticeable crack in a table top.

ALL WET OR ALL DRY

Fill your glass with water and set it on top of a small handkerchief neatly laid out on the table. Challenge the *Victim* to remove the handkerchief without spilling the water or touching the glass.



THE KNOW HOW

Grab the handkerchief with one hand and pull it directly out from under the glass. That's all—be fast and bold. Practice first with a sheet of paper and an empty glass. It's easier with the full glass! Be sure the base of the glass and the table are dry.

I'LL BET YOU *Can't*

CATCH THE LOOP!

An Ancient Race-Course Dodge
Here you have a prize plum from the old days, still ripe as ever for another *Victim*.

Shape a two-foot loop of soft string into a rough square. Form a figure 8 (lying on its side within the square) by bringing up each lower corner, one at a time, towards its diagonally opposite corner.

Invitingly spread the loops thus formed, and challenge: "Catch one of the small loops around your finger as I pull away the outer string!"

The loop simply won't behave—for the *Victim*. Yet *you* catch it with the greatest of ease!

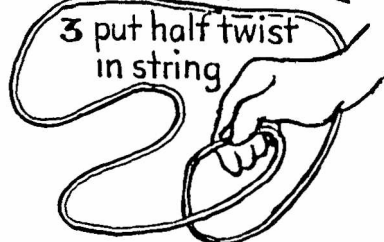
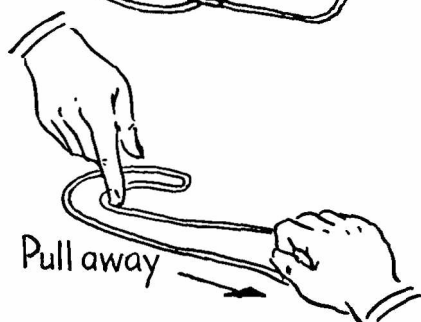
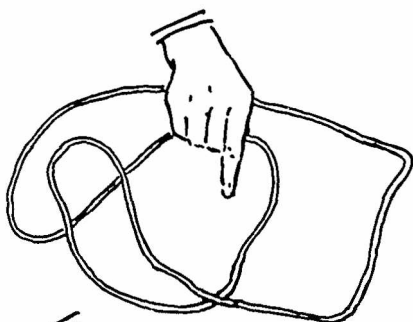
THE KNOW HOW

An honest figure 8 won't catch around anybody's finger.

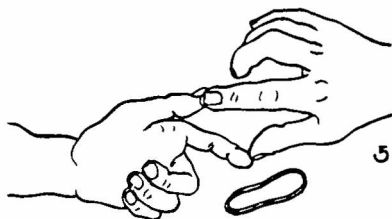
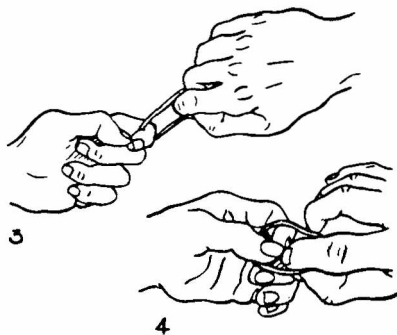
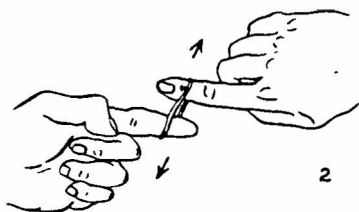
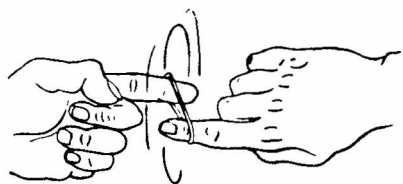
To catch the finger, form a tricky figure 8 by giving a secret half-twist to the loop you want caught. Grasp the corner between your finger-tips, *palm up*, and make the twist by turning your hand over *palm down* as you set the loop in place. Shape the other loop fairly. Pull away!

THE SHOW HOW

Soon you'll be clever at making either figure 8, fair or foul. Above all, make the tricky loop *look* like a fair one.



I'LL BET YOU *Can't*



D O A S I D I D !

This dandy drives grown men to chew their shoestrings. It's a crumpler for the cocksure.

You twirl a loop between your first fingers, then stop and lock it between thumbs and first fingers. (Fig. 3) Now you bring your hands together and press thumbs and first fingers against each other. When you spread them slightly, *the loop drops off.* (Fig. 5)

The Challenge: "Do as I did. Twirl it, lock it, drop it."

Help your *Victim* follow your instructions. But — when *he* spreads his fingers out, the loop is locked between them.

THE KNOW HOW

The first secret: Twirl the loop with your fingers *back to back*. Maintain this relationship as you lock the loop between the first finger and thumb of each hand. (Fig. 3)

The second secret: When you bring your hands together, push each first finger tightly against the *thumb* of the other hand. The loop then drops when you spread out your fingers.

Take five minutes off to master this baffler. Have fun with it for fifty years!

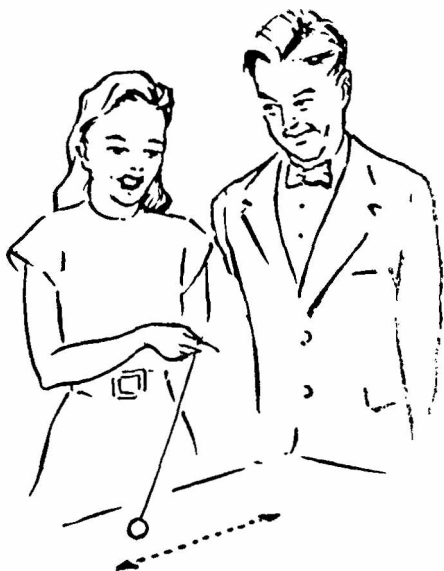
III. TEN TRICKY MIXERS!

THINK OF A MAN-BETTER A WOMAN

Here is something as close to genuine mind-reading as most of us can come. It *is* mind-reading.

Tie a small weight like a ring, on one end of a string, to make a pendulum. Hand it by the other end to your *Victim* with these words: "Think of a man, and this pendulum will swing in a *straight line!* Think of a woman, and it will move in a *circle!*"

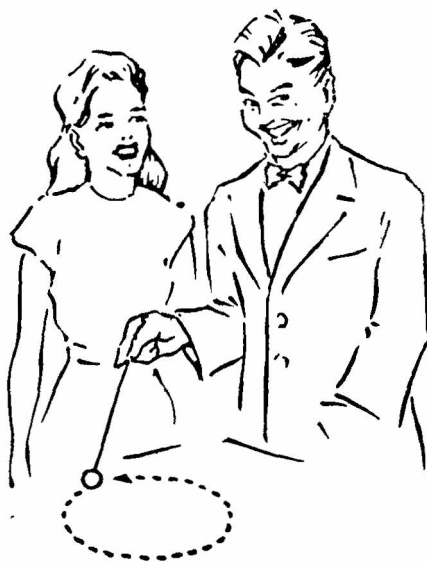
Suddenly, as if by magic, the pendulum will swing, disclosing the thoughts of your *Victim*. If you don't believe this, try it on yourself first.



THE KNOW HOW

Yes. Your suggestion of a line and a circle has something to do with the weird result, but the real explanation goes deeper than that. Words and images are linked up with our muscles, which move invisibly as we think and imagine. Make the most of this fact—but keep it mum—and the result will look like real magic, to your credit.

Impress your *Victim* with the need for sincere concentration, and relaxation.



I'LL BET YOU *Can't*

You have two sisters and one brother ... and your lucky number is seven!

HER PERSONAL HISTORY

Find out about your girl's family tree—by arithmetic, if necessary.

THE KNOW HOW

Let her work this out on paper secretly:

(1) Put down the number of her brothers. (2) Multiply that number by 2. (3) Add 3. (4) Multiply by 5. (5) Add the number of her sisters. (6) Multiply this result by 10. (7) Add her lucky number if it is under 10. (8) And tell the result to you.

Your mind-reading efforts begin here. Mentally, or to yourself on paper, subtract 150 from the result.

The first figure of the answer tells the number of her brothers, the second one her sisters, and the last is her lucky number!

Caution: Remind her—in case she has no brothers—that $2 \times 0 = 0$.

Her brothers = 1

$$\times 2 = 2$$

$$+ 3 = 5$$

$$\times 5 = 25$$

Add her sisters = 27

$$\times 10 = 270$$

Add her lucky number = 277

You subtract 150

$$\begin{array}{r} -150 \\ \hline 127 \end{array}$$

1 brother
2 sisters
7 her
lucky
number

I'LL BET YOU *Can't*

FINDING OUT HER SECRETS

Discover your girl's age and the small change in her purse, by a simple calculation. It looks like mind-reading!

THE KNOW HOW

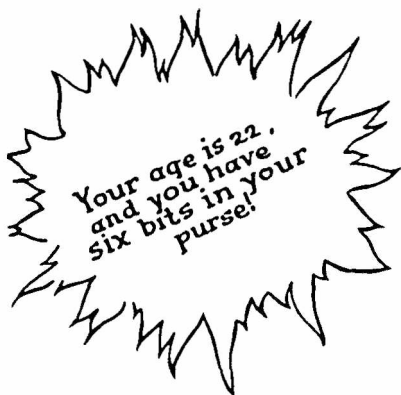
Have her write her age on a piece of paper without letting you see it. Now you say slowly as you look politely away: "Multiply your age by 2. Add 5. Multiply by 50. Subtract 365. And add to the result the small change in your purse, if it is less than one dollar."

Ask for the final answer.

To know her secrets, add 115 to her answer, mentally or on paper. The first two figures of the final total are her age. The next two are the amount of her small change!

