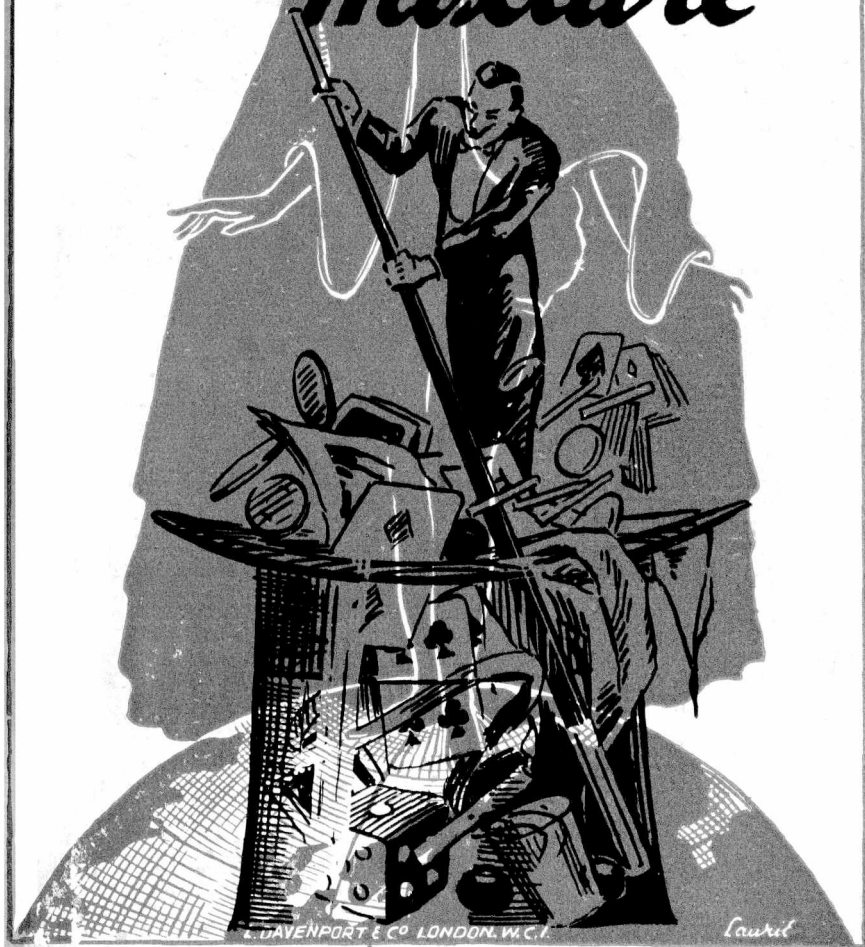


Dom Sellar's Magical Mixture

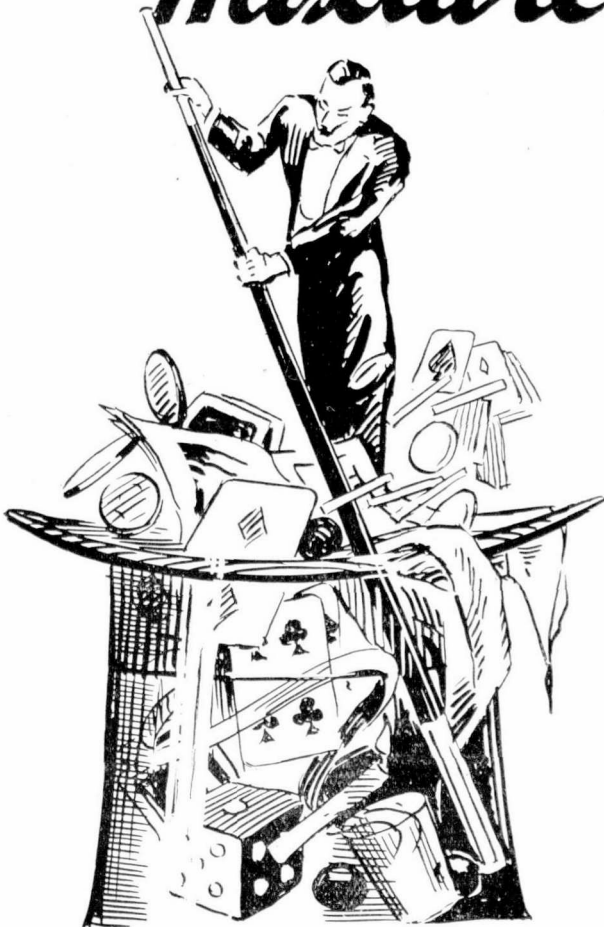


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WILL ALMA
M.I.M.C. (LONDON)

Dom Seller's Magical Mixture



Published in England by
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(Incorporating Maskelyne's Mysteries)
LONDON.

**DEDICATED TO MY MOTHER, WHOSE TOLERANCE
ALWAYS MYSTIFIES ME.**

PREFACE.

Dear Magicians,

Here is my seventeenth magical effort, and it all started over forty years ago through seeing a man vanish a marble in a handkerchief. He must have been good, for the magic bug hit me right then, but I did not get going till some considerable time after, when I purchased my first book on magic. This was Aunt Kate's conjuring book, twopennyworth of magical literature that gave me my first lessons and brought a heap of trouble over my head at the same time, through distracting the attention of my class mates at school with my sleight of hand (?).

I wish to take this opportunity of correcting the impression of some of the younger magicians, who think that I am a professional magician and dealer. Such is not the case. I am not and never have been. I am just a humble conjurer, who practices magic and works for a living (no joke intended).

When looking over my past writings I see tricks that became popular, some that were not so popular, and some definitely bad, but you never see the bad ones till years later. I suppose it will be the same with this booklet. At present I think all the tricks in this book are good. Perhaps in a few years' time, if I am spared, I'll change my mind.

All the best, and good conjuring.

TOM SELLERS.

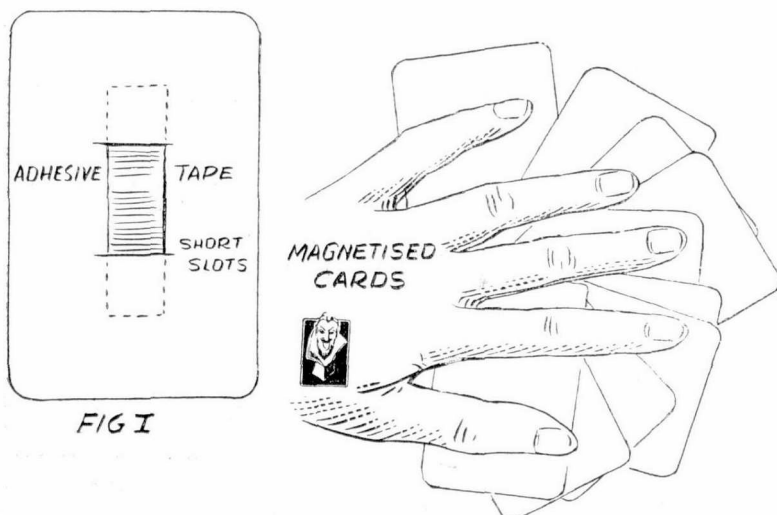
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MAGNETISED CARDS.



Effect.—Performer causes a number of cards to adhere to his hand.

Requirements.—A pack of cards, one of which is prepared as follows. Take a court card and pierce two short slots in it. Then take a short piece of adhesive tape and run this through the slots as shown in Fig. 1. Stick another card on the back of this card making it a double card.

Method.—Have this card on the bottom of the pack, then place the pack face down on the left hand, press on the top of the pack with the right hand and then turn the left hand back up. Press the pack on to the table and withdraw the right hand. Now take cards from the bottom of the pack and place them between the top card and your left hand. When you get several cards thus placed lift up the left hand and the cards will be seen to be suspended from it as if by some magnetic force, giving the effect as shown in Fig. 2.

BLUE SYMPATHY.

