



***Every boys book of games, sports and diversions, John Kendrick, 1852.***



*The devil and two sticks:*  
-Description and utilisation  
-Some tricks

EVERY BOY'S BOOK  
OF  
GAMES, SPORTS, AND DIVERSIONS;  
OR, THE  
School-Boy's Manual  
OF  
AMUSEMENT, INSTRUCTION, AND HEALTH.

WITH SEVERAL HUNDRED ENGRAVINGS.

JOHN KENDRICK,  
27, LUDGATE-STREET, ST. PAUL'S; AND 4, CHARLOTTE  
ROW, MANSION-HOUSE, LONDON.

1852.

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## THE DEVIL AND TWO STICKS.

This is a game too much neglected, for it is one which is equally adapted for boys and girls, affords an infinite deal of amusement, may



be played by one person only and in a parlour, requires some ingenuity, is not attended with noise, and is excellent for giving exercise to the arms and strength to the wrists of the player, hence it has been recommended as the best of all substitutes for the dumb bells, both to young ladies, who have comparatively a less number of active exercises, and to boys. On the continent, particularly in Germany, this game is as common as skipping or battledore and shuttlecock, and is much better adapted to a room. In this country it

has not been used for many years, so that the toy cannot be bought at many of the toy shops. Yet the cut above shows it to be exceedingly simple. The two sticks are thin and light, quite straight and about two feet long each. The Devil is a thick piece of solid wood, shaped like, and about the size of an hour glass, altogether about six inches long, three inches wide at each end, and cut away to about half an inch wide in the middle, so that altogether it appears as in the cut. We have seen them made of two whipping tops joined together by a peg through them both, but the peg must not be too small, or else the string will not take sufficient hold upon it. The string which is tied to the sticks, and joins them together, is a piece of thick whipcord or what is called laycord, and between three and four feet



long. The object of the player is to keep the devil suspended upon the string without falling, and this requires a little skill. A young player should not have the string too long, and after taking the sticks one in each hand and laying the devil crosswise before him, that is with one end of it towards his right hand and the other towards his left hand, he puts the string underneath the devil, while the latter rests on the ground. Then he raises up his left hand stick as high as the string will allow, and then he will find that his right hand stick rests across the top or narrow part of the devil. Let him now lift the devil off the ground by the string, and at the same time draw up the right hand and lower the left hand, this must be done quickly, yet not with a jerk, for a jerk would throw the devil off, but the object is to cause it to spin round. When once it is set spinning it is easy to keep it up by drawing the right hand back again, ready for a second turn. It may be thought that drawing the right hand back again would turn the devil in a contrary direction to that first given to it, and so it would if both hands were moved in the same manner, but it will soon be observed that as the right hand is the strongest, it will give the devil a stronger twirl than the left hand will, so that although the left hand tends certainly to stop it, yet it will not quite overcome the motion given to it at first. The second time the right hand is raised, it increases the motion until the devil spins rapidly round, and it is then very easy to keep up. If in spinning the right hand side of it should lean down, or if you have it in the position shown in the cut, if the end nearest to you leans down, you must turn yourself sticks and all, partly round to the right hand, if the other end leans down you must turn yourself in the contrary direction, and thus the balance is to be preserved. When you have made the toy spin well, and it seems evenly balanced, you may run it up the stick to the hand, and then down again to the string; afterwards, when it spins well once more, you may run it up the right hand stick, this is most difficult of all; but you may throw it spinning into the air and catch it again on the string without its falling at either of the trials. We have known this toy so well played that it has been kept up for half an hour, until the player has been quite exhausted with his exertions.

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