WHO'S WHO AT ST. JIM'S

BRIEF PEN-PICTURES OF SOME OF THE MOST POPULAR CHARACTERS AT ST. JIM'S, COMPILED BY THE EDITOR OF THE "GEM" LIBRARY IN CONJUNCTION WITH MR. MARTIN CLIFFORD

HEADMASTER: RICHARD HOLMES, D.D., M.A.

There are two Houses at St. Jim's: New House and School House. The latter is the old building, and has considerably the larger number of occupants. The School House is under the care of MR. VICTOR RAILTON, and the New House is presided over by MR. RATCLIFF.

Some important members of the School Staff are:
HOUSE DAME (School House): MRS. MIMMS.
HOUSE DAME (New House): Mrs. Kenwigg.
NURSE: MARIE RIVERS.
PORTER AND LODGE-KEEPER: EPHRAIM TAGGLES.
PAGE: TOBY MARSH.
TUCK-SHOP PROPRIETRESS: MARTHA TAGGLES.

SIXTH FORM

FORM-MASTER: MR. RAILTON.

SCHOOL HOUSE

ERIC KILDARE.—The captain of the School, captain of boxing, and skipper of both footer and cricket elevens. He leads the way in sports, and sets a brilliant example to all the other boys. He possesses a cordial manner which makes him very popular in the School House and New House alike, and he is, of course, Irish to the core. (Study No. 7.)

BAKER, STANLEY.—A prefect and one of the tallest fellows in the Sixth Form. Formerly belonged to the New House, and palled with Monteith. He changed over at the wish of his parents, and—as far as is known—has not yet rued having done so. Baker has a singularly nice manner, is voted all right by the fags, and is an intimate chum of Kildare. (Study No. 11.)

DARREL, GEORGE BRUCE RICHARD.—Another decent fellow with a popularity almost equal to that of Kildare. George is able to claim first place as the chum of the skipper, and is always found to be on good terms with the best fellows in the Sixth. A prefect. (Study No. 13.)

JONES, HORACE ANSTRUTHER.—A good-hearted fellow, with a minor in the School House Fourth. Jones is a large fellow, heavily built, well up in all manner of sports, and a formidable person with his fists. (Study No. 1.)

KNOX, GERALD.—A prefect, a black sheep, and in all probability the worst and most detested fellow in the school. Spends his days in listless idleness and cowardly bullying, and his nights in breaking bounds. A proper bad-egg, and no good whatever as a sportsman. (Study No. 3.)

LANGTON, HERBERT OSWALD.—A prefect, somewhat weak in character, but a great sportsman, and all right when he cares to keep good company. Excels particularly at bowling, and may one day make a name for himself. (Study No. 2.)

MULVANEY, PATRICK.—Has a minor in the School House Fourth who is a little better-known than himself. Mulvaney major is a fellow of eighteen. Although only about three years older than Michael, he has none of the younger boy's lighter ways, and is generally termed "an old fogey." Comes from Dublin. (Study No. 6.)

NORTH, JOHN.—A prefect, and a fellow who has had considerable experience beyond that of the ordinary fellow of his age. He has travelled extensively, and is chiefly known because of his kind and considerate manner in dealing with the fags. (Study No. 5.)

RUSHDEN, PHILIP.—A prefect chum of Kildare's, and one of the leading lights of the Sixth. Secretarial work, and assisting in the concerts and affairs of the Sixth, appeal to this fellow. He is also the editor of the Sixth Form Magazine, and one of the best sportsmen St. Jim's could show. (Study No. 12.)

NEW HOUSE

GRAY, ALBERT THEODORE.—A New House prefect, and a pal of James Monteith. (Study No. 3.)

HALL, HAROLD.—A tall senior, of whom very little is known. He is said to be self-opinionated, but is decent enough to the fags. (Study No. 4.)

HARRINGTON, DOUGLAS.—Harrington has a very large allowance of money, and is exceedingly generous. He treats younger boys almost as an equal, and is called "soft" on account of it by a few. The fact remains that he is one of the best-liked seniors in the school, and has succeeded in creating for himself a personality which is envied by more than one. (Study No. 7.)

MONTEITH, JAMES GARSTON.—Head prefect of the New House, and second in command to Eric Kildare. In the days before Tom Merry and the popular heroes of the Shell were appearing in the stories, Monteith was one of the leading lights of St. Jim's. He was a bully and a bounder, and he was a sworn

enemy of both New House and School House juniors. To-day Monteith is no longer a bully. He is strangely quiet and austere. He is rather cold and selfish in temperament, but quite straight-going. (Study No. 5.)

WEBB, GEORGE.—A prefect, and the only fellow with whom Monteith chums to any extent. Decent in character and manner, and liked and respected in consequence. (Study No. 6.)

