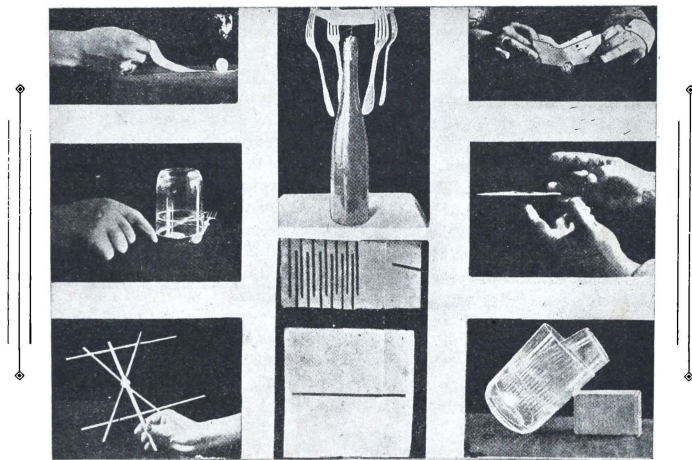


**WORK AND PLAY SECTION****A SET OF SIMPLE TRICKS**

**REMOVING a paper from under a standing coin.** Cut a strip of paper, place it on the corner of the table, and make a 50-centavo piece stand upon it upright in the manner shown in the illustration in the upper left corner. The table should be quite level, and if it is so, the coin will remain erect without rolling. Then pull the paper away sharply, and the coin will remain as it was.

**THE obedient coin.** Place a coin on a tablecloth between two forks and under a glass as shown in the second illustration on the left. Then call to the coin and tell it to come to you. By scratching on the cloth just outside the glass, but not touching the glass, with the nail of one of the fingers, you can make the coin come towards you from under the glass.

It progresses outwards by short successive steps, and finally comes to where it can be picked up without touching the glass at all.

**HOLDING many by means of one.** With patience and a steady hand you can arrange straws in the position shown in the illustration (in the lower left corner) with a coin in the middle, so that you can hold the whole structure by one straw. Only five straws are used, and they support each other by the tension of their crossings. A five-centavo piece is a good coin for the purpose, as it is not too heavy.

**PASSING a large coin through a small opening.** In a paper cut a round hole the size of a twenty-centavo piece. You can pass a fifty-centavo piece through the

hole by folding the paper double and bending the ends slightly upwards as shown in the illustration on the upper right corner. The action of bending the paper, when it has been folded, has the effect of widening the hole sufficient to allow the larger coin to pass without tearing the paper.

**THE stationary coin.** Take a square piece of card, place it on your finger-tip with a coin right in the middle of the card and exactly over the tip of the forefinger supporting the card, as shown in the second illustration on the right. Flip the edge of the card with the middle finger of the other hand and the coin will be left on your finger.

**BLOWING the tumbler.** Place two tumblers in the position shown in the illustration in the lower right corner, one tumbler within the other, with the mouth downwards. Blow into the larger tumbler, and the smaller will be thrown into your lap.

**BALANCING a plate.** Drive a pin into a cork in a bottle. Take four other corks and stick forks into their sides near the end. Then you can balance a plate on the pin by fixing up the corks and the forks as shown in the upper illustration in the center.

### WHAT IS A CROSS-WORD PUZZLE?

JUST what is a cross-word puzzle? A satisfactory scientific definition has not yet been given, but see how you like the definition which we take from the *Dear-born Independent*:

"The cross-word puzzle is an intensively rectangular but essentially heterogeneous concatenation of dissimilar verbal synonymic similitudes, replete with internal inhibitions, yet promulgating extensive ratiocination and meticulously designed to promote fulminative vituperation, dispel hebetudeness and develop speculative, contemplative, introspective, deliberative, and cogitative faculties."

**PASSING your body through a small piece of paper.** Cut a slit down the middle of a piece of paper. Double the paper lengthwise and cut alternately from the two edges almost to the other edges, as in the lower illustration in the center. The paper is then in the form of a long, circular chain, through which your body can pass easily, if the zigzags are carefully opened out.

### A WELL-KNOWN PARTY GAME

**FORM** a circle of chairs with their seats facing outwards. There must be one chair less than the number of players. Have some one go to the piano and play a lively march. While music is being played, the players march around the chairs. When the music suddenly stops, they scramble for seats. The one left standing drops out, taking a chair with

him. The game continues until only one player is seated.

The game may be played without music, the leader clapping when the players are to be seated.

This game is often called *Going to Jerusalem*, and the winning player is said to have "arrived at Jerusalem."