

12. Travelling top in a can. Get an empty tin can. Throw top out in usual way, catching it spinning in the can. Tilt can so that top comes spinning out of the can onto the palm of your other hand, allowing top to travel down part of your arm.
13. Spinning four tops at once. Fasten a tin can to the back of your right hand. Hold a tin pie plate in your left hand. Have four wound tops close at hand. Throw one top out in usual way, catching it spinning on the pie plate. Continue until you have three tops spinning in the pie plate and the fourth spinning in the tin can on your right hand.

#### TOP GAMES

Ski-Hi. Two or more players can play this top game. First, make six circles on a piece of hard ground or pavement. They should be one inside the other, with the first circle about 1 foot in diameter, the next 2 feet in diameter and so on until there are six circles, each a foot larger than the last. Mark the center circle with an "X", the next circle with number "5", the next with number "4", and so on down to number "1" in the last circle. The players stand just outside the largest circle and throw their tops at the "X" in the center circle. The one that spins in the "X" circle or nearest to it starts the game. The others follow in order of the nearness of their throws to circle "X".

Now each player takes his turn throwing his top at the center circle. The circle which his top bounces into determines his score. If he stays in the center, he gets 6 points; if it spins into circle "5" he gets 5 points, and so on down to 1 point. But if his top lands first in any other ring than the center one, then the number in which it lands is taken away from his score. This game may be played for 50 points or any other score the players agree upon before the game.

Keep the Pot Boiling. Here is a simple top game that is real fun. Two can play it, but the more players the better. Each player has two tops and each player must keep one of these two tops spinning all the time. If one of the players fails to keep at least one of his tops spinning he drops out of the game. The others continue until only the winner remains with his top in the "pot".

PROFESSIONAL

TOP

SPINNING

Top Tricks and Hints for

Better Top Spinning.

Compliments of

Muffets.

The Round Shredded Wheat

As this book is intended to give you tips on professional and exhibition top spinning, we will not take the time or space to explain how to spin a top. You are probably well acquainted with the simple act of spinning a top anyhow, so we shall concentrate on the pleasant task of showing you how to become a more expert top spinner.

#### BASIC TOP TRICKS

1. Learn to pick up the top on your hand while it is spinning on the sidewalk.
2. Pick up the top from the sidewalk with the top string. Hold top string in both hands and place center of string close to the point of the top as it is spinning. Then jerk the string up with both hands, allowing the top to sail up in the air, catching it, spinning, on your hand.
3. Spin the top and catch it, spinning, on your palm. Hold the point of the top upward, with the top held between the thumb and first finger. Throw the top out underhanded, as you would a baseball. When the top reaches the end of the string, give a gentle jerk, causing the top to turn over and drop spinning, to the sidewalk. After several practice spins like this, just give the string a harder jerk and the top will come back to you in the air. Then it is simple to put out your hand to catch it spinning.

#### ADVANCED TOP TRICKS

4. Looping a top. Start with the top spinning in the palm of your right hand. Tilt your hand allowing the top to catch on the string and travel halfway down, holding the loose end of the string in the left hand. Jerk the string up with the right hand and catch top spinning in right hand. This is looping forward. Looping backward is done the same way, except that the palm is tilted in the opposite way at the beginning of the trick.

5. Gapping a top. Catch the top spinning in your palm and start as though you were going to loop forward, but instead of catching the top in your hand, you catch it on the string. Gapping can also be started by dropping top in front of you. When top reaches the end of the string, give it a quick jerk, again catching it spinning on the string.
6. Gapping a top behind you. Drop the top to your right side and catch it spinning on the string with your hands behind your back.
7. Looping and Gapping can also be done while seated on a chair.
8. Spinning a top in a can. Take a tin coffee can which is about  $2\frac{1}{2}$  inches in diameter and fasten it to the back of your right hand. Throw top out the usual way and catch it spinning in the tin can. Then throw the top into the air from the can and catch it spinning in another can fastened to the back of your left hand.
9. The trick described above may be done with 2 tops as well as 1.
10. Spinning top on back of your hand. Fasten the top from a coffee can to the back of your right hand. Spin top in the usual way, catching it spinning on the metal top fastened to the back of your hand. Then throw top into the air, catching it spinning in a coffee can attached to the back of your other hand.
11. Spinning top on a tube. Get a tube with a diameter of about 1 inch. Fit a tin pop bottle cap tightly in one end of the tube. Place tube on middle finger of right hand and spin top the usual way, catching top spinning on the end of the tube instead of the palm of your hand. Then throw top into the air again and catch it in the palm of your hand.