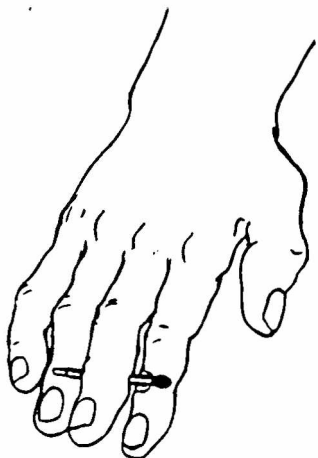
THE SHOW HOW

Use this same method to learn other little secrets of hers — for example, the number of pairs of nylons she would like, if under 100!



$$\begin{array}{r} \text{Her age} = 22 \\ \quad \times 2 = 44 \\ \text{Add } 5 = 49 \\ \quad \times 50 = 2450 \\ \text{Add the} \quad - 365 \\ \text{small change} \quad \underline{2085} \\ \text{in her purse} \quad + 75 \\ \quad \underline{2160} \\ \quad \quad \underline{115} \\ \quad \quad \underline{2275} \end{array}$$

I'LL BET YOU *Can't*



WISE GUY MEETS HIS MATCH

Challenge the strongest *Victim* to break a small wooden matchstick between his fingers. He is to place the match across the tips of his first and third fingers, and put his second finger on top of it. He must hold all fingers straight and keep his arm straight from his shoulder.

THE KNOW HOW

Since the conditions do not allow bending the fingers, his efforts flop here with the confession that it can't be done.

THE SHOW HOW

But the show must go on, so the author suggests this way out. Keep your arm and fingers straight as agreed. But suddenly raise your arm high and smack your hand flat upon a table. You can snap *two* and sometimes *three* matches at once this way.

Once the secret is out, it's funny to watch your *Victims* happily banging matches in two. Perhaps you can distract them from their play with . . .

HOW STRONG ARE YOUR FISTS?

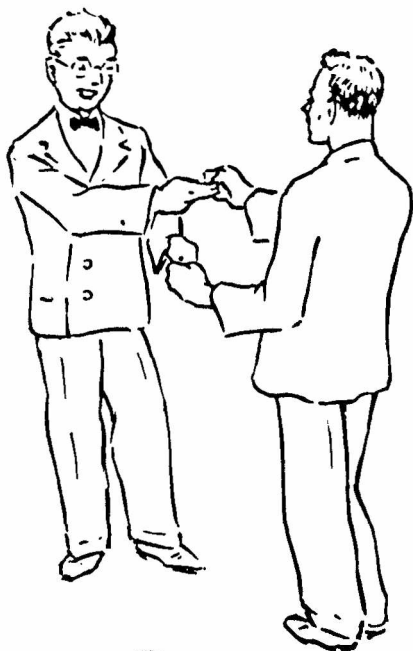


I'LL BET YOU *Can't*

HOW STRONG ARE YOUR FISTS?

Select a strong two-fisted *Victim* for this one. Place one of his fists on top of the other and challenge him to hold them there. You can knock them apart with two fingers, in spite of his efforts.

Now it's his turn. He cannot knock apart your fists with two fingers!



THE KNOW HOW

Strike the fists with your two first fingers, moving your fingers in opposite directions on a horizontal plane.

In repeating this against a determined *Victim* vary the positions of your hands, and hence the directions of your thrusts.

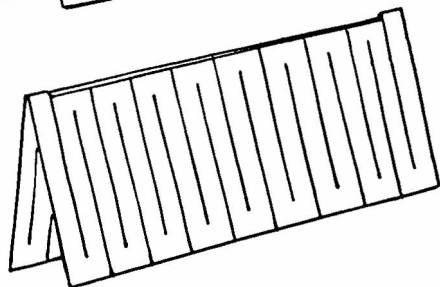
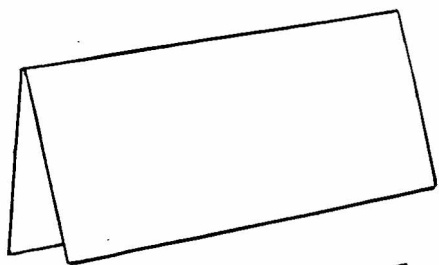
Inside dope: To prevent him from striking your fists apart, secretly stick up your lower thumb through the top fist.

THE SHOW HOW

Just for fun, select a small woman to knock a strong man's fists apart. Show her how to hold her own fists together ahead of time, and increase his discomfiture.



I'LL BET YOU *Can't*



DOORWAY THROUGH A CARD

Toss out this tempting bait for a big bite: Claim that you can step through a postal card!

THE KNOW HOW

With a pair of scissors you cut the card to open out into a loop through which you step!

First fold the card lengthwise down the center, and cut a slot along the fold almost to each end of the card. With the card still folded, cut crosswise about fifteen slices from the two edges almost to the slot. Then turn the card around and cut down the middle of each strip, from the slot almost to the outside edges.

THE SHOW HOW

Open up the loop gingerly, drop it over your head and walk out of it!

Experiment to find the strength and behavior of the loop. With care in cutting, you can step through a small square of paper.

I'LL BET YOU *Can't*

THE CARD THAT WON'T

Here's a harmless cocktail, good as a mixer for a couple or a crowd.

Borrow a calling card or use the extra Joker from a deck. Bend down sharply two of its diagonally opposite corners and lay it on the table, bent corners down. (A crisp dollar bill — \$1000.00 bills are much crisper — will do if folded once.)

Challenge anyone to blow it on its back, like a beetle, without touching it. It simply won't turn over.

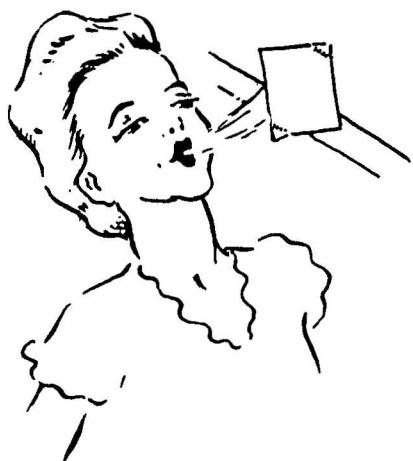


THE KNOW HOW

Blow the card across the table until one of the unbent corners sticks over the edge. Now blow up from beneath. With a little practice you can turn it neatly over.

THE SHOW HOW

Let everyone puff himself silly over this stunt before you do your own puffing. By now, everyone will be oxygen-drunk and well mixed.



I'LL BET YOU *Can't*

THE LITTLE WOMAN OF IRON

Even a husky will feel foolish when you show him that he *cannot* lift a woman's hands off her head! More than that — if she clasps both her hands firmly on top her hairdo, a committee of men, pushing up at her wrists, can rarely lift her hands off! They can lift her up, and still her hands stick!

THE KNOW HOW

Instruct the woman to stand up and press her hands firmly down upon her head. There is no more to it than that; in fact, a grown man may have no more luck if a standing boy or girl is selected as the subject.

THE SHOW HOW

The author suggests this ungentlemanly solution—for your private knowledge but not for public practice: apply leverage.

Use your forearm as a lever, fulcrum at the elbow, and place it over the woman's arm and parallel to hers. It works; but show *her* how to do it to you, instead. That works too.



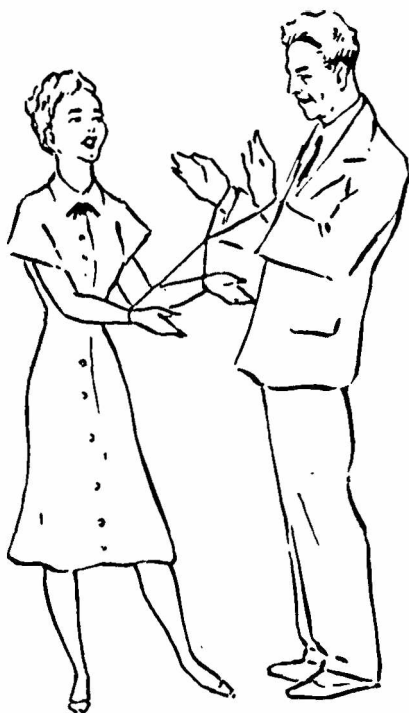
I'LL BET YOU *Can't*

A GOOD PARTY TIE-UP

With two pieces of string, each about two feet long, handcuff and link together two people who seem to be getting along together anyway. Allow more than a foot of slack between the wrists of each willing *Victim*.

Before tying the last wrist, link the *Victims* together by passing the second string under the first string.

Now tell them to escape from one another without untying, breaking or cutting the strings!



THE KNOW HOW

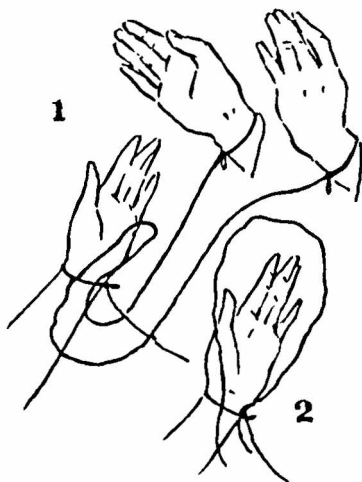
You as host will have to help. Take some slack from the center of the man's string, pull it toward the girl and tuck it through the string around one of her wrists (from her palm side away from her elbow.) Bring the tuck or loop over her hand. They are now separate, and much better acquainted.

Keep the loop and string from twisting.

THE SHOW HOW

To double their antics increase the amount of slack between their wrists.

Try this on a row of couples as a party ice-breaker!



I'LL BET YOU *Can't*

LINK THE LOOP!

Your *Victim* will need X-ray eyes to get this one.

Have him handcuff your wrists together with string, leaving about ten inches of slack string between your wrists. Now have him make a loop of a handkerchief by tying two diagonally opposite corners securely together.

The miracle? Onto the string, apparently right through it, you mysteriously pass the handkerchief. You take it off again, just as easily. Challenge him to try.

THE KNOW HOW

Have your right wrist tied first, then your left. That leaves a looser knot on your left wrist. Both knots can be hard and genuine, but see to it there's a little slack around your left wrist.