FIFTH FORM

FORM-MASTER: HORACE RATCLIFF, M.A.

CUTTS, GERALD.—The leader of the smart set of the Fifth at St. Jim's. Prides himself upon being doggish, and, as the result of having well-lined pockets, thinks he can ape the man about town. Cutts is a merciless bully to the fags, and is detested as much as Knox by the decent fellows. He owns a motor-cycle, and causes trouble on all sides with it. Cutts, with his study-mates, Gilmore and St. Leger, frequently indulge in little "sprees" after dark. He also shows a chummy attitude towards Aubrey Racke of the Shell. (Study No. 15.)

GILMORE, PHILIP REVEL.—A bosom pal and study-mate of Cutts, and a fellow much after his pattern. (Study No. 15.)

LEFEVRE, PHILIP.—The popular captain of the St. Jim's Fifth, and undoubtedly the nicest fellow in the Form. So popular is he with the juniors that his principal occupation at the school seems to be acting as referee or umpire for their matches. (Study No. 6.)

PRYE, HERBERT.—Cousin of a boy named Albert Prye, who was dismissed from St. Jim's in disgrace several years ago. A dark-haired, sullen individual, who rarely comes from the obscurity in which he dwells into the limelight—but might do so one day. (Study No. 11.)

SMITH, WILLIAM WADE.—One of the rank and file. Has a brother in the School House Fourth. (Study No. 1.)

ST. LEGER, ARTHUR UMPHREVILLE.—Best described as a chum of Cutts and Gilmore. It is to be feared he is more than a little of a snob. (Study No. 15.)

SHELL

FORM-MASTER: LESLE M. LINTON, M.A.

MERRY, TOM.—Junior Captain of St. Jim's, and leading character in all the yarns in the "Gem" Library. A fine, genuine specimen of the very best type of British boyhood. Plucky, straightforward, and fond of fun. Athletic and clever enough, without being a genius. A born leader, and a boy whose whole nature is always marked with courage and cheerfulness. Was brought up by his aunt, Miss Priscilla Fawcett. (Study No. 10.)

CLAMPE.—Belongs to the New House Shell. A snob and a pretty thorough rotter. Usually chums with Chowle, and occasionally obtains admission to the swell parties organised by Aubrey Racke & Co.

CROOKE, GEORGE GERALD.—One of the worst fellows at St. Jim's. Would be considerably more dangerous if he possessed more courage. Distantly related to Reginald Talbot through his uncle, Colonel Lyndon. He hates Tom Merry, Talbot, Levison, and every fellow who is anything like decent.

DANE, CLIFTON.—A half-breed. His mother was a Red Indian, and her father was leader of the tribe of Huron. Dane is called a Canadian, and taken all round he is a jolly good sort. He is the fastest ice-skater St. Jim's could show, and possesses a pair of fists which have earned him a considerable amount of respect. (Study No. 11.)

FINN, BUCK.—The fellow from the wild and woolly West. Fond of "big talk" and "hot-air," but has never yet been known to figure as a hero. (Study No. 4.)

GORE, GEORGE.—Of old a bully and a rotter, who chummed with Crooke and Mellish. Gore has altered somewhat now. His chum is Talbot, and though he has still retained some of his bullying tendencies, he is a much nicer fellow in every respect. He is burly and strong, and always ready to fight for his House when occasion demands. (Study No. 9.)

GLYN, BERNARD.—Glyn is the lad from Liverpool. His father's country residence is in close proximity to St. Jim's. Bernard has a pretty sister of twenty-five, named Edith, and she is greatly admired by many of the boys at St. Jim's. Glyn's father is very rich, and an extremely hospitable man. Bernard has made himself famous through having developed unusual talent as an inventive genius. (Study No. 11.)

GRUNDY, GEORGE ALFRED.—He burst upon St. Jim's like a hurricane after having received the sack from Redcliffe College, in Kent, for "whopping a prefect." The recipient of some "whacking big tips" from his uncle Grundy. An over-grown fellow, wooden-headed, dense, and conceited to a ridiculous degree. Believes himself good at everything, but is in reality an absolute wash-out. Good old Grundy! (Study No. 3.)

GUNN, WILLIAM CUTHBERT.—One of the lieges of the great Grundy. Has an admirable taste for good reading, and is fairly good at sports. (Study No. 3.)

JIMSON, FREDERICK.—A good sort. (Study No. 1.)

LOWTHER, MONTAGUE.—One of the Terrible Three, and the leading bright spark in the junior school. Never lacks pluck, and always looks upon the bright side of things. Has dramatic ability, and has turned it to account in many impersonations. (Study No. 10.)