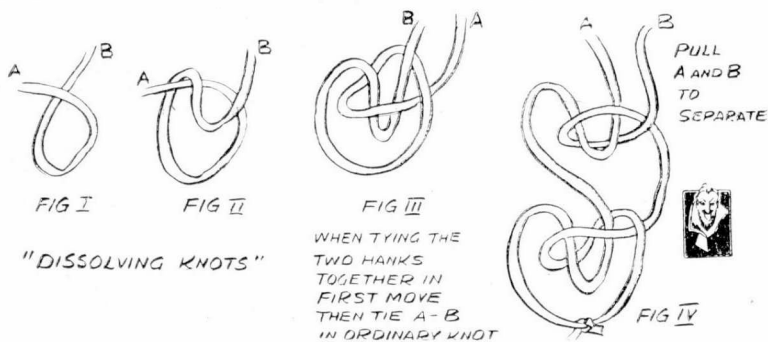
Effect.—Performer introduces two packs of cards, one red-backed and one blue-backed. The blue pack is replaced in its case. Performer now asks any one to name any card in the red pack, when this is done this card is removed and replaced reversed in the red pack. This pack is now replaced in its case. The blue pack is removed from its case and fanned out, a card of the same value as the one chosen from

the red pack is seen to be reversed. This card having reversed itself in sympathy with the reversed card in the red pack.

Requirements.—A red pack of cards, a blue pack of cards.

Preparations.—Place a blue card on top of the red pack and place in the blue case, I mean the case with the blue sample card on the back. (If your card cases have no sample cards stuck on, it makes no difference to the effect.) Place a red card on top of the blue pack and replace in other case.

Method.—When about to perform, introduce the two packs, remove them from their cases, and lay them face down on the table, being careful the cards do not fan. Tell spectators you will return the blue pack to its case. Do so, now ask spectator to name any card in the red pack. When you get this, spread the pack with the red-backed card on top face up on the table, remove the card selected by sliding it out from the pack, still keeping it face up. Gather up the pack and square it neatly before turning it face down. The red-backed card still shows on top. Push the face-up selected card into the now face-down pack and replace in case. Now go over what has been done, and while you are talking place the two cases together in your left hand. Lay down the case with red pack, withdraw the blue pack from its case, **minus the top red-backed card**, fan this pack and the reversed card will show up. Of course, it is the same card you reversed at first.

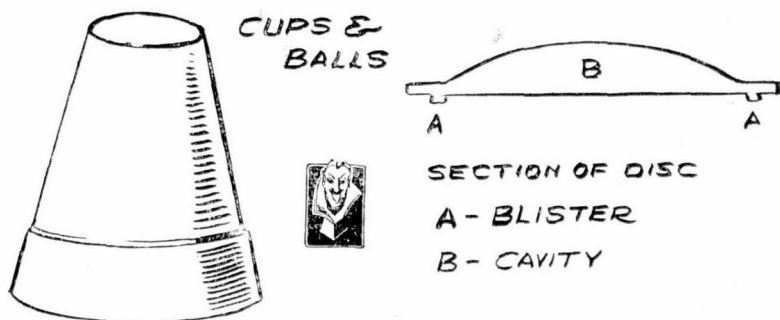


DISSOLVING KNOTS.

Effect.—Two handkerchiefs are tied together, then several knots are tied in the two handkerchiefs, the two ends are pulled, the knots dissolve, and you are left with a separate handkerchief in each hand.

Requirements.—Two silk handkerchiefs and the ability to make a special knot about to be explained.

Method.—Tie two handkerchiefs together by their corners with the type of knot shown in Figs. 1, 2, 3, then tie the two ends together with an ordinary knot. Many of you will know this knot, as it has been explained by various writers already. Next, take each handkerchief by its centre and tie two more such knots, but only going as far as Fig. 3 with each, omitting the ordinary knot this time. Take A in one hand and B in the other, and pull, the knots will dissolve and you will be left with a separate silk in each hand.



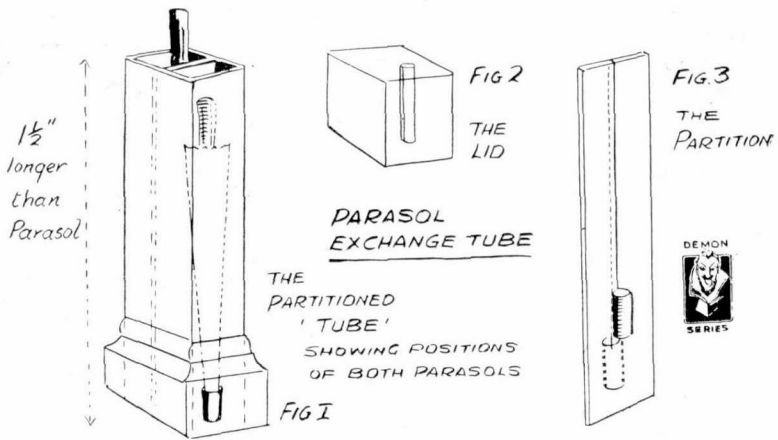
CUPS AND BALLS NOTION.

Effect.—After the performer has finished his routine with the small balls. Each cup is found to be filled with water at the finish.

Requirements.—Three well-made cups with the rims ground flat, each cup is fitted with a specially-made celluloid cap, similar to the rice bowls, but with this difference. Each cap has a cavity, and on the undersides three little blisters, these are to prevent the cups from sticking to the table, Fig.

Preparation.—Fill each cup with water and put on the suction caps.

Method.—Have the cups inverted on the table, go through your usual routine with the small balls. When finished stand the cups upright, pick up first cup with right hand and pass to your left hand, retaining disc in right. Repeat this with the other two cups, the nested discs can easily be disposed of while pouring out the first cup of water.



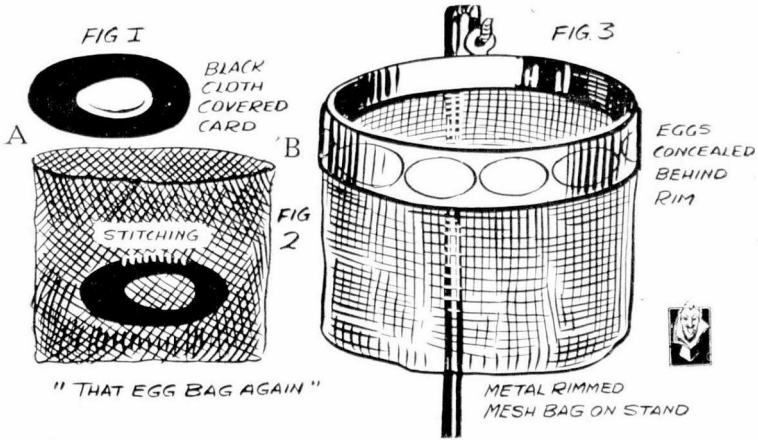
PARASOL EXCHANGE TUBE.

This piece of apparatus is meant to take the place of the usual mat in the parasol trick. The spectators see you place the parasol in the tube, the handle being in view when it is replaced. You place a lid over this, when the lid is removed and parasol withdrawn the skeleton one has taken its place.

Requirements.—A long narrow tube of such a width to take two parasols easily, the height being an inch or so longer than the parasol. This tube is divided down its entire length with a partition. It is then fixed into a base to make it stand, Fig. 1. Note that it is sunk into the base, this is to take away the height. You next require two small coffee tins, tie them together with a length of tape and slip them over the partition. They should now be adjusted so that if one is at the bottom of the tube the other should be three inches higher, Fig. 3. Next, make a lid six and a half inches long to fit easily over tube, to one side of the lid on the inside, screw a six-inch length of broomstick. This completes the apparatus, Fig. 2.

Preparation.—Place the skeleton parasol in the rear section of the tube and press it right down to the bottom.

Method.—Show the real parasol close it and put into front half of tube. Take the lid and put it on in such a manner that the broomstick contacts the top of parasol and presses it down. This will also force the other one up, and when the lid is withdrawn there is the duplicate ready for extraction. A reversal of the lid the second time will bring up the original parasol.

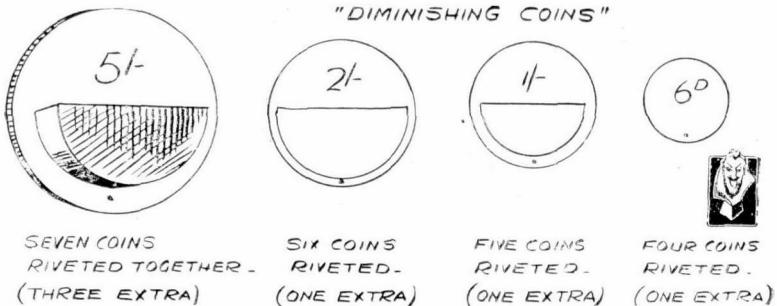


THE EGG BAG AGAIN.