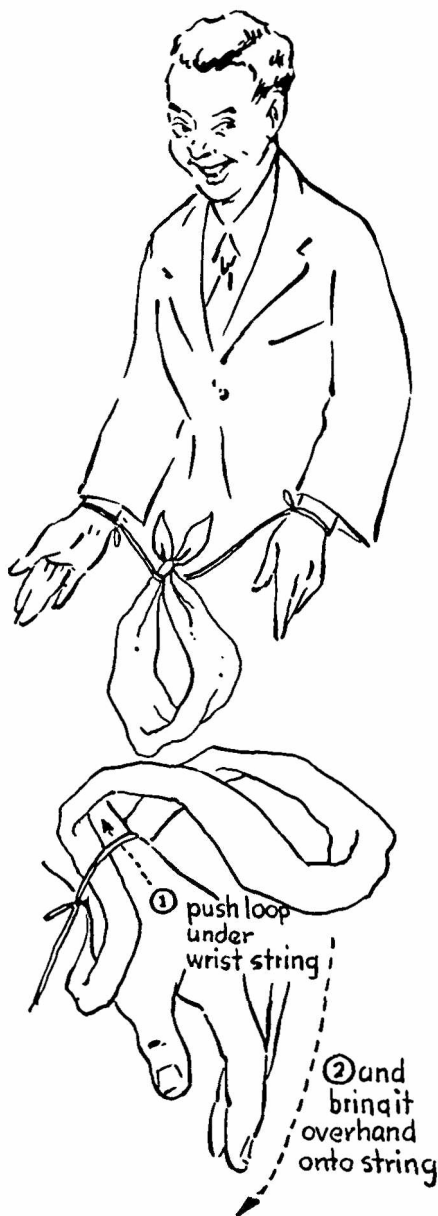
Bring the handkerchief-loop over your left hand, and thus down upon your left arm, but push it *under* the string around your wrist on the palm side. Then pass the loop up *over* the encircling string and your hand.

THE SHOW HOW

Hide your actions under cover of the back of your left hand.

To take the loop off again, reverse the process of putting it on.

This trick is even more effective when you use a large rubber band for the loop.



IV. DO AS I DO—IF YOU CAN!

THE CRAZY CATERPILLAR

This dizzy movement of the fingers looks like a crazy caterpillar bounding up a tree. Sober human beings will hesitate to do as you do, or will collapse into a puzzled heap from the effort.

THE KNOW HOW

In the starting position your first fingers and thumbs touch each other at their tips, turnip shape, pointing upwards. Then these four fingers take turns climbing up on one another. Their movement, in summary, after the first position, goes like this:

1. Right thumb to left first finger—raise right first finger;
2. Left thumb to right thumb;
3. Left first finger to right first finger;
4. Left thumb to right first finger — and raise left first finger;
5. Right thumb back to the left thumb and the right first to the left first finger.

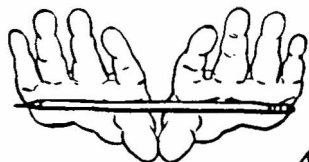
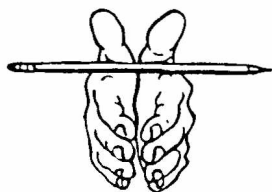
And there you are, ready to climb all over again.

THE SHOW HOW

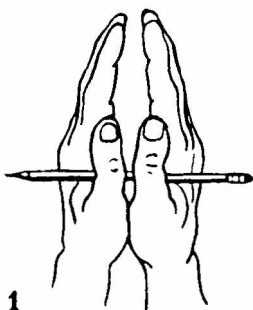
Continue this sequence rapidly and repeatedly, climbing up into the air with your fingers. It's funny.



I'LL BET YOU *Can't*



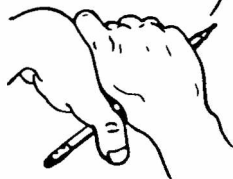
4



1



2



3

THUMBS UP! THUMBS DOWN!

Your *Victim* is all thumbs when he tries these follow-me motions.

Grip a pencil crosswise in the crotches of your thumbs, palms face-to-face, thumbs up. Now you revolve your hands around the pencil until they are palms down, thumbs down, the pencil still in your thumbs!

THE KNOW HOW

Keep the crotches of your thumbs touching each other and the pencil as the right hand revolves over the top of the left hand.

Your hands simply follow your thumbs as they revolve from thumbs up to thumbs down. The right thumb slides smoothly against the left thumb and then against the left palm. At the same time, the left thumb presses against the pencil and twists itself around it. The hands follow until they rest on top of the pencil.

To bring the thumbs up again, just reverse the motions without thinking.

THE SHOW HOW

Relax your hands and keep them moving. They'll soon catch the knack.

Try a match or a cigarette the next time.

I'LL BET YOU *Can't*

YOU DO AS I DO—TO WIN, THAT IS

Put three pennies in a row, upped tails-heads-tails.

The Challenge: In three moves, turning over two coins in each move, wind up with three heads. Then in three more such moves, wind up with three tails.

THE KNOW HOW

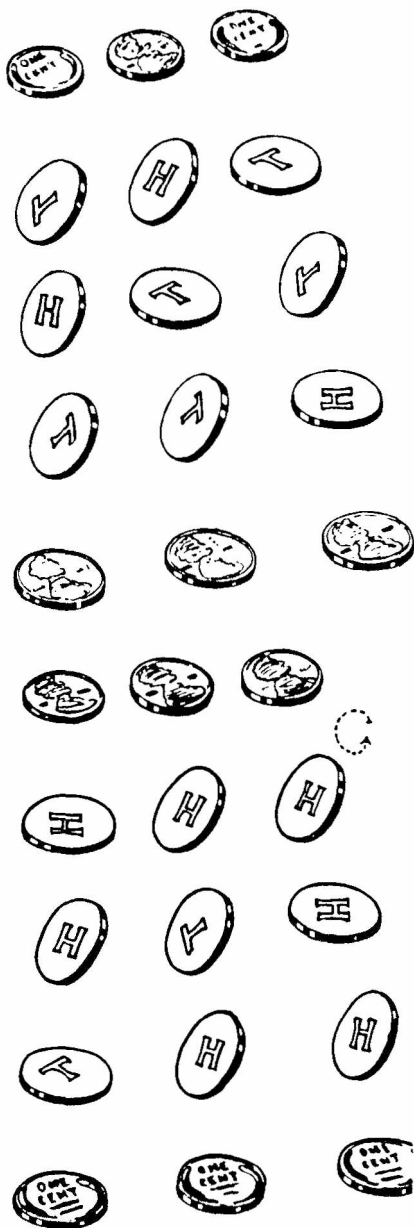
In the first move, turn over the two left-hand pennies. Next the two outside coins. On the last move, turn over the two left-hand coins again. Three heads!

THE SHOW HOW

Snap the pennies around and down rapidly one at a time. Do the trick twice and defy anyone to follow you.

Then, in three moves, how would you turn the pennies—now arranged head-head-head—to end up with three tails? By sleighting a little!

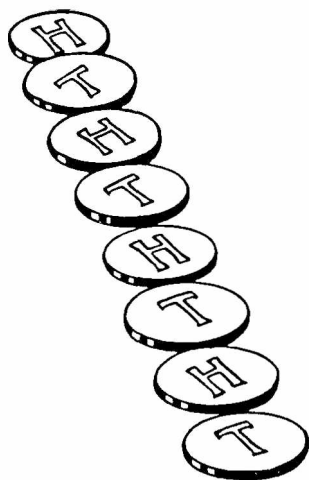
Secretly turn over the right hand coin *twice* in your fingers—instead of the fair half-turn—and snap it down, then turn over the middle coin; in the second move, turn over the two left ones, and finish by turning over the two right ones. All tails!



I'LL BET YOU *Can't*

A NEAT STACK OF PENNIES

Toss a bunch of pennies on a table, then stack them on your hand. Now deal them out in a curious way, alternately dealing one down on the table and putting the next one under the stack. You wind up with a neat row, arranged alternately heads and tails!



THE KNOW HOW

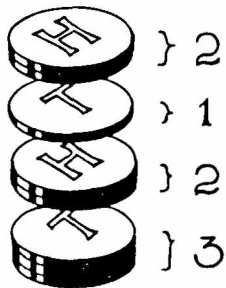
Use eight pennies. Secretly, as you stack them in your hand, arrange the coins in this order, reading from the bottom of the stack: three tails, topped by two heads; one tail, topped by two heads.

Now deal as described above.

THE SHOW HOW

Pocket exactly eight pennies beforehand. Drop them helter skelter on the table so you can see the heads and tails. Casually pick them up in two's and three's as you arrange them in the right order for dealing.

Rattle the stack in your fingers as if to mix, but hold the stack in place. Then deal off.



I'LL BET YOU *Can't*

CHANCE TO PICK UP SOME PENNIES

Fill a square with nine borrowed pennies, and freely offer them to any *Victim* who can pick them all up in *four continuous straight lines*.

He must start at one point and make four continuous moves, each in a straight line, each following upon the other.

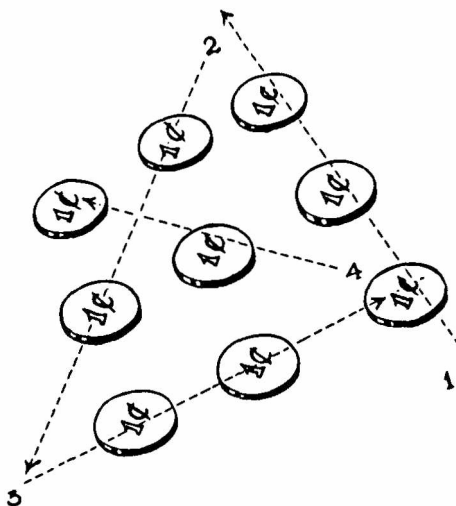
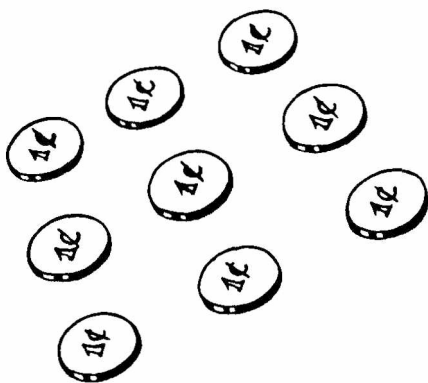
THE KNOW HOW

The catch is to pick up the coins by extending two imaginary lines one step beyond the pennies.