LENNOX, JAMES.—The study-mate of Buck Finn, and the brother of a very pretty sister. (Study No. 4.)

LUCAS, MATTHEW.—The stable companion of Harry Frere. Nothing wrong in the records about Lucas. (Study No. 2.)

MANNERS, HARRY.—One of the Terrible Three. Far more quiet and studious than Tom Merry or Monty Lowther, and greatly inclined towards books and mathematics. A capable photographer, a fairly good athlete, and a boy with a heart of gold. (Study No. 10.)

NOBLE, HARRY.—Better known to his chums as "Kangaroo." Hails from Victoria, in Australia. One of the very best. Study-mate and chum to Clifton Dane and Bernard Glyn. One of the best junior sportsmen at St. Jim's. (Study No. 11.)

RACKE, "AUBREY"—otherwise "Young Money-bags."—The son of an ostentatious profiteer, who

Kit Wildrake
Miss Priscilla Fawcett
A. A. D'Arcy
William Gunn
Dr. Richard Holmes
Koumi Rao
Elsie Lawrence
Dick Redfern
Leslie Owen

has made millions at the expense of poor people. Purse-proud, snobbish, cunning and unscrupulous. The leader of a fast set, and far more dangerous than Crooke, or any of the rest of the nuts, because he harbours malice, is revengeful, more reckless, and less cowardly.

SCROPE, LUKE.—A very mean, dingy fellow. A toady and disciple of Racke, but less harmful because he is an arrant funk. Possesses few good points, has very little money, and heartily dislikes sports. (Study No. 5.)

SKIMPOLE, HERBERT.—The study-mate of Talbot and Gore. Has some ability, but dissipates it on ridiculous subjects. Has never yet made an invention which will work as he intended it to, and all his study serves only to fill his head with stupid notions. Has learned to use his fists a bit, under the instruction of Reginald Talbot. (Study No. 9.)

TALBOT, REGINALD.—A fellow who has learned many lessons which his form-mates have yet to learn. He is naturally somewhat older than his years. His father, when he lived, was known as Captain Crow, and he was the leader of the "Angel Alley Gang." His place was taken by John Rivers, whose daughter, Marie, is Talbot's best friend and the nurse in the school sanatorium. Reginald was a great chum to Tom Merry, after that junior stood by him through his terrible crisis. He is also a great friend of Ernest Levison. (Study No. 9.)

WILKINS, GEORGE.—The other chum of George Alfred Grundy, and fairly useful on the playing-fields. (Study No. 3.)

FOURTH FORM

FORM-MASTER: PHILIP G. LATHOM, B.A.

BLAKE, JOHN.—Yorkshire by birth and breeding. If Jack were given his due, he would be in Tom Merry's place. Mr. Martin Clifford's first yarn opened with "Jack Blake of St. Jim's," and for well over a year Jack continued as the central character of St. Jim's. His feud against Figgins & Co. was one of the funniest ever written, from the leadership point of view. If there were a captain to the Fourth Form, Blake would assuredly be that person. As there isn't, he has to be regarded as the leader of Study No. 6. Jack has an elder brother named Frank. (Study No. 6.)

BROOKE, RICHARD.—The scholarship boy and only day-boy at St. Jim's. He has a pretty sister, can write verse and compose music, and is a good sportsman.

CARDEW, RALPH RECKNESS.—The grandson of old Lord Reckness, and related to both George Durrance and Arthur Augustus D'Arcy. A "good, bad boy," who is a very queer mixture all through. Delights in chipping Grundy, and pulling the gentle leg of Gussy. He is always sarcastic, and usually tired. (Study No. 9.)

CHOWLE, CYRIL.—A New House rotter, and companion of Clampe.

CLIVE.—From South Africa. Study-mate and chum to Cardew and Levison. Of the two, perhaps Clive prefers Levison as a chum, for Cardew's peculiar customs—barely understandable by even fellows like Kerr, Talbot, and Levison himself—are quite beyond his frank, open nature.

D'ARCY, ARTHUR AUGUSTUS.—The great Gussy! Second son of the Earl of Eastwood. An exquisite, who spends far too much time and money on dress. He is a slave to convention, and keeps a wardrobe many times larger than that of the most dressy senior. Gussy has a difficulty in pronouncing the letter "r." Some think it is affectation on his part, but in reality Gussy cannot help doing it any more than a person can help stuttering. He prides himself on being a fellow of tact and judgment, and is always trying to live up to the tradition of his noble name. His minor in the Third Form is exactly his opposite in many ways. (Study No. 6.)

DIGBY, ROBERT ARTHUR.—One of the chums who share Study No. 6. Somewhat quieter than Blake and Herries, and with a manner rather like that of Manners. Dig forms the fourth of the quartet who first made Study No. 6 their habitation. He is rather dense at class-work, but on subjects dealing with football he could pass with flying colours. A capable sportsman.

