

Pencil Manipulation

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Pencil Manipulation

Introduction

Pencil Manipulation is a form of contact juggling in which a pencil or pencil like object (pencil/pen/cigarette/toothbrush etc) is twirled, flipped and spun with the fingers.

When learning some of the dynamic moves it is easier to practice with something large as it will make the trick slower and easier to learn. You can then reduce the size of the object until you are able to perform it with a pencil.

NOTE: All tricks are static unless otherwise specified.

Links

There are two other pages on pencil manipulation that I know of.

- [Pen Spinning](#) This page contains a lot of tricks along with some animations.
- [Pencil Flipping](#) This page contains very comprehensive descriptions (along with excellent gifs) of a few tricks.

Arm Roll - (Dynamic)

This is basically a contact juggling move in which an object is rolled along the arm.

Start	Start with the forearm parallel to the ground with a pencil balanced on the fingers, perpendicular to them.
Description	Tilt the arm back and move the arm forward so that the pencil rolls down the arm to the elbow joint. Reverse the move so that the pencil returns to the start.

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Balance -(Dynamic)

With a lot of practice a pen can be balanced on it's end on various parts of the body. A nice variation is to balance a pen on an extended index finger.

Balancing things is a common jugglers trick so take a look at the [Juggling Information Service](#) for tips on balancing objects.

An simple move is to balance the pen at its middle on an index finger.

Behind The Hand Twirl

In this trick the pencil is twirled around the back of the hand and back across the front to return to the start after rotating 540 degrees.

Start	Start by holding the end of the pencil with the thumb and finger 1. The hand should be held flat with the palm down and the pencil pointing upwards.
Description	<ol style="list-style-type: none"> 1. Push upwards with the thumb and at the same time loosen your grip on the pencil so that it falls across the back of the knuckles. Raise finger 4 so that the pen is resting on the other fingers and under finger 4. 2. Release the pencil with the thumb and let the tip of the pencil swing down to point towards the ground. The pencil should be held in the middle with fingers 3 and 4. 3. Rotate the pencil 90 degrees so that the tip of the pencil is directly below finger 1. 4. Place finger 1 under the pen and release the grip on the pencil with fingers 3 and 4. The pen should now be held by its tip with fingers 1 and 2, the end pointing towards the ground. 5. Now grab the pencil with the thumb and finger 1, remove finger 2 and return to the starting position (except now you are holding the tip of the pencil). 6. Repeat.

Two Pen Twirl

This trick involves performing a [Behind The Hand Twirl](#) on each hand and transferring the pencils from hand to hand during the move.

Start	Start with pen 1 in the left hand in the normal starting position and pen 2 in the right hand, between fingers 3 and 4.
Description	<ol style="list-style-type: none"> 1. Perform half of the normal twirl with each hand. Pen 1 is now between the left fingers 3 and 4 and pen 2 is held at one end with the right thumb and finger 1. 2. The right hand now grabs middle of pen 1 with fingers 3 and 4 and the left hand grabs the upper end pen 2 with the thumb and finger 1.
Comments	A slightly better version is to alternate between one full twirl and one and a half twirls before exchanging the pens. This way the pens are in different positions for each exchange and they are twirling longer which looks better.

Cigarette Toss - (Dynamic)

In this trick you place a cigarette on the hand, slap that arm and the cigarette leaps up to be caught in the mouth.

Start	Hold the forearm out parallel to the ground, palm up. Place a cigarette in the middle of the palm parallel to the fingers with the filter pointing out.
Description	Sharply hit the base of the wrist with the other hand while moving the hand with the cigarette up slightly. The cigarette should fly up into the air to be caught in the mouth.
Comments	This trick can also be done with other objects. Jackie Chan often does it in his movies with small lollies and I have seen it done with a burning match.

Classic Finger Twirl

This trick involves twirling the pencil through the fingers in a manner similar to baton twirling.

Start	Start by holding a pen in the middle between fingers 1 and 2. This description describes rotating clockwise on the right hand.
Description	<ol style="list-style-type: none"> 1. Rotate the pen 90 degrees by pulling backwards with finger 1. 2. Place finger 3 on the same side of the pen as finger 1 and release the grip with finger 1. Rotate the pen 180 degrees. 3. Place finger 4 on the same side of the pen as finger 2 and release the grip with finger 2. Rotate the pen 180 degrees. 4. Place finger 2 on the same side of the pen as finger 4 and release the grip with finger 4. Rotate the pen 180 degrees. 5. Place finger 1 on the same side of the pen as finger 3 and release the grip with finger 3. Rotate the pen 90 degrees. You will now be at position 1 above and can repeat the steps.
Comments	It can be performed anticlockwise by reversing the steps. I find the clockwise version easiest but both should be practiced.