Effect.—Performer proves a net bag to be empty, yet he causes several eggs to visibly appear one at a time.

Requirements.—The basic principle of this method depends on that invented by F. Culpitt. You require a close-mesh bag made of net or similar material, the size should be about nine inches square. Next, obtain half of a celluloid egg (a half cut lengthwise) and glue it on to a piece of cardboard which has been covered with black cloth, the size of the cardboard being about $2\frac{1}{2}$ -ins. x $1\frac{1}{2}$ -ins., Fig. 1. Sew this to the inside of the egg bag near the bottom, the egg being next the net at the side where you have stitched the cardboard, Fig. 2. Your next requirement is an oblong net bag with a metal rim, Fig. 3. This bag is suspended on a stand as shown, the inside of the rim, at the front, has a ledge. Six eggs are placed on the ledge.

Method.—Hold the bag by A—B, a corner in each hand and it will appear empty if held in front of body if you wear a black suit. Place corner "B" in right hand alongside "A," hold there for a second or two. Take corner "A" in left hand this time, and separate the hands quickly, and from the point of view of the audience an egg will suddenly make its appearance in the bag. Place right hand in the bag to apparently remove the egg. What you really do is to turn round the bag again, then apparently put the egg in the bag on the stand, really knock one off the ledge and it will be seen to fall into the bag. To continue, simply repeat the foregoing routine. The bag may be proven empty by turning outside in while covering the egg with the hand.

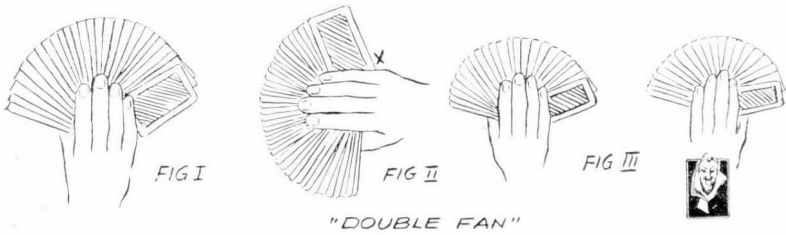


DIMINISHING COINS.

The requirements for this is four sets of coins of different sizes, such as 5/-, 2/-, 1/-, and 6d. See **Figs. 1, 2, 3, 4**, each size being riveted together in sets, the 5/- size have seven coins riveted together, the 2/- size having six coins riveted together, the 1/- size five coins, and the 6d. four coins. The rear coin of the **three largest** sets has a little holder soldered, these hold each smaller set so that they will all nest together. You now require some extra loose coins, the 5/- set, three extra coins, the remaining sets, one coin each.

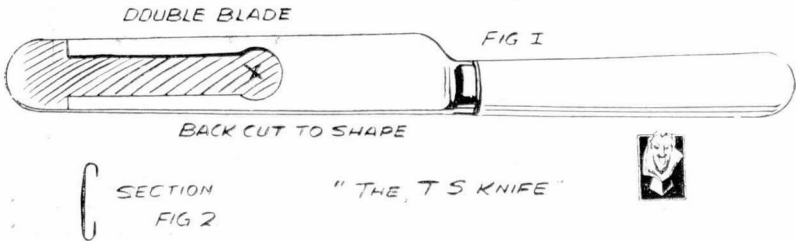
Preparation.—Have a small easle on the table to your left. This is just a narrow strip of wood with a ledge to display the coins as they reduce in size. Place the three smaller loose coins in right trousers pocket, have the nest of coins with the three loose large coins on the tray on table.

Method.—Pick up the nest of coins, also the three loose large coins, spread all the large coins out fanwise, separate the three loose coins from the nested lot, place one on display easle, and the other two in right trouser's pocket. Squeeze the nest of coins between the hands, palm off the largest set, and fan out the next remaining set. Place right hand in trouser's pocket, leave the palmed riveted set behind, and remove one of the large loose coins. Hold it beside the fanned-out set for comparison. Replace it in your pocket again, before removing your hand, palm the 2/- size coin, **pretend** to extract this coin from the fanned-out coins, and place on the easle beside the large coin. To reduce to the next two sizes repeat the above routine, the 6d. or last size being vanished by sleight of hand.



DOUBLE FAN FOR FAN WORKERS.

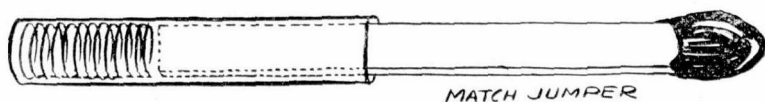
With the right hand fan the cards into the left hand, getting the position shown in **Fig. 1**, then twist the wrist of the left hand to the left, this will bring the fan to position shown in **Fig. 2**. With the right hand reach over **X**, **Fig. 2**, that is, right over the top of the little finger. With the thumb and fingers of the right hand take away half the fan, turn the fingers of both hands upwards and show a fan in each hand, **Fig. 3**. The larger fan in the left hand can be split very quickly by the above moves.



THE "T.S." KNIFE.

(Designed for use in the well-known "Note in Envelope" effect.)

This is an idea for getting the 10/- note into the remaining envelope. The knife used is really a narrow flat tube. It is cut away at the back as shown, Fig. 1. Fig. 2 being an end view. To work, the note is folded into a narrow strip. It is then put into the hollow knife. The envelope is opened with the knife, then the knife is pushed into the envelope to open it further, but before withdrawing it, the thumb is pressed in at "X," Fig. 1, and the knife withdrawn. This leaves the note inside the envelope.



THE MATCH JUMPER.

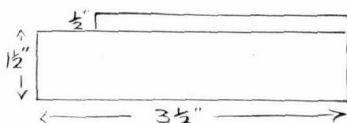
Effect.—You remove a match from the box, strike same, as soon as it lights it flies high into the air.

Requirements.—A little metal tube with a spring and a little platform attached, fixed inside the tube.

Method.—Conceal tube between the finger and thumb, get the match inside the tube and press it right home, keeping it from jumping out by pressure of the fingers. Strike match on box, when it flares up, release the pressure on match and allow it to fly high into the air.



"THE QUICKIE
HANDKERCHIEF TUBE"



THE QUICKIE HANDKERCHIEF TUBE.

Effect.—Performer shows and proves a small tube to be empty, yet he is able to produce a handkerchief from the inside of it.

Requirements.—A small tube is shown, as in Fig. 1, this is $3\frac{1}{8}$ -ins. long x $1\frac{1}{2}$ -ins. in diameter. To the outside a smaller and narrower tube is soldered, this is 3-ins. long x $\frac{1}{2}$ -in. in diameter. Place a handkerchief in the small tube and stand it on your right-hand table, the "X" end being down.

Method.—Pick up the tube with your right hand, thumb at front fingers at back, allow the forefinger to cover the opening of the smaller tube. The tube may now be turned end-on to spectators to look through. The tube may now be pushed through several times as further proof of emptiness. Hold the tube upright again and put it into the left hand, this hand should be back outwards. With right fingers reach into small tube and extract the silk.

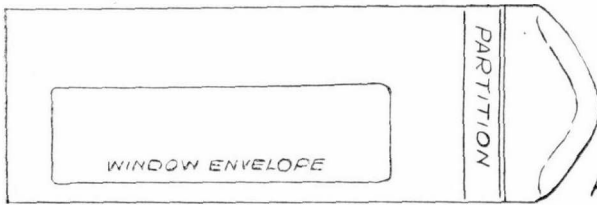


FIG. I

"POSTAL ORDER RESTORATION"

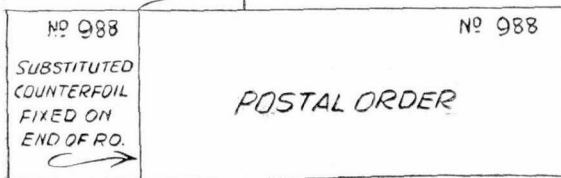


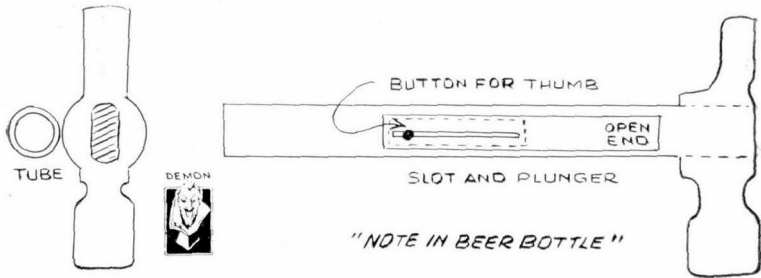
FIG. 2

POSTAL ORDER RESTORATION.