DURRANCE, GEORGE.—A relative of Cardew's. The son of a sea-captain, and a firm, resolute fellow who makes an excellent study-mate for Lumley-Lumley. (Study No. 1.)

FIGGINS, GEORGE.—The mighty chief of the junior New House, and the acknowledged captain of the New House juniors. Long, lanky, sinewy-legged, and extremely wiry. A clever leader who depends upon his chum Kerr for finesse. Cherishes a deep and devout admiration for D'Arcy's cousin, Ethel. (Study No. 4.)

HAMMOND, HARRY HORACE.—The cockney son of a millionaire whose father made a million out of the hat-trade. He hails from Bethnal Green Road, and still finds a difficulty with his aspirates. A cheery individual, on the whole, who helps to make one of a party of four. (Study No. 5.)

HERRIES, GEORGE.—A burly fellow, who owns a bulldog named Towser. Of the two, perhaps, the bulldog is the better-known character. Herries is chiefly renowned for the size of his pedal extremities. He is also keen on music. (Study No. 6.)

JULIAN, RICHARD.—A Jew, and a decent chap. Shares an apartment with Hammond, Reilly and Kerruish, and is generally taken to be the leader of the four. (Study No. 5.)

JONES, EDWIN ALFRED.—Jones minor, who has an elder brother in the Sixth. (Study No. 8.)

KERR, GEORGE FRANCIS.—A Scot from the Highlands, level-headed and perhaps the best impersonator at St. Jim's. Good at sports, and a real detective, and a clever peacemaker. Closely attached to Figgins and Wynn. (Study No. 4.)

KERRUISH, ERIC.—From the Isle of Man, and a decent sort. (Study No. 5.)

LAWRENCE, EDGAR.—A scholarship boy, and a pal of Redfern's. (Study No. 5.)

LEVISON, ERNEST.—Levison major—has a minor in the Third. Was formerly at Greyfriars, where he received the sack, and two years afterwards came to St. Jim's. A thorough black sheep in the old days, but now quite straight. Shrewd and crafty, with a

Patrick Reilly

George Figgins

Bernard Glyn

Frank Levison

Harry Manners

Ernest Levison

Ralph R. Cardew

Jack Blake

Harry Hammond

knowledge beyond his years. Always plucky, and a splendid bowler. Has a pretty sister, named Doris. She is a nice girl, and Ralph Cardew shows a marked admiration for her. (Study No. 9.)

LUMLEY-LUMLEY, JERROLD.—The son of a South American canned-meat millionaire. Called the "Outsider" when he first came to St. Jim's, but has long since lived that name down, until it is now but a memory.

MELLISH, PERCY.—One of the "rotters." Generally plays the toady, spy, and sneak. Shares his apartment with Kit Wildrake and Baggy Trimble. (Study No. 2.)

MULVANEY, MICHAEL.—Irish and very mischievous. Has a brother in the Sixth. (Study No. 4.)

REILLY, PATRICK.—From Belfast in Ulster. Has a rather well-developed sense of humour. (Study No. 5.)

RAO, KOUMI.—The Jam of Blundelpore. An Indian boy with an Oriental manner, hard for the Western mind to fathom. (Study No. 1.)

REDFERN, RICHARD.—The leading scholarship boy of the junior New House. A good journalist, and nailing good at sports. (Study No. 5.)

TOMPKINS, CLARENCE YORK.—Not a bad fellow, but rather "potty" in his notions. (Study No. 4.)

TRIMBLE, BAGLEY.—Known to posterity as "Baggy." A braggart, a glutton, a coward and a sneak. Annexes other people's letters, and borrows anything that takes his fancy—often without the knowledge of the owners. Is disgustingly lazy, but always very amusing. (Study No. 2.)

WILDRAKE, KIT.—The Cowboy of St. Jim's. Hails from Boot Leg Ranch in British Columbia. A splendid boy in every way. Brave, almost to the degree of being a dare-devil, and undoubtedly the cleverest junior in the saddle at St. Jim's. (Study No. 2.)

WYNN, DAVID LLEWELLYN.—A fellow of the very best type. A huge eater, and always fond of grub. But can practise self-denial at a pinch, and is usually brimful of generous instincts. A splendid custodian, and a tip-top bowler. Hails from Wales, and is a credit to the gallant little Principality. (Study No. 4, New House.)

THIRD FORM

FORM-MASTER: HENRY SELBY, M.A.

The chief members of this form are as follows:

D'ARCY, WALTER ADOLPHUS.—The minor of Arthur Augustus, and the third son of the Earl of Eastwood. The leader of the fag tribe, inky-fingered, boisterous and full of fun.

