

# AMADEO'S MATCH BOX ROUTINE

1. Box is placed on back of hand, command it to move forward and it does.
2. Placed back into original position, it is told to move to the right.
3. Placed back into original position, it is told to move to the left.
4. Box is stood upright on back of hand and clipped with index and little fingers of hand. Box opens itself up. Box is removed and shown. Box is replaced and closed, it opens itself up again.
5. Box is placed flat on back of hand and is told to jump and turn around.

Examine the apparatus and you will notice that the box is connected to a length of catgut. At the end of the catgut is a pin. This is attached to your inside jacket pocket or to the inside of your pants pocket. The box is in your pocket to begin and when you are ready to start the routine you remove the box.

1. You can readily understand that if you place the box as in Fig. 1, and by pushing the hand forward the box will move forward. This move is done one or two times.
2. If you take the box and move the catgut off center at the back of the box you can make it go either to your right or left. The box is put on the back of the hand as in Fig. 1. Box can be placed at the fingertips (marked X, Fig. 2) and by moving hand forward box can be made to come to the performer.
3. Box stood upright on back of hand and clipped between first finger and little finger, Fig. 3. By moving the hand away from the body the box drawer will rise up. When the drawer is all the way up the other hand removes it from the cover, shows it and then returns it to the cover and pushes it down. Once again the drawer rises up.
4. By placing box as in Fig. 4 and moving hand forward the box will do a complete flip-flop.
5. Upon studying the box you will notice that there is a small notch on one side of the box. Taking the box in the left hand, revolve the catgut around the box so it goes over one corner, Fig. 5. By pulling on the catgut you cause the box to jump and turn around.

