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The young man's book of amusement

Halifax, 1848

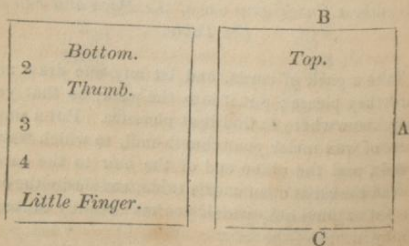
How to make the Pass

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The following amusements principally depend on dexterity of hand; and, as what is termed making the pass, will be necessary to be acquired, to enable the operator to perform many of them, we subjoin the following explanation of this term:

How to make the Pass.

Hold the pack of cards in your right hand, so that the palm of your hand may be under the cards: place the thumb of that hand on one side of the pack; the first, second, and third fingers on the other side, and your little finger between those cards that are to be brought to the top, and the rest of the pack. Then place your left hand over the cards in such a manner that the thumb may be at C, the fore-finger at A, and the other fingers at B, as in the following figure:



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thus disposed, you draw off the lower cards, confined by the little finger, and the other parts of the right hand, and place them, with an imperceptible motion, on the top of the pack.

But before you attempt any of the tricks that depend on *making the pass*, you must have great practice, and be able to perform it so dexterously and expeditiously, that the eye cannot detect the movement of the hand; or you may, instead of deceiving others, expose yourself.

The Long Card.—Another stratagem, connected with the performance of many of the following tricks, is what is termed the *Long Card*; that is, a card, either a trifle longer or wider than the other cards, not perceptible to the eye of the spectator, but easily to be distinguished by the touch of the operator.

The Divining Card.

Provide a pack in which there is a long card; open it at that part where the long card is, and present the pack to a person in such a manner that he will naturally draw that card. You then tell him to put it into one part of the pack, and shuffle the cards. You take a pack, and offer the same cards in like manner to the second and third person, taking care that they do not stand near enough to see the card each other draws.

You then draw several cards yourself, among which is the long card, and ask each of the parties if his