FRAYNE, JOE.—Formerly a waif in the London streets. An honest, decent kid, greatly indebted to Tom Merry, who rescued him and brought him to St. Jim's.

GIBSON.—A youngster known as "Curly," but his real name is Stanley.

JAMESON, ERNEST.—A New House fag, but a member of Wally's gang.

LEVISON, FRANK.—A decent kid, and the younger brother of Ernest and Doris. Has a great affection for Wally D'Arcy, and his brother's chums Cardew and Clive. Absolutely straight, without being at all priggish, and in all is as good a fellow as St. Jim's holds.

MANNERS, REGINALD.—A spoiled child; reckless, pig-headed, and a continual nuisance to his elder brother, Harry. Refuses flatly to be told, instructed, or advised. If he is so, he immediately shows his perverse nature by going and doing what has been forbidden. The least willing to acknowledge Wally's leadership, and more often than not carrying on in his own selfish manner.

PIGGOTT, REUBEN.—The merry blade of the Third. Older than some of the rest, a sworn enemy of Wally & Co., and generally toadying to Racke and Clampe of the Shell.

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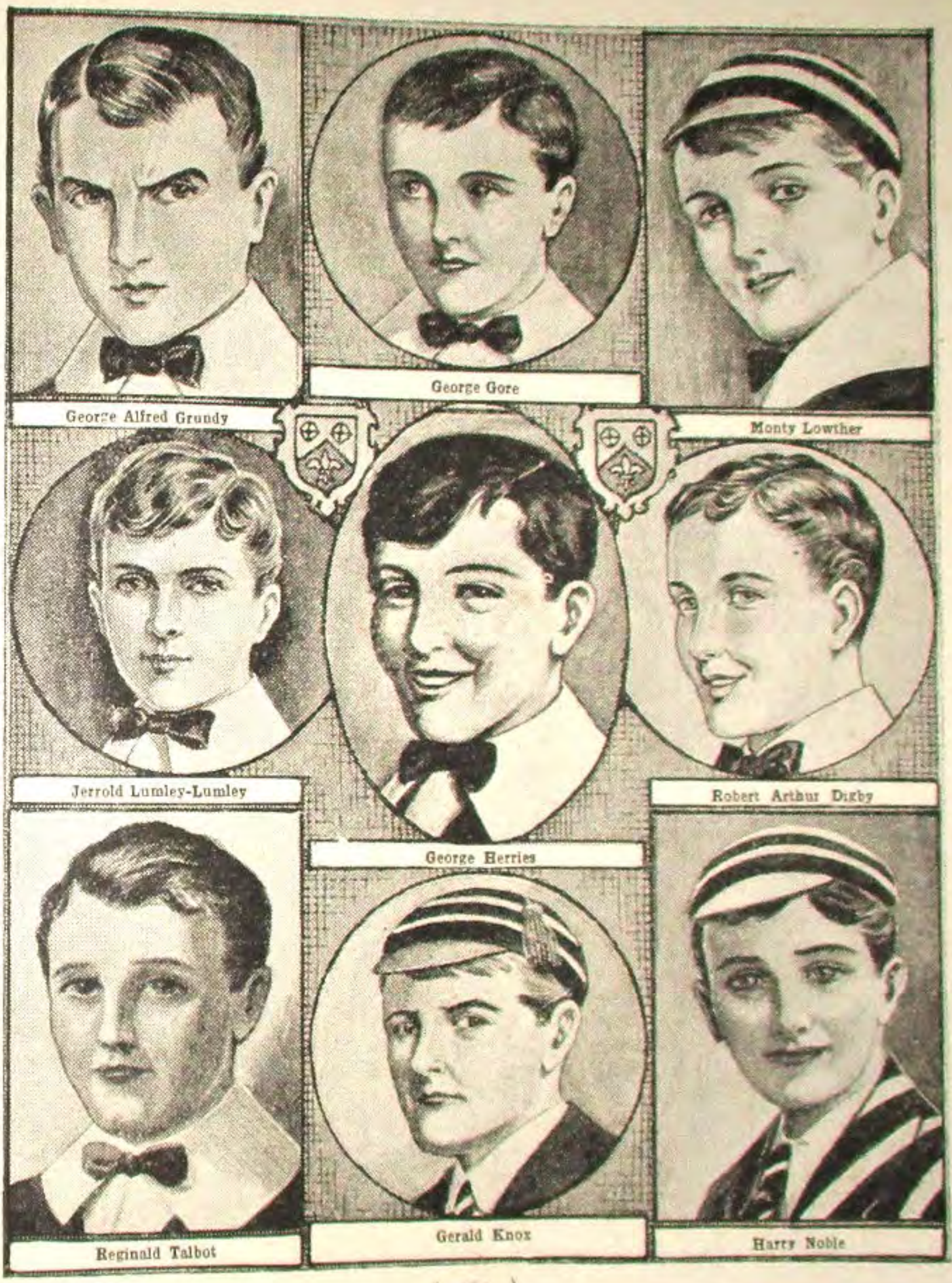