Twirl Down Slide

In this trick the pen is twirled down, then slid back to the start.

Start	Start in the same position described above.
Description	Twirl the pen anti-clockwise down until it is between fingers 3 and 4. From here grab the pen between the thumb and finger 3 and slide it across the fingers back to the starting point.
Comments	This can also be performed in the reverse direction.

TwoPenTwirl

This is a variation of the Pen Twirl done with two pens on one hand.

Start	Start with pen 1 between fingers 1 and 2, and pen 2 between fingers 3 and 4.
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Description	<ol style="list-style-type: none"> 1. Rotate pen 2 clockwise to a position between fingers 2 and 3. 2. Rotate pen 1 anti-clockwise to a position between fingers 3 and 4. 3. Rotate pen 2 clockwise to a position between finger 1 and 2.
Comments	This is the basic move which can be extended by rotating the pens in different ways.

Drumstick Twirl

This is a trick that drummers often perform with drumsticks.	
Start	Hole the right hand out with the fingers pointing up and the palm facing you. Place a drumstick at its middle between fingers 2 and 3 with the tip pointing away from you.
Description	<ol style="list-style-type: none"> 1. Rotate the stick 90 degrees by lowering the fingers until the palm is facing up. The tip is pointing down. 2. Rotate the stick 90 degrees by turning the hand to the right. The fingers are now pointing right with the palm facing away and the tip pointing towards you. 3. Rotate the stick 90 degrees by turning the hand back to the left. The fingers are now pointing away from you with the palm facing down and the tip pointing up. 4. Rotate the stick 90 degrees by turning the hand to the left and returning it to the starting position.
Comments	<p>When the trick is done fast the hand should not move as much as described above and should remain facing left.</p> <p>This description describes the drumstick rotating in a vertical plane. It can also be rotated in a horizontal plane without too much trouble.</p>

Finger 1 Spin

This trick is basically the same as the [Heads Up Spin](#) coin trick.

Start	Start with the pen held by the end between finger 1 and the thumb.
Description	Now push the pen over the back of finger 1 with the thumb until it can be grabbed with finger 2. Release the pen with the thumb and continue the rotation until the thumb can replace finger 2 to return to the starting position.

Circle Spin

If you attempt to keep the tip of the pen stationary during the rotation (by moving the hand in a circle) you can produce an interesting illusion. If performed correctly it will look like the tip of the pen is fixed in the air and you are rotating the rest of the pen about this point.

Fingertip Spin

These tricks involve spinning the pencil horizontally on the fingertips.

Six Fingertip Spin

This trick involves spinning a pen horizontally between the tips of three fingers of each hand.

Start	Start by placing the thumb, finger 1 and finger 2 of the right hand together so that the tips form a triangle. Point this triangle upwards and balance a pen at its midpoint on the triangle. Form a similar triangle with the left hand and place it on the pen (over the right handed triangle). The left fingers are pointing towards the ground.
Description	Now perform the moves of the Pen Spin simultaneously with the fingers of each hand so that the pen spins in a plane parallel to the ground.
Comments	For this trick (and the next two tricks) make sure that contact is only made with the tips of the fingers. Otherwise you might as well be doing a normal spin.

Four Fingertip Spin

Once you can do the above trick smoothly you should be able to remove the thumb and finger 2 of the left hand. Now the spin is created by the fingers of the right hand, while the left index finger helps maintain the balance.

Three Fingertip Spin

For this trick you simply remove the left index finger (Although "simply" is probably not the right word :-)

Comments This is hard because the pen only rests on the fingertips and it is hard to maintain the balance, while keeping the pen spinning smoothly. To practice this I marked the centre of the pen allowing me to easily tell where the balance point is, and I could then keep this point centered on the finger tips.

This trick looks really nice when you can do it fast and smoothly.

This trick will be static when first learning due to the slow spin, but as skill increases and the speed of the pen increases it will become a dynamic trick.

Six Fingertip Spin - Two Pens

For this trick start in the same position as for the **Six Fingertip Spin** but you now have two pens, one is resting on top of the other (the pens are parallel with each other). The bottom hand now spins the bottom pen in one direction while the top hand spins the top pen in the opposite direction. Make sure that when the pens are not parallel, they are touching at about their midpoints.

Hand Twirl

This trick involves wrapping a pen around the back of the hand. There is a similar move that is performed in staff twirling.