Effect.—You introduce a postal order, you tear off the counterfoil and give it to someone to verify the number on it. Meanwhile you place the postal order into a long envelope, the envelope has the front cut out so that the postal order can be seen. You receive back the counterfoil then destroy it by burning. The postal order is now withdrawn from the envelope, as you do this the counterfoil is seen to join itself on to the order. It is again passed out to show that the order and the counterfoil tally.

Requirements.—You require two postal orders, one with the last serial number "eight," and one with the last serial number "six." You take the counterfoil with the serial number six and, with marking ink, carefully transform the "six" into an "eight." This counterfoil is then torn off, and after bending the counterfoil of the other order back this counterfoil is carefully stuck to the end with a very little gum, Fig. 2. The envelope now requires a little preparation. Take a strip of cardboard the width of the envelope and half an inch wide, and glue it into the mouth of the envelope, thus dividing the mouth of the envelope in two, Fig. 1.

To Perform.—Introduce the postal order, tear off the faked counterfoil, and hand it out for the number to be noted. Take the postal order and put it into the envelope, allowing the front or face of the order to go into the front half of the partition. The spectators see it going in, as the front half of envelope is cut out, Fig. 1. You also take care to let the counterfoil go to the rear half of the partition. The flap is now sealed and envelope laid aside. You take back the counterfoil and burn it. Pick up the envelope, and when you open it, see that it is the bottom you open, not the top. Withdraw the order, this will cause the counterfoil to revolve round the partition and will come out in full view attached to the order. All that now remains is to show that the counterfoil is restored to the order and that the serial numbers tally.

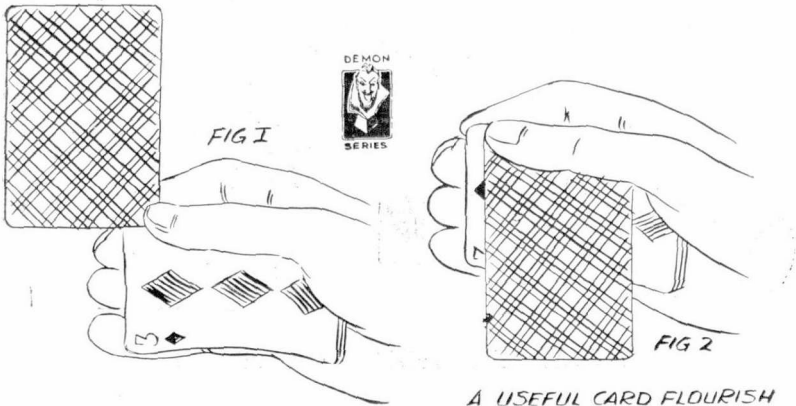


NOTE IN BEER BOTTLE.

Effect.—An unopened beer bottle is shown, a ten-shilling note is borrowed, then vanished, the beer bottle is picked up, opened, and the contents poured out. Performer now takes the bottle by the neck in one hand and, with a small hammer in the other hand, smashes the bottle on to a tray. With a pair of tweezers the note is picked out of the broken glass. This is handed back to the lender along with the glass of beer seeing he was so helpful in assisting you with the trick.

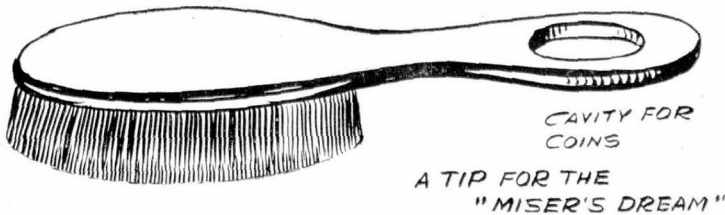
Requirements.—A bottle of beer, the small variety preferred, an opener to open the bottle. Also required is a specially prepared hammer, this is tricked as shown in Fig. 1. At the side of the hammer shaft a short narrow tube is fixed. This tube is slotted down the side, then a round piece of wood is put inside the tube. A tack is now put through the slot into the wood. It will now be seen that if a note is put in at the open end of the tube (that is the end nearest the head of the hammer) and the tack pushed forward with the thumb it will force the note out of the tube. Fig. 2 shows an end view of the hammer.

Method.—Vanish the borrowed note as given in the note and candle effect or any other method you prefer. To produce your note, which I hope you previously put in the tube, proceed as follows. Take the beer bottle, open it, and pour out the beer, take the beer bottle by the neck in the left hand, pick up the hammer with the right hand, and smash the bottle over a tray. Just as you hit the bottle push along the little plunger, this will force out the note and into the broken glass. You pick the note out of the broken glass with a pair of tweezers, then hand it back to the lender along with the glass of beer. When smashing the bottle see that the tube side of the hammer is kept away from the spectators.



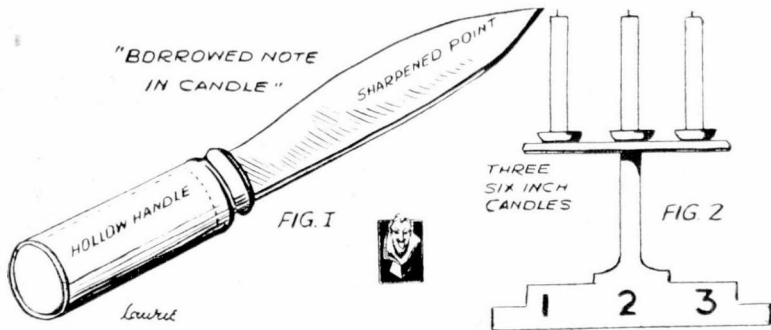
A USEFUL CARD FLOURISH.

Presume that you have been pulling fans of cards from the elbow, knee, etc., by palming from the pack. Palm off several cards and hold the pack as in Fig. 1. Allow the pack to swing down in the direction of the arrow until it assumes the position shown in Fig. 2. Place the pack and palmed cards and fingers of right hand inside left hand. The left thumb comes over the pack as the pack and palmed cards are retained in left hand. The pack and palmed cards should now be in the same position as in Fig. 2, only in left hand instead of right. Right hand takes the pack at "X," Fig. 2, removes same, and palmed cards are produced from right elbow.



TIP FOR THE MISER'S DREAM.

This is a subtle way to get the first load of coins for the "Miser's Dream" effect. You borrow a hat, you then act as if you had seen a bit of fluff adhering to this, so you pick up a brush to brush it off, you lay down the brush, this action has given you the first load of coins. It is very simple, as you will see if you refer to the illustration, it will be seen there is a cavity cut out in the handle to take a dozen or so coins.

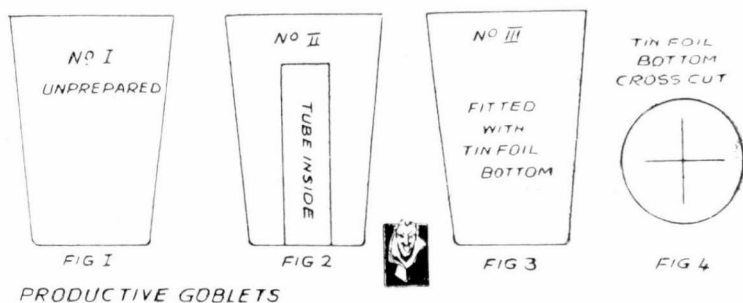


BORROWED NOTE IN CANDLE.

Effect.—You borrow a 10/- note, vanish it, and then find it in the chosen piece of a chosen candle.

Requirements.—You require a knife with a hollow handle that will take about two inches of a candle, Fig. 1. Also a candle-stand to hold three candles, each stick or holder being numbered one, two, three, Fig. 2. Your next requirement is two inches of candle hollowed out, and after you have noted the number on your note place this inside. This piece of candle is now put into the hollow handle of the knife, an elastic band in your right trouser's pocket and a tray on your table complete the items required.