George Alfred Grundy
George Gore
Monty Lowther
Jerrold Lumley-Lumley
George Herries
Robert Arthur Digby
Reginald Talbot
Gerald Knox
Harry Noble

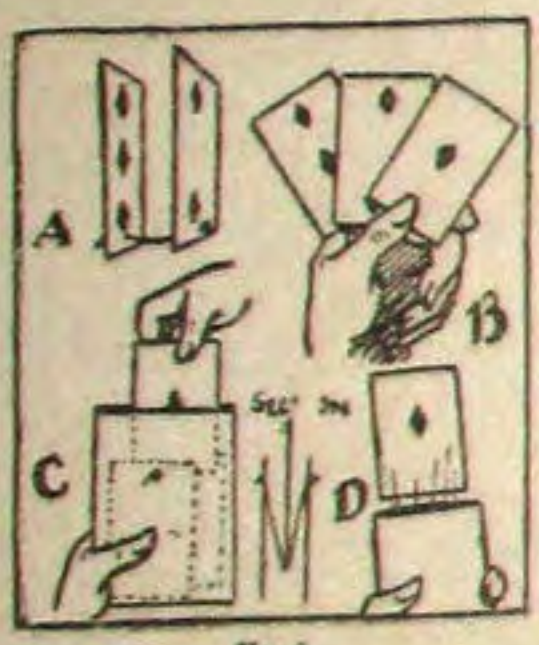
TRY THESE TRICKS

Simple Little Tricks Which Any Boy or Girl Can Quickly Learn

No. 1—The Magic Cards

For this splendid trick you will want three cards—say, the ace, two, and three of diamonds. Through the two latter cards thread a small piece of elastic, as shown by diagram A. Next obtain an envelope which will contain the cards.

To perform the trick hold the three cards as shown at B, thus letting your audience see them clearly — but, of course, concealing the elastic with your thumb. Place the two and three of diamonds into the envelope, with the elastic end up. Then slip the ace between the two, pressing down the elastic. When you have done this, ask one of your chums to name a card. If he calls for the ace, take off the pressure you have been maintaining on the envelope with your finger and thumb. The result will be that the ace will jump up. With practice you can also work either of the other cards to the surface if they are asked for just so long as you know in which position the two and three of diamonds are in the envelope. In the event of the two of diamonds being named, keep the pressure of your finger and thumb on the ace and the three, so that the other card can work its way out of the envelope. By holding the two and the ace the three-spot will come out.

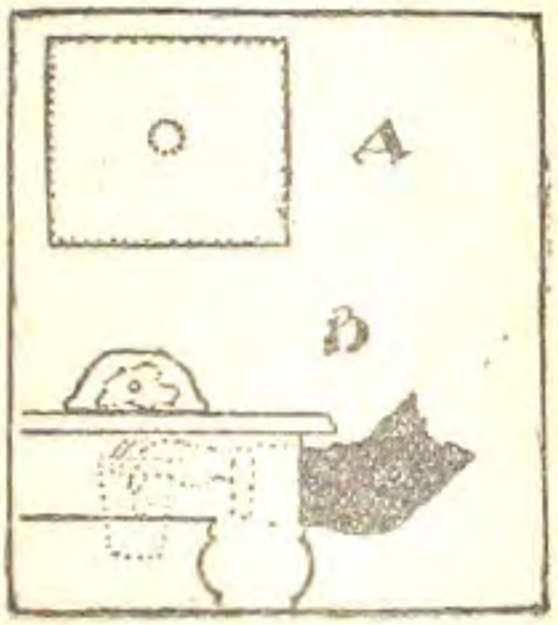


No. 1

No. 2—A Fine Coin Trick

Before you can attempt to perform this trick you must get two handkerchiefs and sew them together by the edges. Before you have quite completed the sewing, place a penny between the two handkerchiefs, and then safely enclose it with a few final stitches. In the diagram A the dotted circle represents the penny between the handkerchiefs, and the dotted lines round the edge of the square, stitches.

Now to perform the trick, borrow a penny from a member of your audience and ask him to mark it. Pretend to place it in the centre of the handkerchief, but instead, keep the penny in the palm of your hand. Then hold up the handkerchief by the penny which is enclosed, and get your chums to feel it to make sure it is there. Fold up the handkerchief and place it under a basin upon the table. Next hold a glass tumbler beneath the table and tell your audience you will pass the penny from the handkerchief through the table into the glass. Then let the penny you hold in the same hand as the glass fall with a tinkling sound into the tumbler. Bring the glass into view and take from it the penny—which will be found to be the marked coin. Next take away the basin and flick the handkerchief to show it apparently empty.