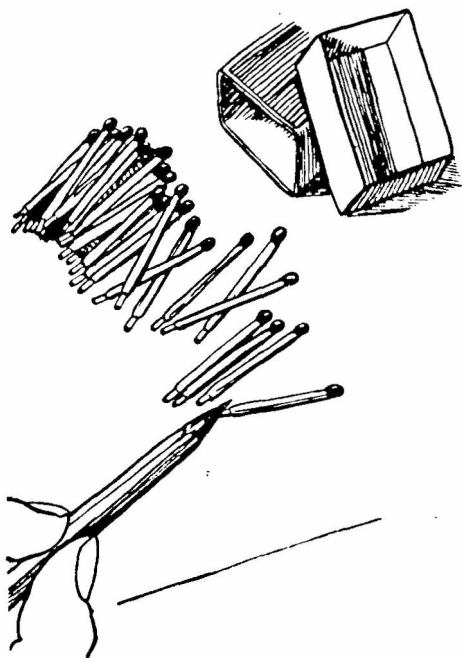
As you say "Row one!" pick up the three coins in the right row, and extend an imaginary line one step beyond. In "Row two!" scoop from this point diagonally down to the left through two more pennies and out beyond the square. For "Row three!" pick up the two remaining bottom pennies; and on "Row four!" cut diagonally back through the last line of coins.

THE SHOW HOW

Learn this with your fingers, well ahead of time. Pick them up with snap, in rhythm.



I'LL BET YOU *Can't*



THE MONTE CARLO MATCH RACE

From a pile of thirty matches two players take turns removing matches. At each turn the player can choose any number he wants — from one through six.

The *winner* — guess who! — captures the last match.

THE KNOW HOW

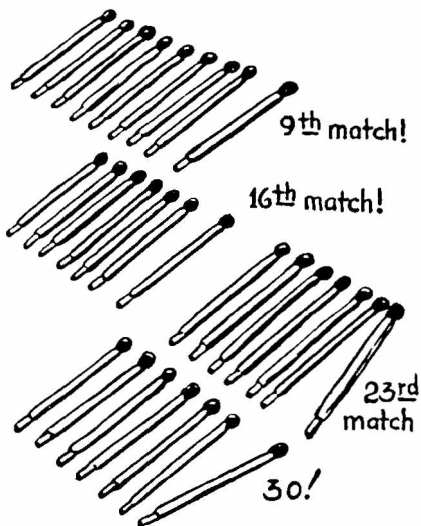
To win, take away enough matches to be the first to reach these key numbers: the *ninth*, the *sixteenth* and the *twenty-third* matches. After twenty-three, no matter how many your *Victim* takes, he must leave the last match for you.

THE SHOW HOW

To slow down the game and give yourself time to count, capture the matches with a pencil.

With practice, you will expertly choose the right number of matches to reach your key numbers. Note that after you reach *nine*, the number of matches he takes, plus yours, always equals *seven*.

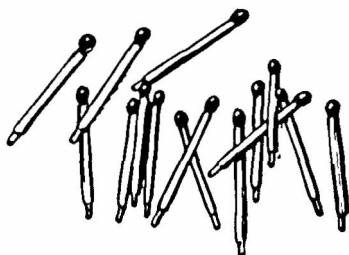
Now on to more races! They'll easily become a fad wherever you go.



I'LL BET YOU *Can't*

THE ONE-TWO-THREE MATCH RACE

Suggest a pick up race, and spill a small pile of matches upon the table. Take turns picking up one, two or three matches. In this race, the *loser* takes the last match. It isn't you.



THE KNOW HOW

Use fifteen matches, counted beforehand. Either can begin, although it's easier to win if you do.

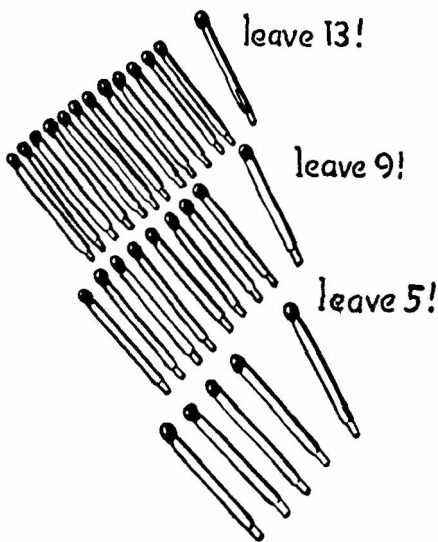
You win if after each turn you leave 13, 9 or 5 matches on the table. Thus, if you begin, take two matches, leaving 13; if he then takes three on his move, you take one, leaving 9, and so on. Whatever number he takes after 5, you then take all but the last match which you leave for him.

THE SHOW HOW

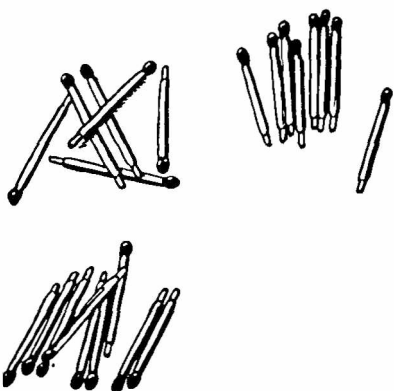
Spill the fifteen matches on the table as if the number didn't matter.

If the *Victim* begins and you miss out on 13 and 9, catch up on your third turn and leave 5.

Note that after you leave 13, the number of matches he takes plus yours always equals *four*.



I'LL BET YOU *Can't*



A MATCH RACE — OR A RAT RACE?

Dump a box of safety matches into three piles, and race your *Victim* to the last match. Each of you can pick up any number of matches at a turn, but *from only one pile each turn*.

The *loser* takes the last match.

THE KNOW HOW

To fix the outcome, cautiously remove one or two matches at a time, until you force the *Victim* to take his turn from one of the following victimizing choices:

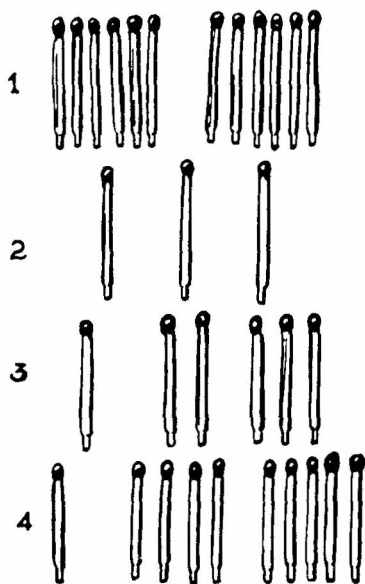
- 2 piles with equal numbers
- 3 piles with either
 - 1 match each
 - 1, 2 and 3 matches
 - 1, 4 and 5 matches.

Now no matter what he tries, you can leave him the last match.

THE SHOW HOW

With two piles of equal numbers just keep the piles equal by taking the same number he takes until there are only two matches in each pile. Then if he takes one match, take two matches; if he takes two, take one. If he takes a whole pile, take all but one match of the other pile.

The second combination works itself. You can easily turn the last two combinations into two equal piles.



I'LL BET YOU *Can't*

THE 100 POINT RACE

Here's a counting race that has long been a favorite among mathematicians. Yet it's as simple as 1-2-3 once you're in the know!

You and your *Victim* race to 100, jumping by numbers 10 or less at each turn. The *winner* reaches 100 first.

THE KNOW HOW

You win if you reach 89 first, for the *Victim* cannot add more than 10 or less than 1. So . . . on your next turn, 100 is yours for the taking.

To reach 89, simply capture the *key numbers*, 45, 56, 67, 78. They're easy to remember because, like 89, the second digit is always one more than the first digit.

THE SHOW HOW

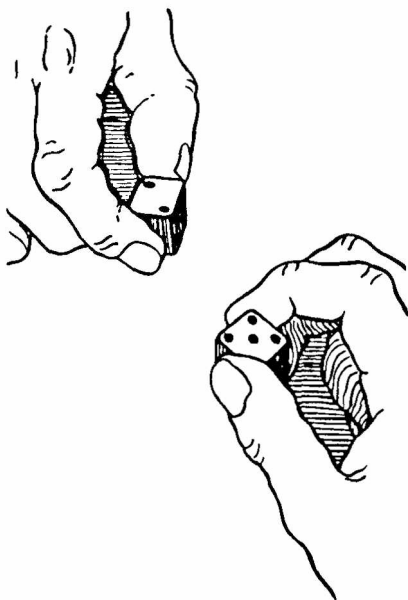
Add without strain — at least without showing it.

Once you reach a key number, the number added by your *Victim* plus the number you add always equals *eleven*. If you wish, you can insure your success as early as the first key number, 12.

Let's add to 100
ten or less numbers
at a turn - and I'll
bet I get there
first!

Victim	You	Your Key numbers
3	+ 9 =	12
+ 8 = 20	+ 3 =	23
+ 7 = 30	+ 4 =	34
+ 2 = 36	+ 9 =	45
+ 6 = 51	+ 5 =	56
+ 9 = 65	+ 2 =	67
+ 5 = 72	+ 6 =	78
+ 8 = 86	+ 3 =	89
+ 1 = 90	+ 10 =	100

I'LL BET YOU *Can't*



FOUL PLAY, FAIR DICE

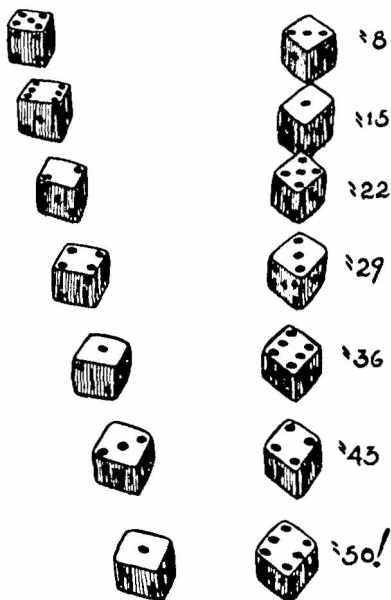
Here is a fast-moving and novel variation on a betcha-can't racing game. It is similar to the 100 POINT RACE except that you use the face numbers on dice for your counting.

Required: One pair of dice, the secret, and a willing *Victim*. Take turns adding any one side of a die to the accumulating total until the goal of 50 is reached. The *winner* reaches 50 first.

THE KNOW HOW

The secret is to choose the figures you show on your die so as to capture these key numbers for yourself: 8, 15, 22, 29, 36, 43.

Note that after you reach 8 you control the addition so that your *Victim's* number plus yours equals 7.



