FEATS WITH THE CARDS.

TRICKS THAT REQUIRE NO PREPARA-TION TO PERFORM.

There is no Sleight-of-Hand About Any of These Simple Problems—They May Appear Quite Mysterious to the Uninitiated, However.

Tricks with cards are universally in-
teresting and they have the advantage of
requiring no elaborate preparations.
The material for the following feats may
be carried in a waistcoat pocket and they
demand no legerdemain. They are
strictly mathematical in principle and
require no training for their successful
performance.

To ascertain as many as seven cards
thought of by as many different persons,
have the pack thoroughly shuffled and,
handing it to any person, request him to
draw seven cards from the pack, note
one of them, shuffle them well, and then
place them face downwards upon the
table. Repeat this process with each
successive person, placing the cards
drawn from the pack face downwards
upon those drawn by the preceding
person. When all of the forty nine
cards have been thus place l, deal them
out in seven heaps, face upward. Ask
each person in which heap his card
now is. That of the first person will
be the uppermost card of his heap, that
of the second person the
second card in his heap, and that of the
third in his heap, and so on. It some-
times happens that two or more of the
chosen cards are in the same heap; but
the rule, nevertheless, applies. Should
there be a lesser number of persons to
draw from the pack only so many cards
as there are persons, and in that case
the number of heaps into which the
cards are to be dealt must correspond to
the number of persons choosing.

PAIRS REPAIRED.

Any number of persons having
thought of two cards each, the person
performing this trick wishes to ascertain
what they are. This problem is some-
times called the pairs repaired. After
giving the pack to be shuffled deal out
twenty cards, face upward, but placing
them in couples. Invite as many of the
company as please to note any partic-
ular couple they think fit, and to re-
member those two cards. When they
have done so gather up the cards, pick-
ing them up in any order you may
please, taking care, however, that none
of the couples are separated. You now
deal them out again, face upwards, in
rows of five, according to the following
formula: Mutus dedit nomen cocis, or
any four words, of five letters each, con-
taining in all ten letters twice repeated.
The above sentence contains ten letters
only (m, u, t, s, d, e, i, n, o, c,) each
twice repeated. This gives the clue to
the arrangement of the cards, which
will be as follows:

M	U	T	U	S
1	2	3	2	4
D	E	D	I	T
5	6	5	7	3
N	O	M	E	N
8	9	1	6	8
C	O	C	I	S
10	9	10	7	4

Imagine the four words printed as
above upon the table. Deal the first
card upon the imaginary "M" in Mutus
and the second the imaginary M in No-
men, the next two on the imaginary U's,
the next two on the two T's, and so on.
You have now only to ask each person
in which row his two cards appear, and
you will know at once which they are.
Thus, if a person says his two cards are
now in the second or fourth rows, you
will know that they must be the two
cards representing the two I's, that
being the only letter common to those
two rows. If a person indicates the
first and fourth rows you will know
that his cards are those representing the
two S's, and so on.

THE MAGIC TRIPLETS.

This trick is very similar in principle
to the last, twenty-four cards being used
in this instance, dealt in triplets instead
of couplets. After the spectators have
made their selection, pack up the cards
as directed for the last trick, taking care
to keep the respective triplets together.
Then deal them in rows of six, the for-
mula in this case being:

N	A	L	I	T	A
V	E	L	E	T	E
V	I	L	I	N	I
V	O	N	O	T	O

READING HIDDEN VALUES.

Four packets of cards having been
formed face downward on the table, dis-
cover the total value of the undermost
cards.

This trick should be performed with
the piquet pack of thirty-two cards,
which is the ordinary pack with the
deuce, tray, four, five and six of each
suit left out. Invite one of the specta-
tors to select privately any four cards
and to place them separately, face down-
ward, upon the table; then, counting
an ace as eleven, a court card as
ten and any other card according
to its usual value, place upon each of
these four as many cards as, added
to its value thus estimated, shall
make fifteen. Value is to be taken
into consideration only with the original
four cards, those placed on them count-
ing as one each, whatever they may
happen to be. When the four heaps are
complete advance to the table and ob-
serve how many cards are left over and
above those placed in the two heap.
To this number mentally add thirty-two.
The total will give the aggregate value
of the four lowest cards, calculated as
above mentioned. Should there be no
cards left over the total value of the
lower cards will be thirty-two, but
should there be an insufficient number
of cards to complete the four heaps as
certain the number lacking and abstract
it from thirty-two. This can only occur,
however, when the four sevens happen
to be the undermost cards.

PLACING AN UNKNOWN CARD.