No. 2

No. 3—Removing the Paper

THIS is a good little trick which you can learn to perform in a very few minutes. Take a sheet of paper and place it at the edge of the table, and then get a tumblerful of water and place it one inch and a half from the edge of the table, on top of the paper. The paper should protrude about seven or eight inches over the edge of the table.

Can you get that sheet of paper into your hands without touching the glass or upsetting the water?

No. 3

No? Then this is how it is done.

Hold the edge of the paper between the first finger and thumb of the left hand, draw it taut, and hold your right hand in the position shown in the diagram. Then, bringing the hand down smartly, but keeping the left hand steady, hit the paper in the manner shown by the arrow in the sketch. The paper will slip from under the glass, and the tumbler will remain on the table.

Readers are advised to practice this with an enamel cup, or something that will not break should an accidental movement draw it from the table. But you should be able to do it first time.

No. 4—A Neat Catch

TAKE four kings and four jacks from a pack of cards and spread them face upwards on the table. Then, turning to your audience, say:

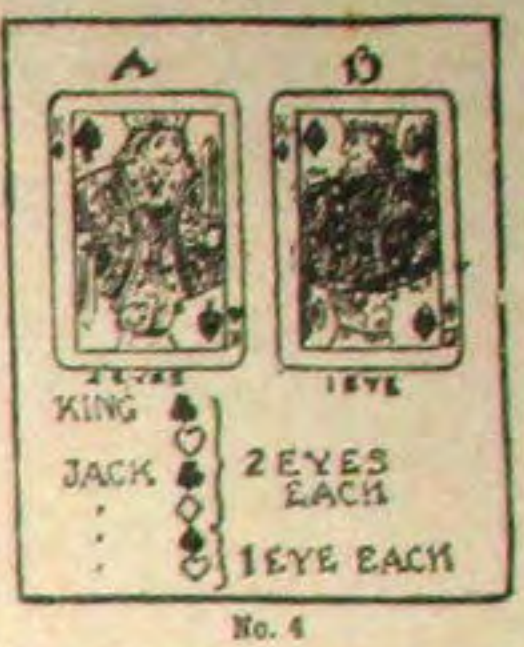
"Now, if you were a medical officer in the Army, and these men were recruits appearing before you, which of them would you pass for service?"

When your friends have given up the problem, throw aside those cards which are depicted in profile, such as that indicated at B.

"Those are the ones I should turn down."

"Why?" your audience will ask.

"Because, you will observe, they have only one eye!"

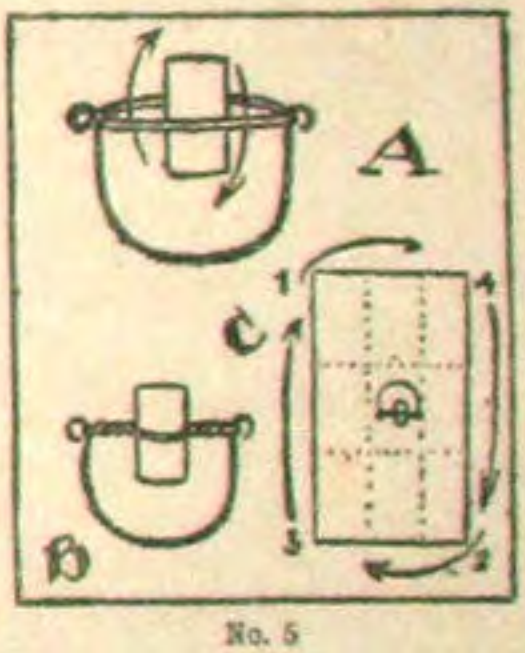


No. 4

Naturally, all such cards as that shown at A would be passed for service, as they have two sound optics.

No. 5—The Captive "Moth"

HERE is another amusing catch you can try on your friends. Get a stout piece of wire and bend to the shape shown by the heavy line in diagram A, making two loops at the ends. Through these loops pass an elastic band (also see A), and through the elastic put a thick piece of card. Wind the card round and round in the elastic, as shown at B.



No. 5

Now place the whole thing in a stout piece of paper, keeping your finger on it so that the elastic does not unwind. Wrap the paper up in folds, as indicated by Fig. C. Then offer the packet to a friend, and ask him "what he thinks of the moth you have caught." As your chum unwraps the paper he will be astonished by a sudden whir, just as though a moth were fluttering its wings against the paper.