THE SHOW HOW

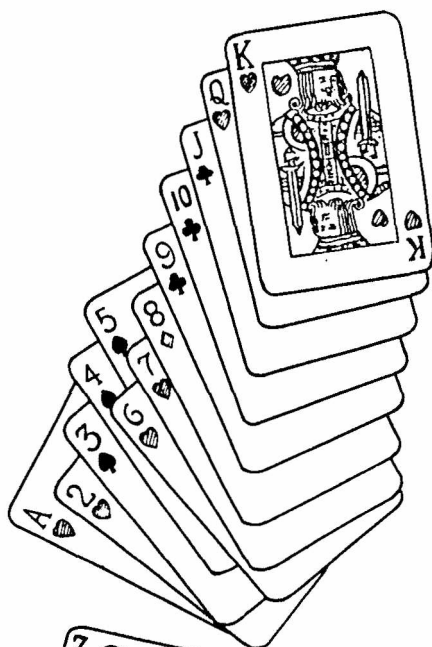
Make the choice of figures on your die seem quite random. Be casual, shake the die as if any number would do, but—to yourself—watch your adding! I'll bet you can't win if you don't!

V. DEAL AS I DEAL!

EVERY OTHER ONE

This clever arrangement of cards makes a startling introduction to card tricks. Casually take a packet of thirteen cards from the top of the deck and deal them in front of you as follows:

Put the first card under the packet, the next card on the table, the next under the packet and so on until all thirteen are on the table. The startler: the cards deal out in numerical order!



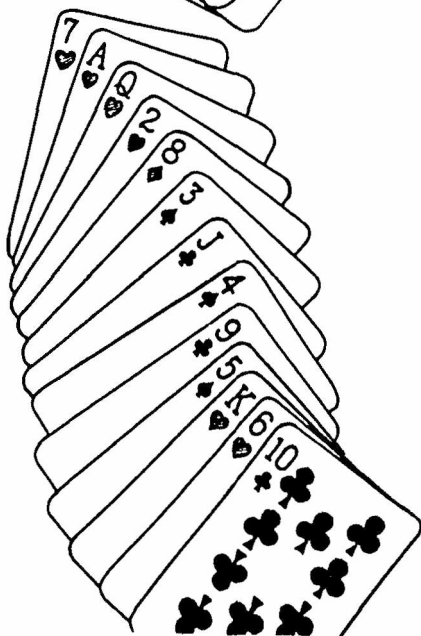
THE KNOW HOW

Arrange the top thirteen cards beforehand in the following order (reading from the top down) 7, Ace, Queen, 2, 8, 3, Jack, 4, 9, 5, King, 6, 10. Deal as described above.

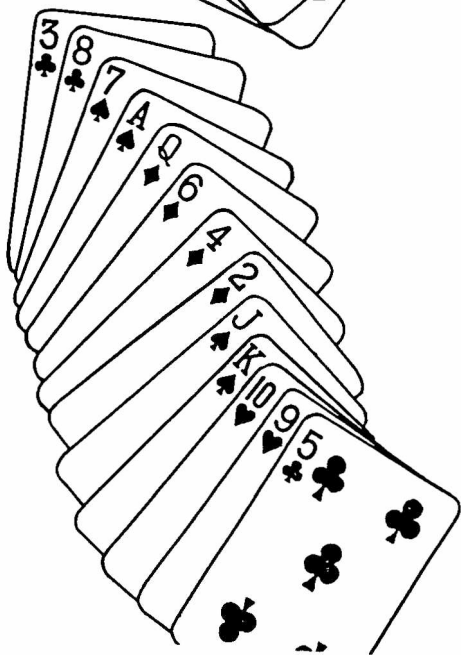
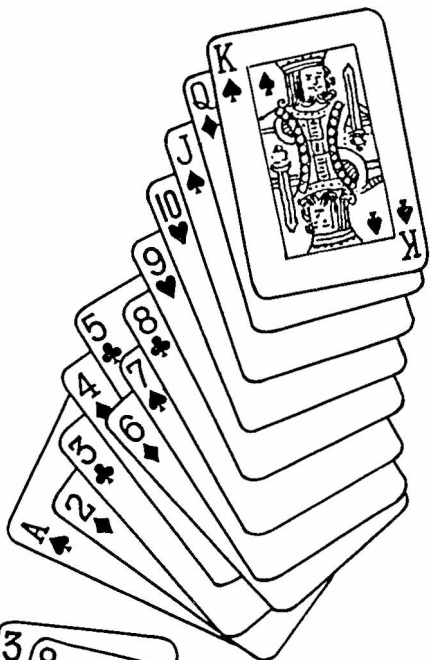
THE SHOW HOW

Don't disturb the order when you remove the thirteen cards from the deck. If you wish, make the arrangement backwards and count the cards down on the table to obtain the right order. The extra counting makes all look fairer.

Let your *Victim* try if he thinks this one looks easy.



I'LL BET YOU *Can't*



A SPELLER OUTER

Here's an eye-opener to follow-up the EVERY OTHER ONE deal.

Take the next thirteen cards of the deck (previously stacked) and spell out the numbers of the cards, one card for each letter. Begin by spelling A-C-E, and as you say each letter, put a card under the packet of thirteen cards. Put the fourth card face up on the table. It's an ACE!

You then spell T-W-O, putting a card under the packet for each letter, and then deal down the next, a TWO, and so on right through the JACK, QUEEN and KING!

Finally all thirteen cards lie in order face up on the table, each spelled out in turn.

THE KNOW HOW

Previously stack thirteen cards of a suit in the following order (reading from the top down): 3, 8, 7, ACE, QUEEN, 6, 4, 2, JACK, KING, 10, 9, 5. Now deal as described. You can't miss!

I'LL BET YOU *Can't*

QUEENS ON HIS MIND

"Here's what's on your mind," you say to the *Victim* as you deal him three cards. He looks at the cards and finds three Queens. You return the cards to the deck and deal again. Again he has three Queens. The wolf!

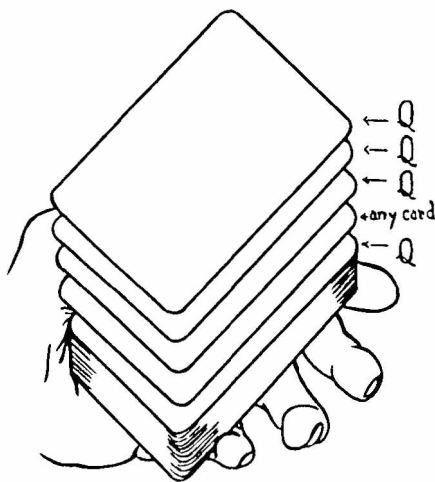


THE KNOW HOW

While toying with the deck find the four Queens and slip them on top, reading from the top down in this order: three Queens, any ordinary card, then the fourth Queen.

Deal alternately to the *Victim* and yourself until you each have three cards. He has his three Queens.

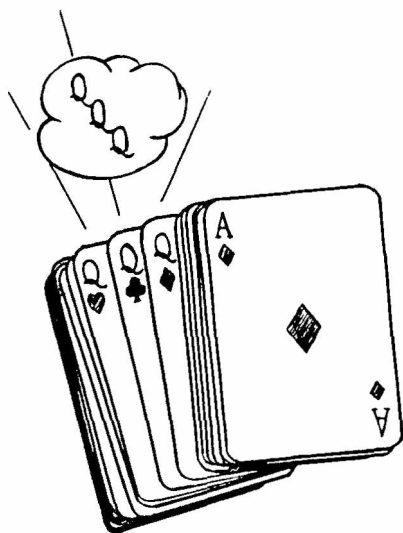
When you deal yourself the three cards, innocently slip your last card *under* the first two. Now replace your three cards on the deck, poke fun at the *Victim* for his three Queens and put them on top of your cards. Deal the cards as before. Again he has three Queens!



THE SHOW HOW

You can continue this performance indefinitely by always putting your last card *under* your first two. But to keep the secret, stop after several repeats.

I'LL BET YOU *Can't*



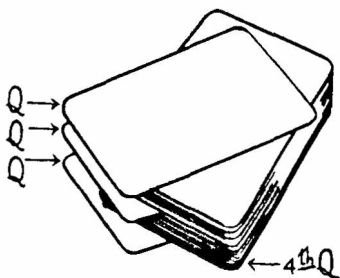
THE SIAMESE TRIPLETS

This trick looks like slippery card work. It will be one of your favorites.

Hand someone three Queens. Now instruct him to shuffle them and return them to the deck, one on top, one in the middle, one on the bottom. He cuts the pack several times, but the Queens are inseparable, like triplets. They fly together again!

THE KNOW HOW

As you hunt for the three Queens slip the fourth Queen on the bottom of the deck. Tell your *Victim* to mix his Queens well, place them on the top, middle and bottom, and cut the deck a few times. His first cut brings three Queens together.



THE SHOW HOW

The sharpest *Victims* fail to notice the change in Queens and that one is the fourth Queen, planted on the bottom of the deck.

This one's a natural follow-up for QUEENS ON HIS MIND.

I'LL BET YOU *Can't*

THE NEXT CARD WILL BE YOURS!

Cut the deck into ten heaps. The *Victim* looks at any card secretly, and replaces it face down on top of any heap.

Gather the heaps, mix them by simple cuts and deal out the cards. You pass by the selected card. The *Victim* gambles you'll surely miss now, but you don't!

THE KNOW HOW

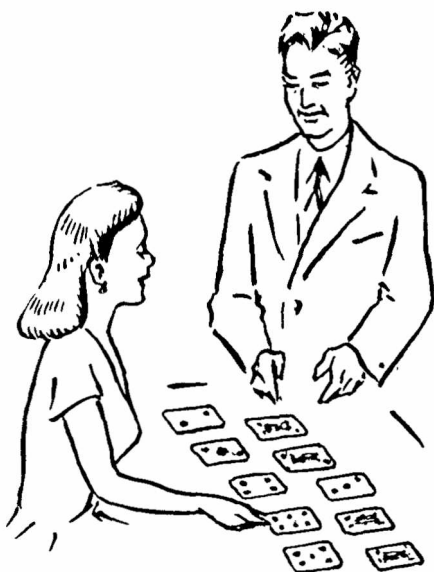
Note the bottom card of the deck and keep track of its heap. It's your clue heap. When you gather the cards put the clue packet on top the *Victim's* card. His card is now next to the bottom card and comes after it when you deal.

Hold the deck faces down, and deal faces up. To create a little flurry, deal past the selected card a dozen cards, then hesitate and say, "The *next* card I turn over will be yours." It is! Find his card and turn it over, *face down*.