To Perform.—Borrow a ten-shilling note. Apparently read the number, but really shout out the number of your own note. Fold up the note, take your handkerchief and put the note inside, finger-palm it out again, go to your pocket for the elastic band, bring out the band, but leave the note behind, place the band round the supposed note in the handkerchief, make a few passes, open out the handkerchief, and let it be seen that the note has vanished. Now go to the candles, ask for one, two, or three, to be chosen, take the selected candle and cut it in three equal pieces, put each piece against the numbers on the stand. Again have a piece chosen. When you get this take it in your left hand, transfer the knife from your right hand to the left, hold it point upwards, apparently let the piece of candle fall from your left hand into right hand. Really let the piece fall out of the handle, place it on the point of the knife, turn the point downwards, pressing the piece of candle on the tray splitting it apart. Lay the knife and other piece of candle down behind the tray, take a pair of tweezers from your vest pocket, pick out the note, and hand it back to the lender. Then ask him to call out the number thus proving it to be the original note.



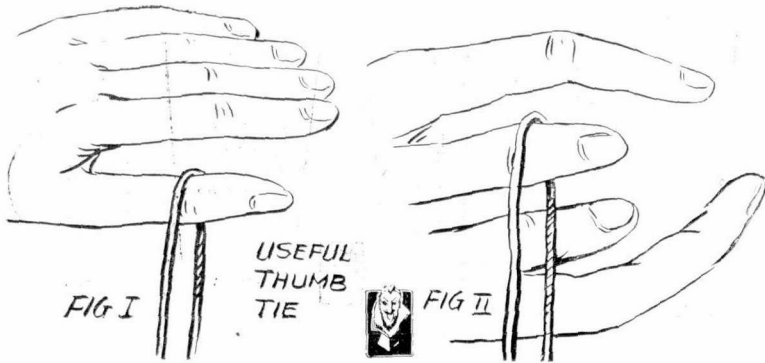
PRODUCTIVE GOBLETS.

Effect.—Performer shows two goblets to be empty. One is inverted on top of the other. A few passes made and top one removed. A few silks are removed from the other goblet, this is followed by a quantity of milk or water, which is poured from one goblet to the other.

Requirements.—Three goblets, as shown in the illustrations. Goblet No. 1, **Fig. 1**, is unprepared, goblet No. 2, **Fig. 2**. Inside this is a tube, this tube reaches to within one inch of the top of goblet and should be of such a diameter to accommodate 3 silks. This goblet nests easily inside goblet No. 1. Goblet No. 3, **Fig. 3**, has no bottom, the bottom rim is turned in a little so that a tin-foil disc may be stuck on to represent the bottom. This goblet nests easily inside goblet No. 2. The goblets are made with flange rims, the rims of goblets 2 and 3 are the same size and should overlap the rim of goblet No. 1 a fraction. **Fig. 4** shows the tin-foil disc for goblet No. 3. This is slit with an X in the centre with a razor blade so that pressure on same forms it into a star trap.

Preparation.—Place a few silks in tube of goblet No. 2 and fill the surrounding space with milk. Place this goblet inside goblet **No. 1**. With wax, stick the tin-foil disc on bottom of goblet No. 3. You now are ready to present the trick.

Method.—Pick up goblet No. 3 and show it empty. Press it right inside the nested 1 and 2. "The tube pierces the disc here." Now remove goblets 2 and 3 together as **one goblet**, "the projecting rims make this easy," and show the outer goblet **No. 1** empty. Invert No. 1 on No. 2, make a few passes, and remove No. 1, withdraw silks from No. 2, then pour the liquid back and forth from 1 to 2.



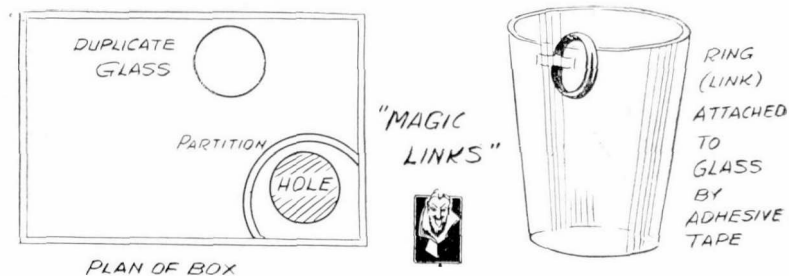
A USEFUL THUMB TIE.

Have the left thumb tied as shown in Fig. 1, the knot being on top of the thumb and a piece of the string hanging from each side of the thumb. Now place the right thumb as shown in Fig. 2, it going to the far away side of "B," Fig. 2. Next, lift up this thumb and place it over the knot. Now have the string tied **under** the **left** thumb. You will now find it an easy matter to release and replace the **right** thumb, as you have gained plenty of slack by the method you have used in the tying.

P.S. Before placing right thumb under "B" see that both strings are hanging to one side of thumb nearest forefinger.

THE CHANGE-OVER ACES.

From the pack remove two red court cards and two black court cards, the Ace of Clubs and the Ace of Hearts. Place the Ace of Hearts between the two red court cards and the Ace of Clubs between the two black court cards. Hold the six cards in a fan and draw the spectators' attention to the arrangement of the Aces. Square up the cards and hold them face down in readiness for the glide. With your right hand slide out the bottom card and put it on the top face down. Glide back the next card (the Ace) then withdraw the next two cards and put on the top, now withdraw the Ace and put it on the top, glide back the next card (this will be the other Ace) then withdraw the next two cards and put them on the top. Withdraw the Ace and put on the top, now withdraw one more card and put on the top. Deal the cards in a row as follows:—First card face up, second card face down, third card face up, fourth card face up, fifth card face down, sixth card face up. You will now have two red cards face up and two black cards face up. When you turn up the two face-down Aces they will be seen to have changed over. The black Ace will be seen between the two red court cards and the red Ace between the two black court cards. A simple trick, but somehow I like it.



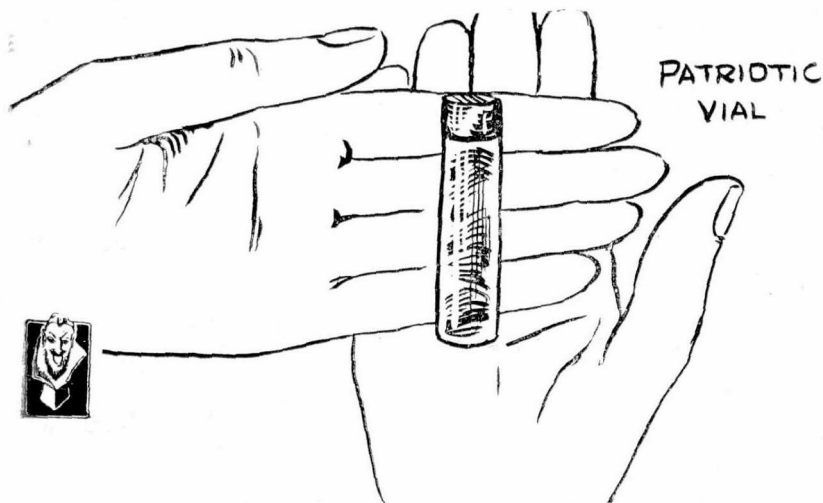
MAGIC LINKS.

Effect.—Similar to magic welding only you will have to do a bit of conjuring to bring about the result, that's why I like it.

Requirements.—A small box, about 8 x 5 inches, the box has a hole cut in the bottom at the right hand corner, this corner is then partitioned off, Fig. 1. Two small whiskey glasses of such a size to pass easily through the hole in the box. Twelve single links and twelve linked together.

Preparation.—Place the chain in one of the glasses, take a single link, and with a narrow strip of adhesive tape, stick it to the outside of the glass, Fig. 2. Place this glass in the box opposite the hole, Fig. 1. Place all the loose links and the other glass into the box, have this on your table on your left at the bottom front corner.

