

THE GAMBLER'S POCKET.

EFFECT.—An ordinary pack of cards is shuffled by a member of the audience and placed in the performers pocket ; the performer instantly takes out of his pocket any card called for by them.

Explanation.—For this trick you require two packs of 32 cards, similar in pattern, you also require four small pockets a little larger than half the size of a card to hold eight cards made inside the left side of your dress coat, arranged in this manner : : Each of these dots represent a pocket. In the first pocket you place the hearts arranged in consecutive order thus:—king, queen, knave, ten, nine, eight, seven, in the second pocket all the diamonds in the third all the clubs ; in the fourth pocket all the spades ; with a little practice, you will be able to pick out any card called for by the audience by running your fingers through the selected suite and counting cards till you come to it.