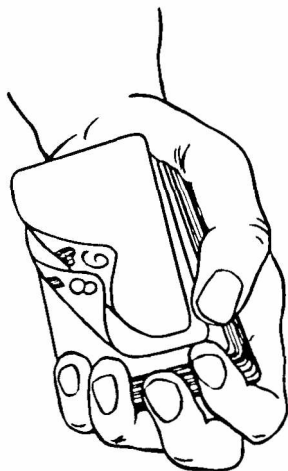
THE SHOW HOW

If the *Victim* puts his card on the clue packet, cut this packet onto another heap and continue.

If the two cards are ever cut apart, they'll be at the top and bottom of the deck.



I'LL BET YOU *Can't*



THE CARDS JUMP!

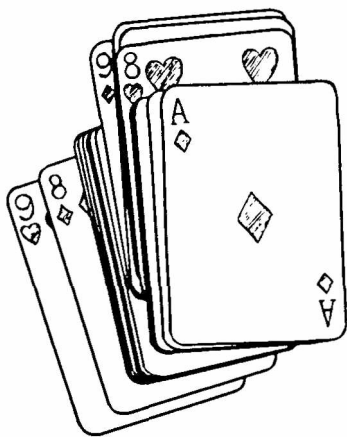
Remove two cards from a deck, the 8 of Hearts and the 9 of Diamonds. Have someone put them into different places in the pack. Presto! The 8 and 9 jump to the top!

THE KNOW HOW

You secretly confuse one red 8 and 9 with the other. While you seem to be looking for just the 8 of Hearts and 9 of Diamonds, plant the 8 of Diamonds and 9 of Hearts at the top of the deck. (See? You too are befuddled by them!) Give your *Victim* his red eight and nine to bury in the pack.

Now, to show off secret skill, riffle the pack with your thumb. (Or—if you are clever—you can even keep the two cards on top as you make a riffle-shuffle.)

Tap the pack and reveal the substitutes at the top — the other red 8 and 9.



THE SHOW HOW

Do this trick boldly. *Victims* just don't see through the ruse. You will look as professional as the sleight-of-hand artist who has taken years to get the same effect by skill alone.

Before anyone begins to think, do another trick.

I'LL BET YOU *Can't*

YOU DEAL AS I DEAL

This makes a perfect repeater card trick. Do it easily as if without pre-arrangement.

Choose openly two groups of contrasting cards, such as four Queens and four Aces, or four black cards and four red ones.

Make a quick arrangement of them, and then deal them down faces up in a row on the table in this manner: one down, one placed under the packet, one down, and so on alternately until all cards are on the table. You have dealt them out alternately Queens and Aces, or blacks and reds.

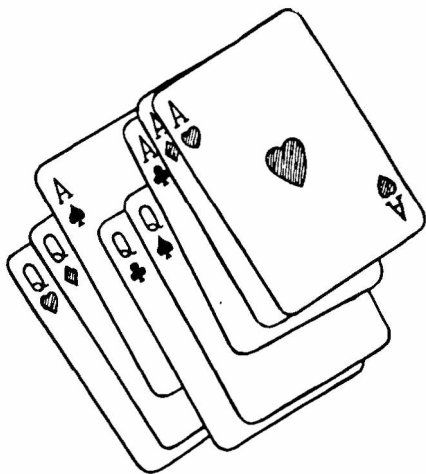
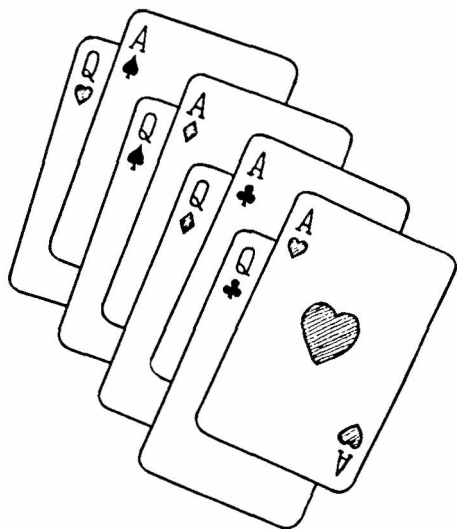
Let your *Victims* try. They won't have your luck.

THE KNOW HOW

The secret formula is, reading from the top down, 2-1-2-3. Thus if you use Queens and Aces, arrange them to read from left to right, two Queens, one Ace, two Queens, three Aces. Now turn the packet over, faces down, and deal as described.

THE SHOW HOW

Learn to arrange the cards as you pick them up, apparently at random.



I'LL BET YOU *Can't*

YOU COUNT AS I TAP — AND WE'LL MEET ON YOUR CARD!

Here's a knock-out trick that sometimes baffles both challenger and *Victim*.

Deal down a circle of cards from the Ace to the Nine, in clockwise order, and have the *Victim* think of one of the numbers. Tell him you are going to slowly tap the cards here and there in the circle. He is to count (to himself) one number to each of your taps, beginning his count on the number he thought of. On the count of fifteen, he should say "Stop."

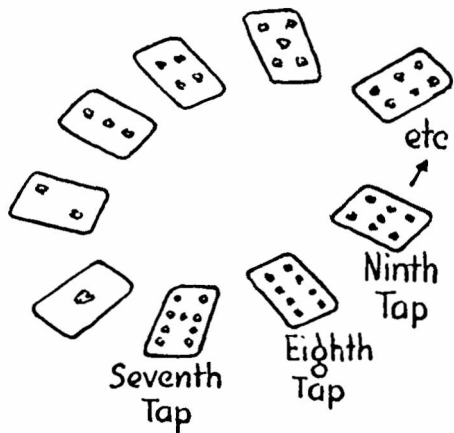
Thus, if he thinks of *five*, he begins his count on five and stops on fifteen.

You then tap rhythmically, and weird as it seems—when the *Victim* calls "Stop" you are pointing to his card.

It works again and again, no matter what card he chooses.

THE KNOW HOW

As you tap, count to yourself, touching any card on each beat. On the seventh beat, tap the *nine* in the circle and tap backwards, counter-clockwise. When he says "Stop" you'll be touching his card.



I'LL BET YOU *Can't*

EYES IN YOUR FINGERS

Your *Victim* deals himself any three cards face-up on the table and *thinks* — merely *thinks* — of one of them. You put them in your pocket and feel for the thought-of card. First you remove one, and then a second. Each time you say doubtfully, "No this couldn't be it," and, without showing it, replace it in the deck.

Then, as if for dramatic effect, you ask your *Victim* to name his card. Triumphantly you remove it from your pocket. It hardly seems possible!



THE KNOW HOW

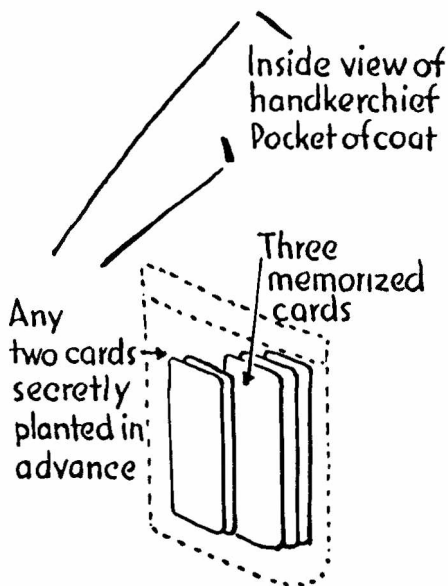
Ahead of time, secretly place two cards from the deck in your pocket. When the *Victim* deals his cards on the table, memorize them in order and slip them behind the two cards.

The first cards you remove are the planted ones. When the *Victim* calls his card you can easily choose it from the three you memorized.

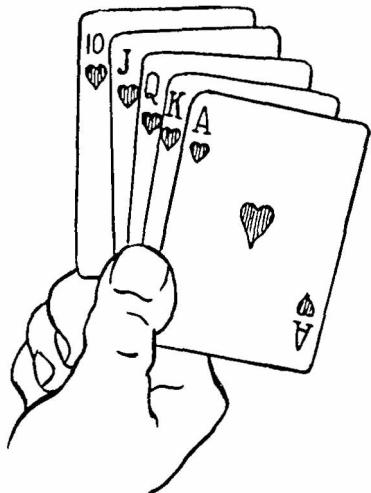
THE SHOW HOW

Remember the cards in a flash, as 2-5-9, or Jack-8-3. Your fingers will quickly learn to feel the right card.

Now you can do the trick again. There are still two cards in your pocket.



I'LL BET YOU *Can't*



CARD SHARP IN OUR MIDST

You'll like this one. It's worth the price of the book.

Remark that there's a talented card man in every group, then deal out five hands to show *you* aren't the sharp. The hands make an average showing. Now select your sharp and hand him the deck. He deals out five hands. He holds a ROYAL FLUSH!

THE KNOW HOW

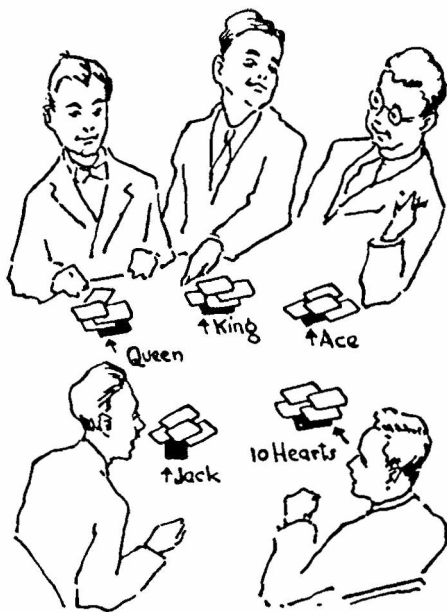
While toying with the cards secretly scramble a royal flush to the top of the deck.

Deal out five hands of five cards each and turn each hand over a moment to show how ordinary it is. Turn them back and gather them, one packet at a time, *without disturbing their order*. Pass the deck to the talented *Victim*. The cards are now stacked for him. He'll have no trouble—except in explaining how he did it!

THE SHOW HOW

Take care that the first five cards dealt remain the bottom cards of the heaps.