Method.—When about to perform, remove the empty glass and show it, place it on your table, right in front of the hole in the corner of the box, then lift up the box in your left hand. Take out a handful of loose links and let them fall back into the box. With your right hand take one link at a time and drop them into the empty glass. When you come to the last link conceal the glass with the chain in your hand, but let the ring show. This is pressed off with the thumb and finger and dropped into the glass on the table. The following moves should follow in quick succession. Shake the box, reach for the glass on the table with your right hand, but before lifting your hand lay the box over the glass, the glass entering the hole, lift right hand to left and expose the glass as it reaches the left hand. Place your right hand over the mouth of the glass, shake it up and down, then withdraw the links linked.



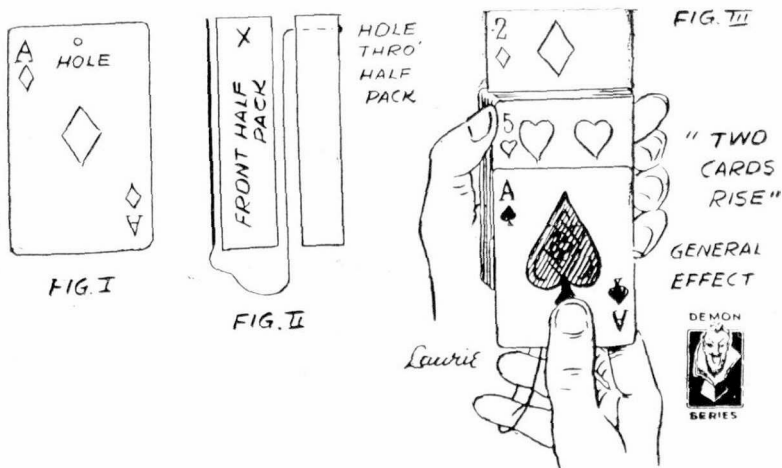
THE PATRIOTIC VIAL.

Effect.—Three pellets of tissue paper are pushed into a glass vial, this is corked. When opened the pellets have transformed themselves into a small silk Union Jack.

Requirements.—Two glass test tubes, about the length and a little thicker than a cigarette, two corks for these, three small pieces of tissue paper, red, white, and blue, a pencil, and a pair of tweezers.

Preparation.—Put the small flag in one of the tubes, cork it and place it in your right hand trouser's pocket, put the pencil and tweezers there too.

Method.—Show the empty tube, roll the papers into pellets of a size just a little too large for the tube, take the pencil from your pocket, and at the same time finger-palm the tube with the flag. Pick up the pellets and push them into the tube with the pencil, cork the tube, and lay the pencil aside. Lay the pellet tube across the left hand, place the right hand behind this hand and close the fingers round the pellet tube, Fig. 1, turn the left-hand thumb down and under cover of the right hand, push up the vial with the thumb making it rise above the closed left fist. Take the tube again, lay it across the left hand, but as you close the fingers round it steal it into finger-palm of right hand and drop the flag tube into the left hand, make the flag tube rise this time, same as you did with the other tube, keep it still sticking up from fist, go to your pocket for the tweezers, leave the pellet tube behind as you withdraw the tweezers, withdraw the cork from the tube, then withdraw the flag with the tweezers.

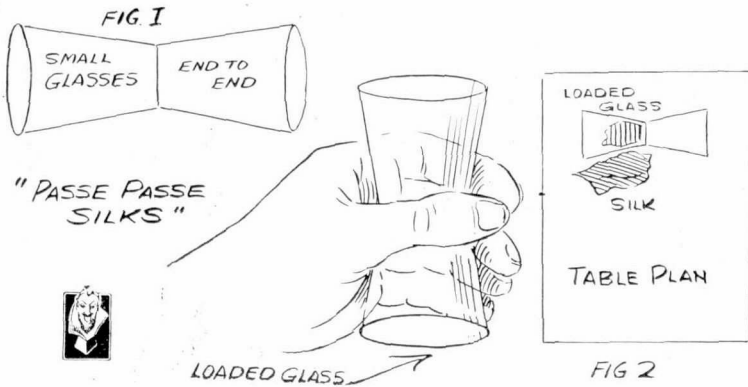


TWO CARDS RISE.

Effect.—A self-contained version of the rising cards.

Requirements.—A prepared pack of cards. Take the top half of a pack of cards and punch a small hole through each card near the top at the centre, Fig. 1. Next, take a length of thread and tie it to the rear card, run it through all the holes, down the front, round the bottom of front half of the pack, then tie the end of the thread to the bottom of the front card, Fig. 2. See that you have enough slack to cause two cards to rise, then draw up all the slack into the top half of the pack.

To Perform.—Have two cards selected, but see that they are taken from end "X," Fig. 2. Have them pushed in at the rear of top half, at the threaded end of the pack. To make the two cards rise, grip the pack in the left hand, front card facing spectators. With the right hand grip the front card at the bottom, pull it downwards and one card will rise. Remove this card, replace the front card flush with the pack again, this will leave a little loop of thread at the bottom of the front card. Again grip the front card with the right hand also insert your little finger in the thread loop, pull the front card down again and the second card will rise. Square up the pack and lay it aside when this has happened.



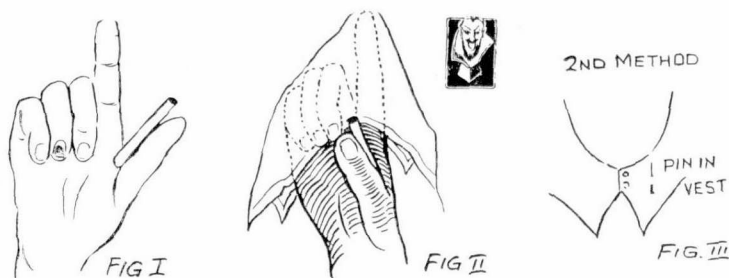
PASSE PASSE HANDKERCHIEF.

Effect.—You borrow two hats, one is put to your left, the other to your right. A white silk is put into an empty glass, this is put in the hat to your left. A red silk is put into a second empty glass, this is put into the hat on your right. At command the silks change places.

Requirements.—Four very small spirit glasses and four silks, two red and two white.

Preparation.—With Seccotine glue two glasses end to end, Fig. 1. Do the same with the other two, place a red silk in one set and a white silk in the other. Lay them on their sides on opposite tables. Then lay an opposite-coloured silk in front of each loaded glass, Fig. 2.

Method.—Borrow two hats and place them on opposite tables, pick up the glass on your left with your right hand, this hand concealing the loaded glass, Fig. 3. Place the white silk in the exposed glass and place it in the hat on its side, allowing it to fall so that the white silk will be nearest to you. This procedure is gone through with the glass on the opposite table, command the change. Lift the glasses from the hat, concealing the opposite glasses this time. When the glasses are laid on the table the loaded glasses should be covered with the exposed silks.



CIGARETTE AND HANDKERCHIEF

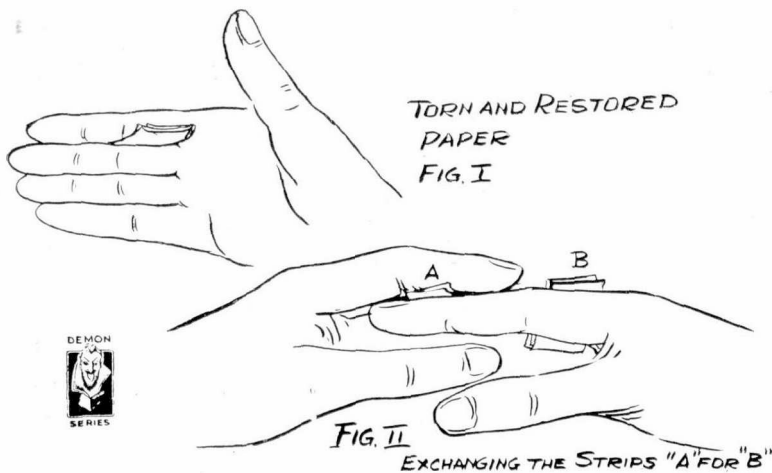
CIGARETTE THROUGH HANDKERCHIEF.

Effect.—Performer causes a borrowed cigarette to penetrate a borrowed handkerchief.

Requirements.—A cigarette and a handkerchief.

