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The young man's book of amusement

Halifax, 1848

To tell how many Cards a Person takes out of a Pack, and to specify each
Card

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and form them into two new rows, on the right and left of B; after these operations, the card thought of must be the first of one of the perpendicular rows, H and I; if you therefore ask in which row it is, you may easily point it out; having desired them to be shuffled, the better to conceal the artifice.

To tell how many Cards a Person takes out of a Pack, and to specify each Card.

To perform this, you must so dispose a **PIQUET** pack of cards, that you can easily remember the order in which they are placed. Suppose, for instance, they are placed according to the words in the following line:

Seven Aces, Eight Kings, Nine Queens, and Ten Knaves; and that every card be of a different suite, following each other in this order: spades, clubs, hearts, and diamonds. Then the eight first cards will be the seven of spades, ace of clubs, eight of hearts, king of diamonds, nine of spades, queen of clubs, ten of hearts, and knave of diamonds, and so of the rest.

You shew that the cards are placed promiscuously, and you offer them with their backs upwards to any one, that he may draw what quantity he pleases; you then dexterously look at the card that precedes and that which follows those he has taken. When he has counted the cards, which is not to be done in your presence (and in order to give you time for recollection, you tell him to do it twice over, that he may be

certain), you then take them from him, mix them with a pack, shuffle, and tell him to shuffle.

During all this time you recollect, by the foregoing line, all the cards he took out; and as you lay them down, one by one, you name each card.

Unless a person has a most excellent memory, he had better not attempt the performance of the above amusement, as the least forgetfulness will spoil the whole, and make the operator appear ridiculous.

To tell the number of Points on Three Cards, placed under Three different Parcels of Cards.

You first premise that the ace counts for eleven: the court cards ten each; and the others according to the number of their pips. You then propose to any person in company to choose three cards, and to place over each as many as will make the number of the points of that card, fifteen: take the remaining cards, and under the appearance of looking for a particular card, count how many there are, and by adding sixteen to that number, you will have the amount of the pips on the three cards.—For example:

Suppose a person choose a seven, a ten, and an ace; then over the seven he must place eight cards; over the ten, five cards; and over the ace, four cards. In this instance there will remain twelve cards; to which if you add sixteen, it will make twenty-eight, which is the amount of the pips on the three cards.

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