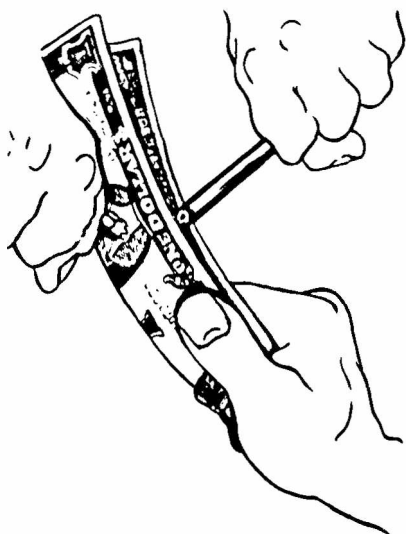
For a three ring show, set up your deck for EVERY OTHER ONE, THE SPELLER OUTER (pp. 47-48) and this trick.



VI. SURPRISE ENDINGS!

THE ALMIGHTY DOLLAR

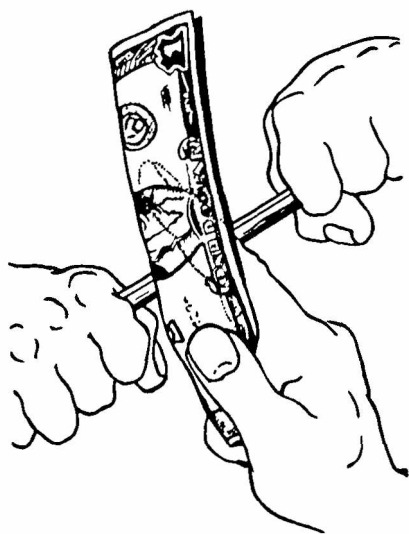
In the hands of a smooth performer like yourself a dollar bill can cut a lead pencil — literally clean through! Just persuade the show-me skeptic to take up your offer. Seconds later, he'll be holding two broken stumps of what was once *his* pencil. You can safely use your own bill.



THE KNOW HOW

Have the *Victim* hold his pencil tightly between his fists, exposing four or five inches of its length as a striking surface. Fold the dollar bill once lengthwise and pretend to sharpen its edge.

Now get set. Come down two strokes. On the count of three bring your first finger, pad side down, and the bill down through the pencil. *Hide your finger behind the bill*, and withdraw it during the follow-through.



THE SHOW HOW

Use an ordinary six-sided pencil. The quicker and harder you strike the better. Only the pencil is hurt.

Here's a startler!

I'LL BET YOU *Can't*

CLEVER CONTROL!

Place three pennies on the back of your hand.

Now claim that with your skill you can toss off any one of the coins without losing the others. And so you do!

Let your *Victim* select the coin that you are to toss off.

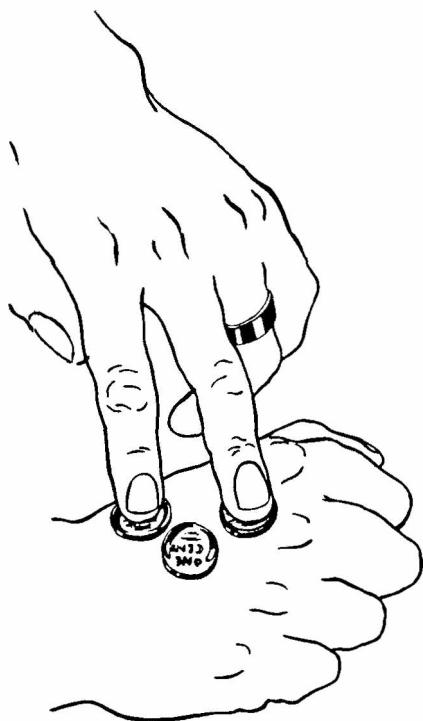
THE KNOW HOW

The catch is that you put two fingers on the rejected coins. It is now an easy matter to toss off the selected penny.

THE SHOW HOW

Complicate your challenge by increasing the number of coins to five. Or vary the stunt on another occasion by using several bits of paper, claiming that by special breath control you can blow off the chosen piece.

In case you are a *wolf*, put the coins or the paper bits on the hand of a selected girl.



I'LL BET YOU *Can't*

HEADS OR TAILS?

Flip and catch a coin several times. On the last toss you say, "Will it be heads or tails?" It's neither, for when you look the coin is gone!

THE KNOW HOW

This is well worth the little practice needed beforehand. Toss and reach for the coin, *palm out*, and grasp it firmly. You will find that whenever you wish you can *appear* to catch the coin but can actually catch it in your sleeve almost as easily as in your hand. Aim for your wrist.

The most sharp-eyed *Victim* will be deceived, in spite of the fact that your palm faces toward him. Practice before a mirror. See for yourself.

THE SHOW HOW

Each time you catch the coin, slap it down on the back of your left hand. After the tricky catch, imitate this motion and hold your right hand over the left hand a moment while the *Victim* makes his guess. Recover the coin secretly in your curled fingers as you drop your arm at your side.



I'LL BET YOU *Can't*

ON THE COUNT OF TWELVE

Twice count twelve small coins. Your *Victim* counts again to make sure. One has utterly vanished!

THE KNOW HOW

Count twelve coins onto your palm: "One, two, three, etc." Now put them down one at a time, counting backwards: "Twelve, eleven, ten, nine, eight, seven, and five make twelve." Drop five coins and push them toward the rest. The sixth is hidden in your hand. You can later find it magically in your pocket.

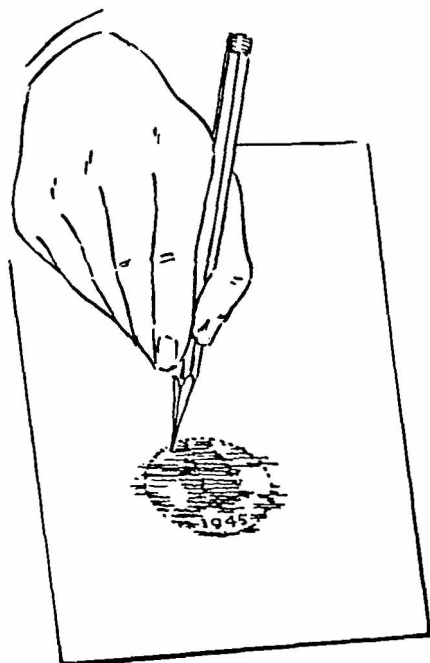
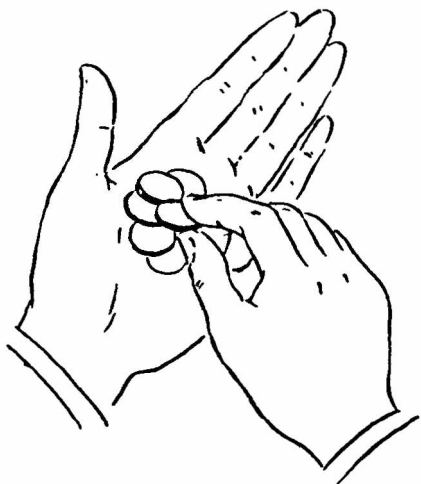
THE SHOW HOW

Count evenly, rhythmically. Have your *Victim* watch the count closely to make sure that it's fair. When he checks your count he'll run smack into a real surprise!

THE BLIND DATE!

Your *Victim* chooses any coin from his purse, puts it on the table date-side up, and covers it with a sheet of paper. Without lifting the paper you tell him the date!

Rub a pencil over the paper and coin. Use the flat of the lead. The rough figures of the date show on the paper!



I'LL BET YOU *Can't*

THE CANNOT KNOT

Hold a large handkerchief or a scarf by two ends in a *U*-shape and challenge:

"Take the two ends from me *at the same time* and tie a knot in the handkerchief without letting go the ends. No twisting of the handkerchief before you take it."

The *Victim* fumbles and flops, and dares you to try.



THE KNOW HOW

Have the *Victim* hold the handkerchief in a *U*-shape as you did. Reach for both ends at the same time, but as you reach, your left arm goes in behind *your* left side of the *U* and up to grasp the end held by *his* left hand. At the same time your right hand and arm pass through the *U* up behind your left wrist to nip the end held by his right hand. Now pull and you have a knot!



THE SHOW HOW

This is a sophisticated improvement on the awkward knot you made by crossing your arms in **THE HUMAN PRETZEL** (page 12). You can do it so quickly that your *Victim* will find it hard to imitate you.

I'LL BET YOU *Can't*

KNOT IN A FLASH

Here's one of the prettiest handkerchief knots you'll ever see. It's flashy, easy and almost unknown.

Hold a man's handkerchief by diagonally opposite corners, twirl it ropewise and lay it on the table. Challenge anyone to pick it up *one end at a time* and tie a knot without letting go the ends. He cannot twist his arms into a knot as in the HUMAN PRETZEL (page 12).

THE KNOW HOW

Here are your moves in slow motion:

1. Lay your right hand *palm up* on the center of the handkerchief.

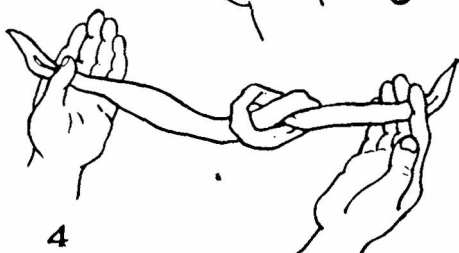
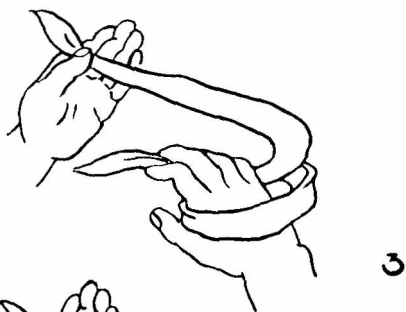
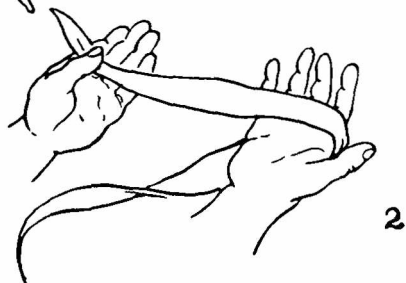
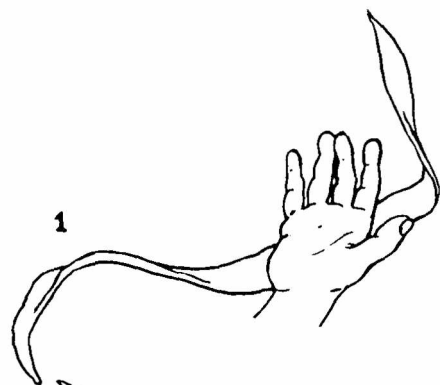
2. Pick up the right end with your left hand, bring the end back across the crotch of your right thumb, and over your right hand to a point just in front of the left end. *Hold it there.*

3. Now turn your right hand over palm down and bring it under your left arm to nip the left end with the first and second fingers.