A person having thought of a certain
card and noted its position in the pack,
the performer can make that card ap-
pear at such number in the pack as
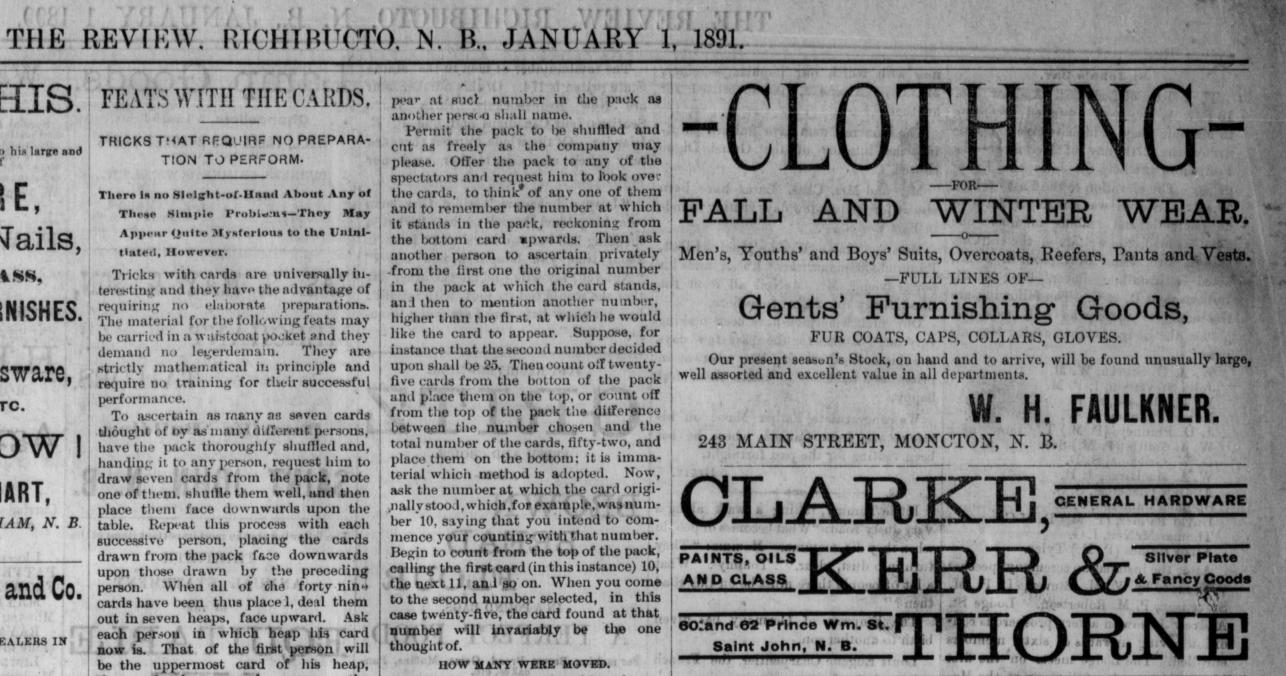another person shall name.

Permit the pack to be shuffled and
cut as freely as the company may
please. Offer the pack to any of the
spectators and request him to look over
the cards, to think of any one of them
and to remember the number at which
it stands in the pack, reckoning from
the bottom card upwards. Then ask
another person to ascertain privately
from the first one the original number
in the pack at which the card stands,
and then to mention another number,
higher than the first, at which he would
like the card to appear. Suppose, for
instance that the second number decided
upon shall be 25. Then count off twenty-
five cards from the botton of the pack
and place them on the top, or count off
from the top of the pack the difference
between the number chosen and the
total number of the cards, fifty-two, and
place them on the bottom; it is imma-
terial which method is adopted. Now,
ask the number at which the card origi-
nally stood, which, for example, was num-
ber 10, saying that you intend to com-
mence your counting with that number.
Begin to count from the top of the pack,
calling the first card (in this instance) 10,
the next 11, and so on. When you come
to the second number selected, in this
case twenty-five, the card found at that
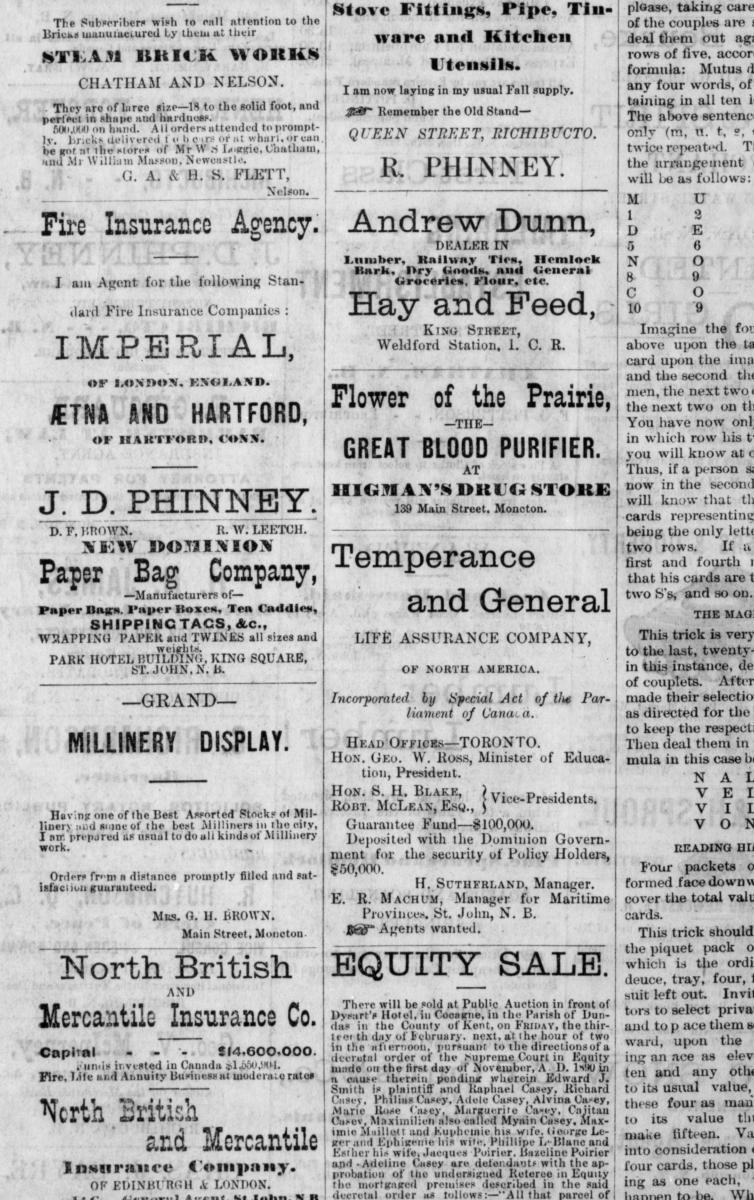number will invariably be the one
thought of.