Start This trick works better with long, heavy objects but can be done with the right type of pen. Start by making a fist with the right hand and insert the very end of a pencil into the hole formed by the right index finger.

Description	Gently throw the pen to the right so that it wraps over the back of the hand. As it rolls of the other side of the hand catch it. The pen will perform a 360 degree spin during the move.
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Letterman Toss - (Dynamic)

This is a trick that Dave Letterman does on The Letterman Show fairly regularly. The method may be slightly different but the effect is the same.

Start	Hold out the hand palm down and hold a pencil by resting it on the thumb and finger 2 and placing finger 1 on top of the pen. The end of the pen should be on the thumb with the tip pointing away from you.
Description	Push down with finger 1 and quickly remove the thumb. The pen should now fly straight up into the air spinning rapidly. With practice you should be able to catch it again ready for another toss.

Lid Removal Spin

This is a neat way of removing a pen lid one handed and then replacing the lid.

Start	Start with the pen held in the middle with the thumb and the first two fingers. The lid should be pointing up.
Description	<ol style="list-style-type: none"> 1. Spin the pen 180 degrees between the thumb and first two fingers. (See Coin Spin for a description of this). 2. Grab the lid with finger 4 and pull up with the thumb and finger 1 to remove the lid. 3. Perform another 180 degree rotation and insert the end of the pen into the lid. 4. Perform one more 180 degree spin to arrive in a normal writing position.
Comments	The steps can be reversed to replace the lid on the end of the pen.

One Finger Spin - (Dynamic)

This is a trick in which an L shaped object is spun on the end of the finger.

I originally saw this trick performed with a toothbrush but it can be done with any L shaped object. It can be done with a pen with a bit of modification. You need a pen with the type of lid that has a long pointy bit for clipping the pen to a shirt. Bend back the pointy bit until it is at a 90 degree angle (or slightly less) with the pen.

The pen should look like this:



Make sure that the resulting bent lid at least as long as the width of your index finger as this makes the trick easier.

Start	Hold out an extended right index finger, palm pointing down. Balance the underside of the bent lid on top of the finger so that the pen is perpendicular to the ground and against the right side of the finger.
Description	Rotate the finger in clockwise circles so that the pen also rotates. The start is done with a large circle, but once the pen is spinning make the circles smaller.
Comments	<p>You can do this in the other direction by starting with the pen on the other side of the finger. Also try it with other fingers and both hands at once.</p> <p>The spin can be stopped in several ways (These descriptions assume clockwise spinning on the right index finger):</p> <ul style="list-style-type: none"> • As the pen comes over the top of the finger extend finger 4 (the pinkie) and let the pen land on it. The pen should now be resting on the back of finger 1 and finger 4. From here you can go back into the spin by removing finger 4. • As the tip of the pen swings around to point directly up grab the lower part of the pen (The part below the index finger) between the thumb and the index finger. The timing for this method is tricky. From here you

	<p>can let the pen fall to the right and continue spinning.</p> <ul style="list-style-type: none"> As the pen swings down to point towards the ground rotate the hand to the right 90 degrees (so that the palm faces left) and bend the index finger. If timed right the pen will fly of to the left to be caught in the left hand. I can't do this reliably. As the tip of the pen swings over the top of the index finger, reverse the rotation of the finger. The pen comes of the finger and the finger hits the pen near the tip reversing its spin. The end of the pen should then flick up into the hand where it is caught.
Variations	<ul style="list-style-type: none"> Two pens on the same finger. This doesn't usually last long. Toss the pen in the air, catch it on a finger and go straight into a spin. I can do this occasionally but it's pretty hard. <p>Here is some stuff I'm working on but can't do yet.</p> <ul style="list-style-type: none"> Try two pens on the same hand. One on the finger 1 and the other on finger 4. The pens keep colliding so you need to either have short pens or work out how to offset the spinning pens. I'm trying to work out a way to transfer the spinning pen to another finger. No luck yet :-)

Palm Flip

In this trick the pen is held horizontally between the palms and flipped about in various ways.

Start	Hold both hands out in front of you with the palms pointing in towards each other. Hold a pen so that each end of the pen touches one of the palms. The pen should be parallel to the ground.
Description	Now toss the pen by pulling up with one hand. Make the pen flip 180 degrees to be caught in the starting position, although the ends have changed places.

Comments	The flip can be performed vertically or horizontally. Try doing 360 degree flips or more.
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	A neat illusion can be created as follows. Start as above. Move both hands up as if you are about to throw the pen. Push slightly to the right and remove the left hand. Don't flip the pen but make it remain in place, still touching the right hand. Momentarily this looks like the pen is sticking to the right hand. This move is similiar in concept to the standard cigar box move. To extend the illusion alternate between removing the left, then right hands.
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Palm Rotation

This trick involves rorating an object that is centered on the palm.