4. Hold tight. Pull your hands in opposite directions. There's your knot!

You'll soon be too fast for *Victims* to follow.

Now work out another solution from the principles of THE CANNOT KNOT.



I'LL BET YOU *Can't*

THE FIFTY-FIFTY LIGHT

Light a paper match. Suddenly you remember the other fellow. Zip! You have split your match into *two* lit matches, and are handing him one of his own.

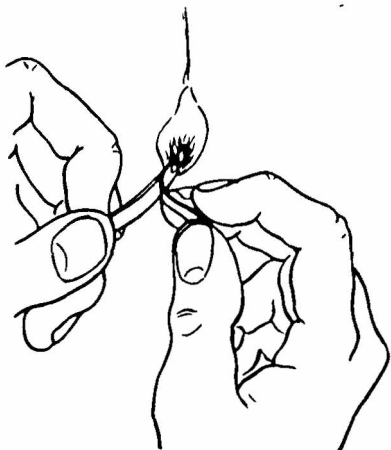
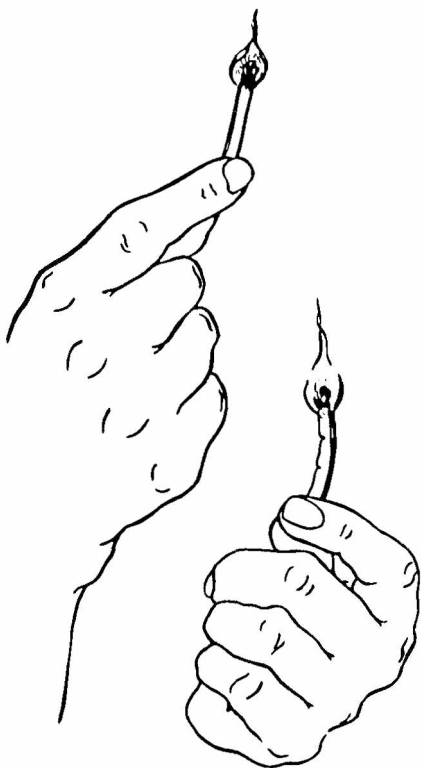
THE KNOW HOW

Before you light the match, secretly split the ply of the paper with your fingernail at the tail end of the match. Now you can readily rip the lighted match into two parts.

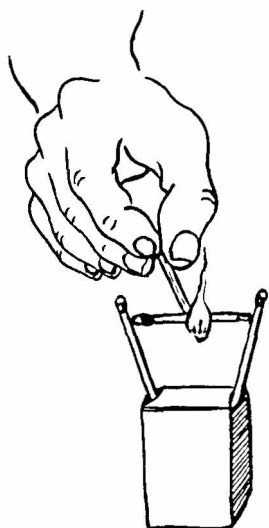
THE SHOW HOW

Of course you needn't announce what you are about to do. Let your thumb-nail make the secret tear under cover of the packet, while you look at something else. Nobody notices the habitual motions of a smoker.

Pretend that you have forgotten to offer a light, then split it casually, though quickly, as if creating two-headed matches were an everyday event.



I'LL BET YOU *Can't*



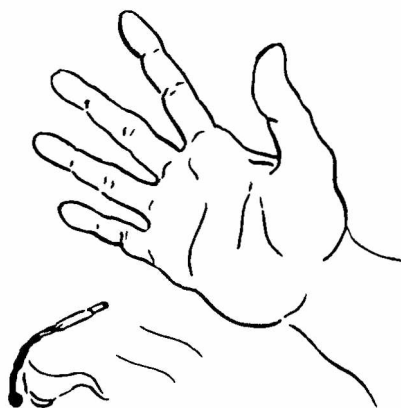
THE RACE JUMPS OUT OF BOUNDS

Stand a matchbox on its end, stick up two safety matches firmly between the sides and the drawer, and wedge a third match between the two uprights, like football goal-posts.

The question is: If you light the crossbar match in the middle and let it burn, which upright match will light up first?

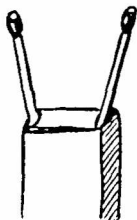
THE KNOW HOW

That was a loaded question. The upright matches hardly ever catch fire from the burning one. The flame creates a tension in the wood, and pops the middle match up into the air!



THE SHOW HOW

Wedge in the two uprights tightly so that the crossbar match has a good spring in it. Keep the heads of the matches from touching.

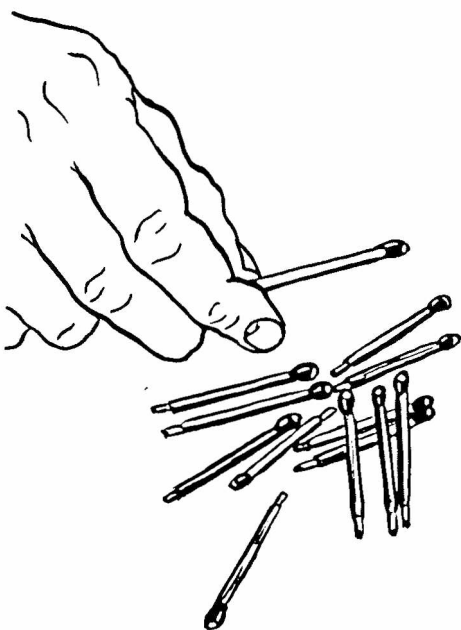


Since your stage is on a matchbox, hold this hot show away from a good table-cloth or table-top.

I'LL BET YOU *Can't*

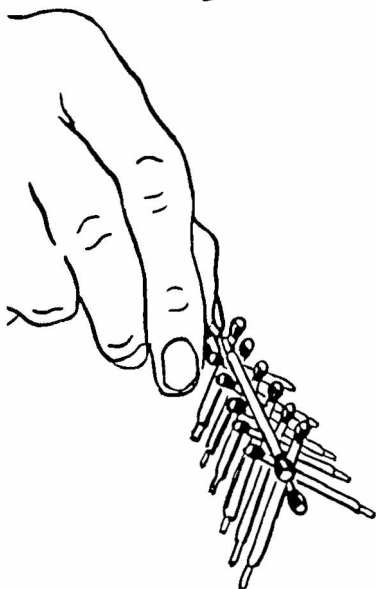
ONE MATCH LIFTS TWELVE

Spill a box of wooden safety matches on the table and challenge anyone to lift a dozen matches with one match. No string, glue or other extras allowed, and no trick matches either!



THE KNOW HOW

Put one match on the table. Now lay eleven matches across the first match, alternately from each side, heads facing each other, matches touching. When you have stacked them along the whole length of the first match, put the final match on top of the others, parallel to the bottom match. Lift the bottom match gently and all will come up together.



THE SHOW HOW

This is a very pretty and surprising little trick which pleases *Victim* and performer equally. Success depends upon getting the feel of the matches so that their friction grip on each other holds them all together.

Let the heads project about a quarter inch on each side of the bottom match.

TO THOSE WHO MADE THE BOOK BETTER

Thanks to . . .

John Campbell Bruce
Watson B. Frontin
Charlotte Irwin Kohrs
Victor G. Matre
Richard Romain.

And to the Magicians . . .

T. Nelson Downs of Iowa
Lloyd E. Jones of California
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Ellis Stanyon of England
for their inspiration.

And to the Victims who always ask for more:

Molly and Christopher Kohrs.

TO THE READER AND HIS VICTIMS

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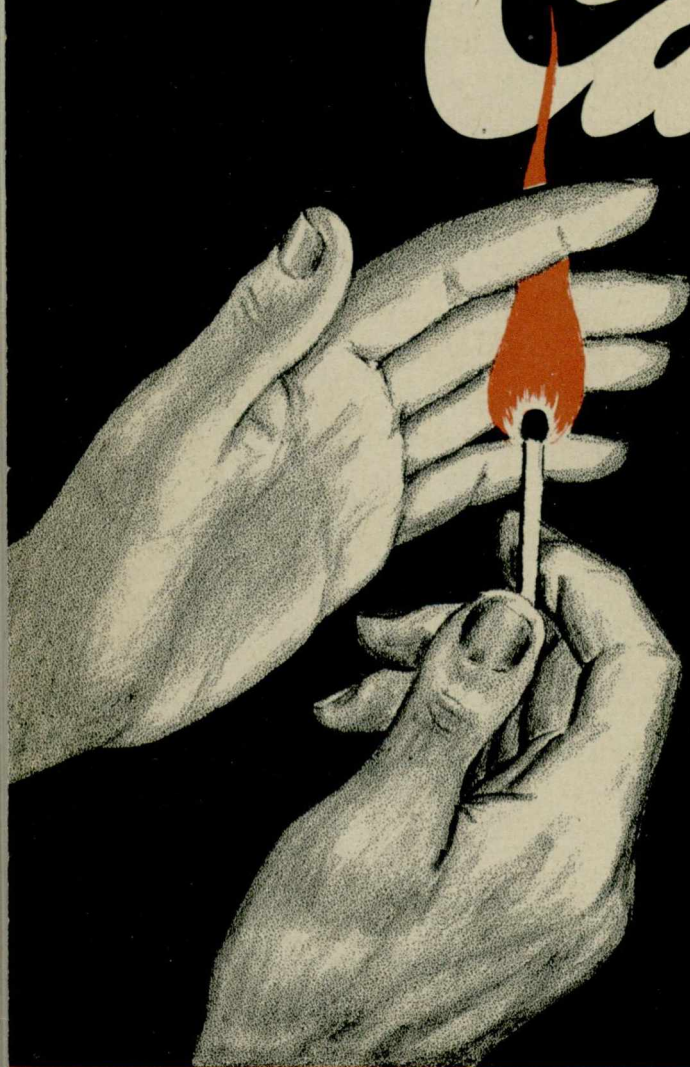
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