HOW MANY WERE MOVED.

A row of cards being placed face down-
ward on the table, indicate by turning
up one of them how many cards have,
during your absence, been transferred
from one end of the row to the other.

This trick requires a row of fifteen
cards placed face downward upon the
table, the first ten cards having been
prearranged in the following manner:
First a ten, then a nine, then an eight,
and so on down to the ace, inclusive,
The suits are of no consequence. The
eleventh card should be some court card.
This card, in the process which follows,
will stand for 0. When the fifteen
cards are placed their arrangement will
therefore, be as follows:
10, 9, 8, 7, 6, 5, 4, 3, 2, 1, 0, *, *, *, *.
The four asterisks representing any four
indifferent cards. Offer to leave the
room and invite the audience during
your absence to remove any number
of cards, not exceeding ten, from the
right-hand end of the row and place
them in the same order at the other end
of the row. On your return you have
only to turn up the eleventh card, count-
ing from the left hand end, which will
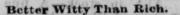indicate by the number of points the
number of cards removed.

TO DISCOVER A GIVEN CARD.

There are several methods of discov-
ering a given card. One is to deal the
cards into three packs, face upward,
and request a spectator to note a
card and remember in wh ch heap
it is. When you have dealt twenty-
one cards, throw the rest aside,
these not being required for the trick.
Ask in which heap the chosen card is,
and placing that heap between the other
two deal again as before. Again ask
the question, place the heap indicated
in the middle, and deal again a third
time. Note particularly the fourth or
middle card of e ch heap, as one of these
three cards will be the card thought of.
Ask, for the last time, in which heap
the chosen card now is, when you may
be certain that it is the card which you
noted as being the middle card of that
heap.

This same result can be produced with
any number of cards, so long as such
number is odd and a multiple of three.
The middle card in the last heap indicat-
ed will always be the chosen card.

ANOTHER WAY.

Another method is to take any num-
ber of cards and deal them face up-
ward upon the table, noting in
your own mind the first card dealt.
Ask any number of persons each to
note a card and to remember at what
number it falls. When you have dealt
all cards you first took in your hand
take them up again without disturbing
their order and turn then face down-
ward. Invite the company to take any
number they chose of the remaining
cards, such number being unknown to
you, and place them either above or
below the cards you have dealt. Allow
the cards to be cut, freely shuffled, as
many times as the audience may please.
Now, for the first time, ask each per-
son what was the number of his card,
and, on being informed, deal the cards
again, turning them face upward.
When the original first card appears
count silently on from this, as number
one, to the number mentioned, at which
number the chosen card will again ap-
pear. Should all of the cards be dealt
out without reaching the required num-
ber turn the cards over again and con-
tinue from the top of the pack until the
number is reached.—New York World.

Better Witty Than Rich.

That is a very pretty and eminently
French story told to the effect that a wo-
man on the witness stand on being ask-
ed her age and replying that she was
30, was asked if she had not given the
same age when before the magistrate a
couple of years previous.

"I think it very likely," she answered
coolly. "I am not one of those women
who say one thing to-day and quite an-
other tomorrow."

Quickness is in wit more than half the
battle. The thing which at the moment
is keen and clever is dull, sta'e, flat and
unprofitable when delivered half a mom-
ment afterward. The power of this
quick replying, the gift of mental swift-
ness which makes it possible to return a
reply as rapidly as an ect o would peal
back, is given to only a few men, but
those men are as envied source of
amusement and delight to their com-
panions. It is better to be born witty
than to be born rich—for one's friends.

A Code of Kisses.

A brief but correct classification by a
philosopher who has drawn up a code of
kisses under four heads:
on the forehead, protection; on the
hand, respect; on the lips, affection; on
the cheek, friendship."