Start	This trick requires a larger and heavier object than a pen. Place the object across the right palm so that it is over the base of the thumb and the base of finger 4.
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Description	You can now cause the object to rotate continually bu pushing to the left with the thumb and to the right with the fingers. Try to keep the rotation as smooth as possible, with a minimum amount of movement with the fingers.
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Pen Spin

This trick is exactly the same as the [Coin Spin](#) trick, but performed with a pencil. Note that only the left and right versions of the spin work. Forward and back do not.

Quick Flip - (Dynamic)

	This is a simple trick that looks more impressive than it really is, especially when performed repeatedly.
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Start	Hold a pen at its middle with the thumb and finger 1.
Description	Now place finger 2 on the same side of the pen as the thumb and with one quick motion push forward with finger 2 and back with finger 1 while removing the thumb. The pen will rotate 180 degrees. At this point you stop pushing and the momentum of the pen should cause it to reverse its spin and return back to the starting position.

Rotation Tricks

These tricks involve rotating a pen with the fingers of both hands.

Tip Walk Rotation

In this trick the pen is rotated with the fingertips of each hand.

Start	Start with the pen held vertically with the right thumb on the bottom and the left finger 1 on the top.
Description	<ol style="list-style-type: none"> 1. Rotate the pen 180 degrees (the left finger goes around the back). The left finger 1 is now on the bottom and the right thumb is on top. 2. Replace the left finger 1 with the left thumb and the right thumb with the right finger 1. 3. Repeat.
Comments	A variation is to alternate between using fingers 1, 2 and 3 of either hand.

Double Spin Rotation

In this trick the pencil is continually rotated in a vertical plane by performing pen spins on each end.

Start	Start with the pen held vertically gripped at the top with the right thumb and finger 2 and at the bottom with the left thumb and finger 2.
Description	Now perform a pen spin on each end of the pen. The effect is that the pen continually rotates in a vertical plane.

Finger 2 Rotation

In this trick the pen is continually rotated around finger 2.

Start	Hold the pencil in the middle with finger 1 and 2 of the right hand, palm facing you. Grab the far end of the pencil with the left hand.
Description	<ol style="list-style-type: none"> 1. With the left hand rotate the pen downwards so that is touching the back of finger 2. 2. Grab the pen with right finger 3 and remove right finger 1. 3. Continue the rotation with the left hand 180 degrees until the pen is resting on the bottom of finger 2. 4. Grab the pen with right finger 1 and remove right finger 3. Continue the rotation to get back to the start.
Comments	<p>The left hand can either keep a solid grip on the end of the pen or perform a pen spin or finger 1 spin.</p> <p>A nice variation is to have both hands perform the same moves that the right hand performs above.</p>

Alternating Index Rotation

In this trick the pen is alternatly rotated around each index finger.

Start	Hold the pencil at an end with the thumb and finger 1 of the right hand. Thumb on top pencil pointing away from you. Hold the other end in a similiar manner but with finger 1 on top.
Description	<ol style="list-style-type: none"> 1. Release the grip with right thumb and rotate the far end to the front by going below the left finger 1. 2. Grab the far end with the right thumb on the bottom of the pen. The pen has rotated 180 degrees and the hands swapped places. Repeat.
Comments	Now place the pen parallel to your body and perform the same move by alternately rotating the pen around right finger 1 then left finger 1. The pen should remain parallel to you.

Sonic - (Dynamic)

In this trick the pen is spun 360 degrees horizontally between pairs of

fingers.

Finger 2 Sonic

This trick involves spinning the pencil around finger 2.

Start

To start the trick hold out the hand with the palm down. Place a pencil so that its end is resting on the web of skin between the base of the thumb and finger 1 while the other end rests on the first knuckle of finger 3. About 1/3 of the pencil should be hanging over the end of finger 3. The second joint of finger 2 should be resting on top of the middle of the pencil and curled slightly inwards, while fingers 1 and 3 are straight.

Description

Now apply pressure downwards with finger 2 and release the grip on the end of the pencil (where it touches the web of the thumb). The pencil will now perform a 360 degree anticlockwise spin to be caught between fingers 1 and 2. It should be pointing in the same direction as it was at the start.