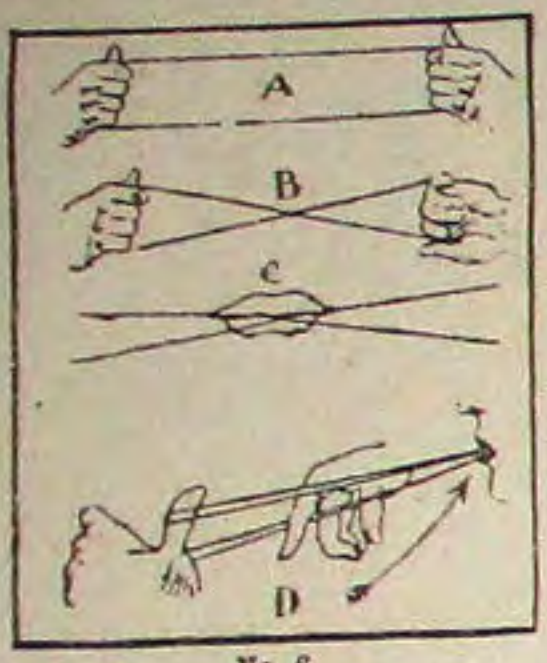
Have You Heard this Riddle?

Q. Which of the feathered tribe would be supposed to lift the heaviest weight?

A. The crane.

No. 6—A String Trick

TAKE a piece of string, tie the ends together, and hold it as shown in the sketch and marked A. The sketch is giving the front view. The next thing to do is to twist the string in the manner indicated by B. This is done by simply turning the left wrist away from the body.



No. 6

Put the cross-piece in your mouth, as shown in C, and as you do it turn your wrist back again to its original position. Grip the cross-piece with the teeth, as indicated by D, and put your forefinger in between the loops. Pull the string away from your mouth, and you will find that it does not get caught in your fingers, as your audience suppose. It is best to run your finger towards your mouth the same time as you let go with your teeth.

No. 7—A Good Coin Trick

THIS is perhaps one of the neatest coin tricks ever invented. My chums, however, must try the trick over by themselves—stand before a mirror and perform it!—because you must not make a mistake when you first perform before an audience. That would spoil the trick.

Everybody knows how to "palm" a coin—that is to say, conceal it in one hand so that onlookers cannot see it. Well, palm a small coin—say a threepenny-piece—in your left hand and hold another in your right hand.

Tell your friends you are going to make it come out of your elbow. Bend your arm so that your right hand is pointing upwards, and is near your collar, and move your left hand towards your right elbow. You just drop the coin from your right hand between your neck and collar, show your friends the one you had in your left hand, and show them the empty right hand. They will be smart if they guess where the coin really went.

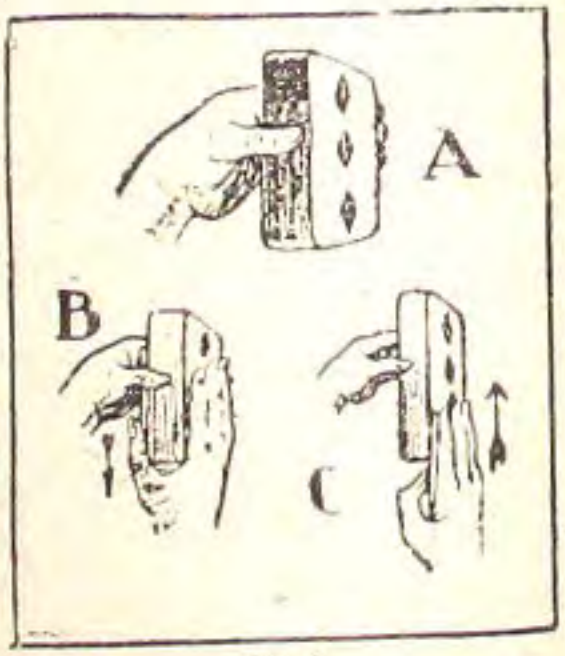
No. 8—Changing the Card

THIS little card trick is not very difficult, but it is a case where the quickness of the hand deceives the eye.

Take a pack of cards, and hold them with the left hand, as shown in the sketch, and marked A. The trick is to change the card shown by just passing your hand down it. This is how it is done.

If you look at the sketch marked B, you will notice that the thumb of the right hand is used to pull down the card at the back of the pack. The arrow shows the card coming down.

Now in C you have to pass the card quickly to the palm of your hand with your thumb, and press it against the front of the pack. Here, again, the arrow is showing the direction the fingers must take when you have the card from the back of the pack against the palm of your hand. The card that was originally in front is thus changed to the second card, whilst the one that was at the back has come to the front. Practice before you perform.



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