Method.—Hold the cigarette between thumb and first finger of the right hand, with the left hand throw the handkerchief over the cigarette. Just as the handkerchief covers the cigarette, slip it down till it lies along the thumb, **Fig. 1**, the forefinger being extended to simulate the upright cigarette under the handkerchief, turn left side to spectators to show rear of handkerchief. With the left hand grip the handkerchief at "X," **Fig. 2**, turn front again. As you do so extend the thumb and lift the handkerchief on top of the cigarette. This now brings the cigarette outside the handkerchief. Bend the thumb inwards, getting cigarette upright right behind the handkerchief, turn left hand, thumb downwards and grip the cigarette right at the apex of the handkerchief. Pull upwards and it will have appeared to have penetrated right through.

Method 2.—Have a black pin stuck upright in your jacket, as shown at **Fig. 3**, the pin should be on the left side. Throw the handkerchief over your left arm, as you apparently place cigarette behind handkerchief. You really stick it on the pin and put your right forefinger into handkerchief instead. Take the centre of the handkerchief in your left finger and thumb and remove the right hand. With this hand, and under cover of the draped handkerchief, remove the cigarette from the pin, and bring it up behind the handkerchief. Remove the left hand, and with this hand nip cigarette and handkerchief from the outside. Place the right hand under the handkerchief and press the cigarette up through this.



TORN AND RESTORED STRIP.

Requirements.—Two eighteen-inch strips of flesh-coloured paper.

Preparation.—Plait one piece and conceal it between the roots of first and second fingers of the right hand, Fig. 1.

Method.—Display the other strip of paper, tear it up, place the torn pieces between the tips of first and second fingers of the right hand, push these two fingers into the crotch of left thumb, and with left thumb and first finger remove the other piece, Fig. 2. Separate the hands, then pull out the strip to its full length, keep an end in each hand, show back of hands by pointing finger-tips towards the roof, then show palms by pointing them towards the floor, crumple up the strip and torn pieces together and throw them aside.

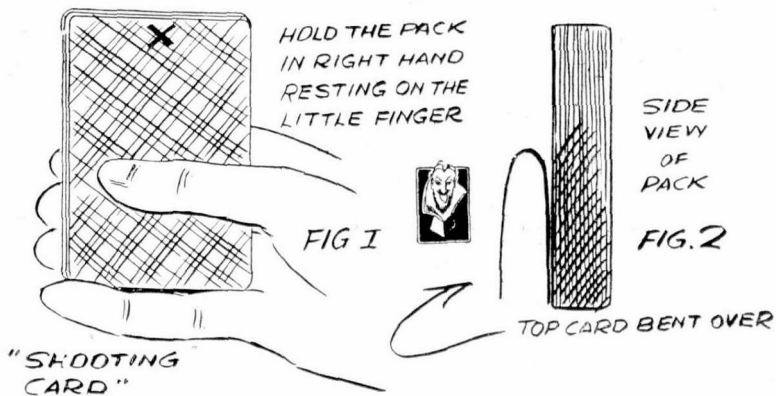
YOU CAN'T KEEP A GOOD MAN DOWN.

Effect.—A close-up topical effect with cards, showing how Hitler and Mussolini tried to jump on Churchill, but Mr. Churchill came out on top.

Arrangement.—Place the Jack of Spades fourth from the top of the pack, the King of Clubs third from the top, the Jack of Clubs second from the top, and the Jack of Diamonds on top.

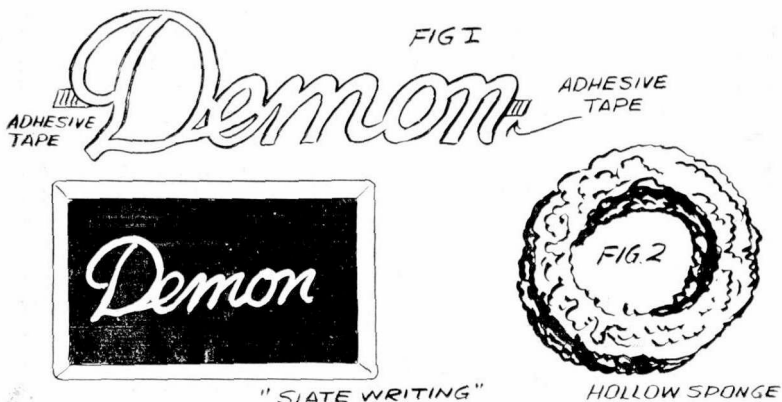
Method.—When about to perform the trick, fan the top three cards a little, get your little finger under them when squaring them up again. Lift the three cards as one card

and turn them right over face up on top of the pack, but still keeping a hold of them with the right hand. At this point say, "I want you to imagine for the time being the King of Clubs is Mr. Churchill." Turn the three cards face down on top of the pack again, then deal the top card face down on the table. Turn the next card face up and say, "This represents Mussolini," turn it down, deal it on top of the first card saying, "Mussolini would like to jump on Mr. Churchill." Turn over the next two cards as one and say, "This represents Hitler." Turn them down again, deal the top card on to the two cards on the table and say, "Hitler would like to jump on both Mussolini and Churchill, but Mr. Churchill would not stand for that sort of thing." Turn up the top card of the three on the table showing it to be the King of Clubs, saying, "When it comes to jumping, Mr. Churchill takes a bit of beating."



THE SHOOTING CARD.

Of late the shooting card has been a bit popular. What is meant is that a selected card is made to leave the pack and fly upwards. I have found the following to be quite practical. Use a good pack, as cards that have become soft and dead are useless. Have a card selected, noted, and returned to the pack, bring it to the top by your own method, false shuffle, and hold the pack in the right hand as shown in Fig. 1. Stand right side to the spectators, reach up with the thumb and draw the top card backwards and downwards, the thumb being pressed on point "X." The card will now be doubled, as shown in Fig. 2. At this point ask for the name of the card; when this is given allow the edge of the card to slip past the thumb and it will fly upwards into the air.



NEW SLATE WRITING.

Effect.—As usual, writing appears on an examined slate.

Requirements.—An ordinary slate, a hollow ball covered with pieces of sponge to simulate a real sponge, an opening is cut on one side of the ball so that access to the inside can be made, Fig. 2. You will next require a piece of thin white sheet rubber. From this, with a sharp knife, cut out the name you intend to use, as shown in Fig. 1. When you have done this fix a small piece of adhesive tape to each end of the name, the sticky side being to the outside.

Preparation.—Carefully fold up the "name" and insert it inside the hollow sponge, leaving one end with the adhesive tape sticking out a little.

Method.—Hand out the slate for inspection, receive it back and give it a rub on each side with the sponge, pass the slate into the right hand, which should be holding the sponge, press the adhesive tape on to the slate at the back, take the sponge away with the left hand, pulling downwards. The rubber name will unfold itself by its own tension. Lay the slate against some object while you do what you want to do, at the finish pick up the slate, turn it round to show the name, pressing the other end of name to the slate as you do so, Fig. 3.

ACE, KING AND A POCKET.

Effect.—A helper places an Ace or a King in his pocket. You can tell which one by looking at another card.

Method.—Tell helper to remove an Ace or a King from the pack and to put his choice in his pocket. Then tell him he has to count out two heaps of cards on to the table. The same number to each. He then has to put the two heaps

together. Now tell him if he selected an Ace he has to take three cards off the heap. If a King, to take four cards off the heap. The above being carried out while your back has been turned. You turn round at this point, pick up the heap, remove a card, look at it, then tell if the selected card was an Ace or a King. The secret is absurdly simple. When you pick up the heap you really count how many cards while pretending to look for a card. If the number is odd an Ace will be in the pocket, if even a King.



CREEPY CREEPY 20th CENTURY.

Effect.—Two silks are knotted together and placed in the changing bag, a third silk is laid over the mouth of the bag, this is seen to creep into the bag of its own accord. When the silks are removed from the bag, the one which went inside visibly is seen to be tied between the two which went inside at the beginning.

Preparation.—Take a single silk and tie a thread to one corner, then baste this thread in and out the silk up to opposite corner, Fig. 1. Run the thread right through the bottom of changing bag, then tie the end to leg of table or chair, Fig. 2, into the opposite side of bag place three knotted silks.

Method.—Show two silks, knot them together and place inside "A," Fig. 2, of changing bag, pick up threaded silk, lay it over side "A" of bag, now walk away from chair a little. This will put a strain on the thread, this in turn plaits up the handkerchief, eventually drawing it out of sight into the bag. When this happens turn the handle of bag, reach in and withdraw the three silks, concluding by showing the bag empty.

