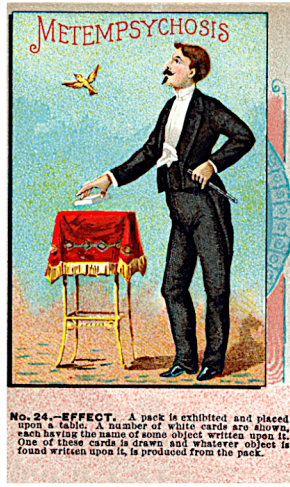




**No. 15.—EFFECT.** The performer exhibits a common colored handkerchief and places underneath it a pack of cards, and requests some one to hold it for a moment. Before the spectator can touch it, the pack disappears, and the handkerchief is shown perfectly empty.



**No. 24.—EFFECT.** A pack is exhibited and placed upon a table. A number of white cards are shown, each having the name of some object written upon it. One of these cards is drawn and whatever object is found written upon it, is produced from the pack.



**No. 18.—EFFECT.** Twenty cards are dealt, face up, in couples from a shuffled pack. Any number of persons may then select, *mentally*, any one couple. The performer places them in rows, and immediately indicates the cards thought of. (One of the best card tricks known.)



**No. 6.—EFFECT.** A card is selected from a shuffled pack. After being returned, the pack is held by the person selecting the card, and the performer strikes it with his hand, when all the cards fly from the pack, leaving the selected card in his (the chooser's) hand.



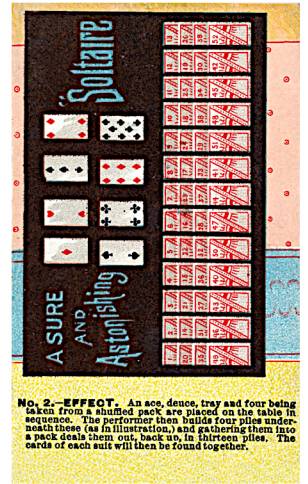
**No. 13.—EFFECT.** The performer places his hand upon the table and inserts underneath it the whole of the pack (as shown in the illustration). After a few quick strokes of the other hand (to generate sufficient magnetic action), the hand is raised and all the cards rise with it. No mechanism or adhesive matter is used.



**No. 7.—EFFECT.** The performer divides the pack into three portions, placing one on the table, and taking the other two in either hand. The top card on the pile on the table is looked at and replaced. Then the top cards on the other piles are examined. The first card disappears and cannot be found in any one of the three piles, but the performer finds it in the pocket of a spectator.



**No. 21.—EFFECT.** A pack used for former tricks, having been cut as often as desired, is offered to the audience, and a card drawn. It is then placed on a table or chair, and the performer names the card drawn, and also the succeeding cards from the top of the pack. The pack may be cut at any time, and he will be still able to name them in rotation.



**No. 2.—EFFECT.** An ace, deuce, tray and four being taken from a shuffled pack are placed on the table in sequence. The performer then builds four piles underneath these (as in illustration), and gathering them into a pack deals them out, back up, in thirteen piles. The cards of each suit will then be found together.



**No. 23.—EFFECT.** A card having been chosen is replaced in the pack and, at the command of the performer, it leaves the pack, and comes to him, and is returned to the person who chose it.



**No. 16.—EFFECT.** How to arrange any pack of cards, in a few moments, so that it shall be capable of producing numerous inexplicable effects, no matter how many times they are cut. Several tricks in this series are based upon this ingenious method.



**No. 8.—EFFECT.** A card is selected and is torn in pieces, one of which is retained for identification. The rest are returned to the performer who wraps them in a small piece of paper (which may be examined). This is ignited, and, amidst a flash of fire, the card is seen perfectly restored with the exception of one corner, which the retained piece is found to exactly fit.



**No. 9.—EFFECT.** A card is drawn and returned; the pack shuffled, and the performer, having his wand in his hand, asks to have the pack thrown toward him. This being done, he catches a card on his wand (or in his hand), and it is found to be the selected card.

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