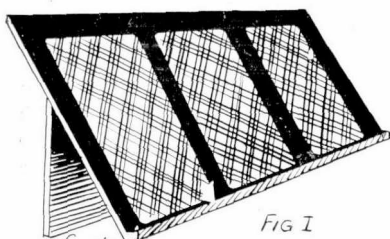


FIG. 1



" BIRDS AND CAGES "

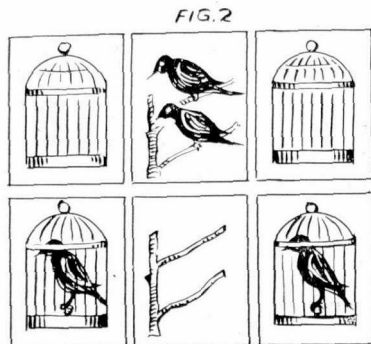


FIG. 2

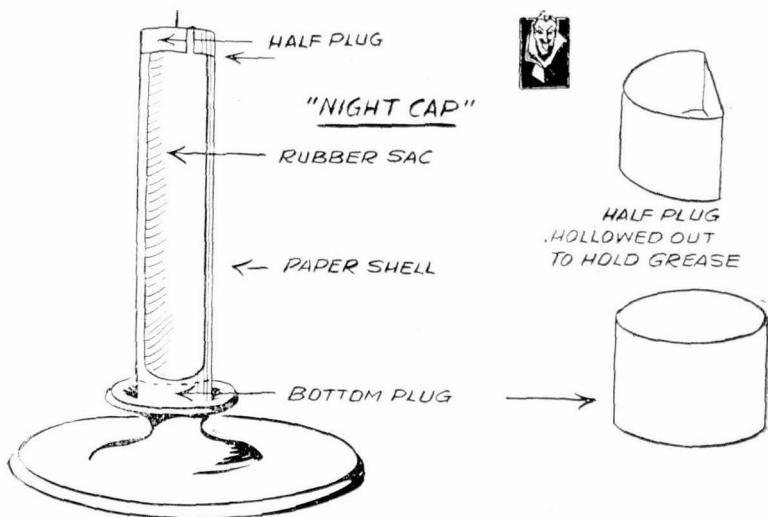
FIG. 3

BIRDS AND CASES.

Effect.—Performer shows three large cards about 12-ins. x 9-ins. Two of the cards have an empty cage printed on them, the third card has a picture of two coloured birds. Performer places the three cards, back out, on an easel, Fig. 1, the cage cards going to each end and the bird card going in the centre. When the cards are reversed the centre card has the tree branches, but no birds, and the end cards have the birds inside the cages, the effect making a useful trick for children's shows.

Requirements.—As it is only the effect on the spectators that is aimed at, the easiest way to attain that will be the best. Make up a black-covered easel, as shown in Fig. 1, then make three cards, one with a few branches, the other two with a cage on each and a bird inside. Cover these three cards with black cloth the same as the easel. Next, make other three cards, one with two birds the other two with a cage and no birds inside, Fig. 2.

Method.—Place the first set of cloth-covered cards back outwards on the easel, the cage cards being at each end, and the branch card in the centre. Now you are ready to present the trick. Show the other three cards, place the bird card on top of the centre card on easel, back outwards, place the cage cards on the two end cards on the easel, back outwards. Now say what you are going to say or do what you want to do, then turn the centre double card right round, showing the birds to have gone. Then turn the end double cards round and show a bird in each cage.



NIGHT-CAP.

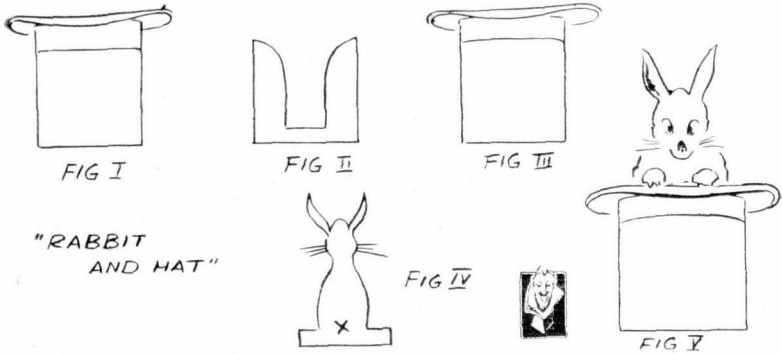
This should be quite a grand little trick to end your programme with.

Effect.—A candle is seen in a stick on performer's table, the conjurer lights the candle then slips a paper tube over it. The candle is now removed from the stick under cover of the tube, it is now blown out, performer picks up a small glass and pours milk from the tube. He now drinks this, then crushes up the paper tube and produces the lighted candle from his pocket.

Requirements.—The lighted candle from pocket. This is too well known to warrant description. A candle-stick, a paper candle, with a wooden plug at each end, the top plug being only half a plug, a long rubber sack to fit inside the candle, Figs. 1 and 2, a stiff paper tube to fit over the candle, and a small glass.

Preparation.—Fill the rubber sack with milk.

Method.—Light the candle, slip the tube over it and remove it from the stick, blow it out, then pour the milk out into the glass, crush up tube and produce the duplicate candle lit from your pocket.



RABBIT AND HAT.

Effect.—A black cardboard hat is shown. At command a rabbit appears over the brim, and is then caused to bob up and down, move from side to side, and then bob down into the hat again.

Requirements.—A black piece of cardboard cut to the shape shown in Fig. 1. Then cut a piece like the shape shown in Fig. 2. Glue this round the edge to one side of the black hat, but keep the top edge open, Fig. 3. Next, cut a small cardboard rabbit, as shown in Fig. 4, at the point X fix a small piece of adhesive tape about $\frac{1}{4}$ -in. square. Now slip the rabbit between the two pieces of card, the adhesive tape should project through the slit in back piece of card. You are now ready to manipulate the rabbit. Hold the hat in the right hand two middle fingers at the front, and first and fourth fingers behind, now press on the adhesive tape with the thumb. The rabbit may now be pushed up and down and from side to side. The antics of the rabbit will highly amuse the onlookers and put them into the right mood to watch anything you do as a follow-up.

THE MYSTIC IMP.

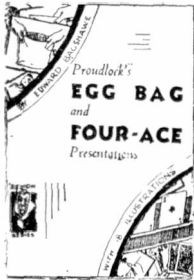
Effect.—Performer displays five cards bearing the following words, Imp, Mystery, Wand, Demon, Sphinx. Performer now requests a helper to arrange the cards in a row on the table, in any order he pleases. The helper is now requested to **think** of any one of the cards. This having been done, the performer tells the helper when he (the performer) turns his back the helper is to shift one card at a time from the left to the right of the row. The number of cards shifted to coincide with the number of letters in the word thought of. When this has been done, performer shifts a few cards then names the card thought of by the helper.

Requirements.—Five cards with the above names printed or written on one side.

Method.—Have the cards mixed and laid out in a row in any order, secretly note how many cards are to your left of the word Imp. We shall presume you have got thus far and the word Imp is fourth from your left, so there are three cards to the left of the Imp card, which may read in this order, Wand, Mystery, Demon, Imp, Sphinx. We will now suppose the card thought of is Demon. You turn your back at this point and instruct the helper to shift the cards from your left to your right-hand end of the row to spell the thought-of card. When this has been done, and taking the above example for explanatory purposes, the row of cards should now be Wand, Mystery, Demon, Imp, Sphinx. You turn round at this point then move three cards (the number you secretly noted) from your left to your right, this gives you the order, Imp, Sphinx, Wand, Mystery, Demon. Here is the table that tells you the chosen word. If the word Imp is first, the chosen word is Demon. If the word Imp is second, the word is Wand. If the word Imp is third, the word is Imp. If the word Imp is fourth, the word is Mystery. If the word Imp is fifth, the word is Sphinx.

As a variation you could have the back of the Imp card secretly marked and then work the effect with cards face down. It will come out just the same.

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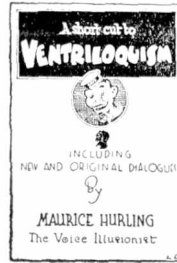
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DEMON



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