During the spin the pencil moves as follows:

- **1st 90 degrees:** The end of the pencil moves anticlockwise until it is under finger 4. The tip of the pencil is over finger 1.
- **2nd 90 degrees:** The end of the pencil continues anticlockwise and the entire pencil moves to the top of the hand. It is now basically resting on top of finger 2, parallel to this finger with the end of the pencil pointing away from the hand.
- **Rest of the spin:** The pencil continues spinning in the same direction and the end of the pencil moves under finger 1 to be caught between finger 1 and finger 2.

To finish the trick place the end of the pencil at the web of the thumb and move the top of the pencil back to the starting position. With practice you should be able to perform this trick continually.

Variations	<p>Finger 3: Start as for the Finger 2 version but with the top of the pen on finger 4. The pen now spins around finger 3 to be caught between fingers 2 and 3. This version is harder than the Finger 2 version.</p> <p>Finger 1: Start as for the Finger 2 version but with the top of the pen on finger 2. The pen now spins around finger 1 to be caught between the thumb and finger 1. The catch is slightly different to the other versions.</p> <p>Finger 2 and 3: Start as for the Finger 3 version but allow the pen to spin around both fingers 3 and 2, to be caught between fingers 1 and 2.</p>
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Twisted Sonic

This is a variation of Sonic in which the under the finger rather than over it.

Start	Start as for a Finger 2 Sonic , but make sure finger 1 is below finger 2 rather than above it.
Description	Perform a Finger 2 Sonic but keep finger 2 above finger 3. this will cause the end of the pencil to rotate under finger 2 to a position between finger 1 and 2. The tip of the pencil will now be near the base of the thumb as the pen has rotated 180 during the move

Reverse Sonic

Any of the above Sonic variations can be performed in reverse, but this is pretty hard. I can't do it yet.

Fake Sonic

Begin a normal Sonic but instead of releasing the grip on the pencil and letting it spin to the top of the hand, keep a firm grip on it with the fingers so that the end of the pen rotates 360 degrees below the hand. The trick finishes in the starting position.

Super Sonic

This trick involves performing a Finger 3 Sonic, Finger 2 Sonic and a Finger 1 Sonic in rapid succession.

Harmonic Sonic

Perform one of the Sonic variations followed immediately by its reverse version.

Hand To Hand Transfer

This allows the pen to be transferred from hand to hand.

Start	Start the Finger 2 Sonic while moving the hand with the pencil towards the other hand.
Description	Halfway through the spin release the pencil and allow it to fly across to the other hand. If the timing is correct the pencil should land in the other hand in the normal starting position for a Finger 2 Sonic . You will need to experiment with the position of the catching hand so that you can get the pencil to land in the right position.
Comments	A nice looking combination is to do a Finger 2 Sonic on the right hand, toss the pencil to the left hand, do a Finger 2 Sonic and toss it back to the right hand.

Table Spin - (Dynamic)

Start	Place the pen on a table with about 1-2 cm of the end of the pen hanging off the edge of the table.
Description	Sharply hit the underside of the end of the pen so that it fly up into the air. Let the pen rotate through 450 degrees so that it can be caught in a normal writing position.

Thumb Spin - (Dynamic)

These tricks involves spinning a pencil around the thumb in various ways.

Normal

In this trick the pencil is spun around the thumb.

Start	Start with the hand held with the palm held perpendicular to the ground. Hold the end of the pen between the thumb and fingers 1 and 2. Finger 1 should be about 1cm from the end of the pen and the thumb should be roughly between fingers 1 and 2. The thumb should be making contact with the pen at the lower portion of the pad.
Description	Push firmly against the pen with finger 2 and then release the pen with finger 1. The pen should now spin around the thumb (just below the thumb nail) to be caught between the thumb and finger 1. The action should be just like snapping the fingers.
Comments	<p>The Double Thumb Spin can also be performed in which the pen performs two rotations around the thumb before being caught.</p> <p>You can finish the trick by catching either the end or the tip of the pen (assuming you started holding the end). From here you can do several things:</p> <ol style="list-style-type: none"> 1. End - I find this finish the hardest. From here you can perform: <ul style="list-style-type: none"> ○ Another thumb spin. ○ A pen spin in preparation for a reverse thumb spin. 2. Tip - From here you can perform: <ul style="list-style-type: none"> ○ A reverse spin. ○ Behind the hand twirl to prepare for another thumb spin. ○ Finger 1 Spin to prepare for another thumb spin. I think this variation is the same as the Cardoid trick described in the first link above.

Reverse

In this variation the pencil is spun around the thumb in the opposite direction.

Start	The hand position is the same as for the Normal Thumb Spin . The pencil should be held at the end between the thumb and fingers 1 and 2.
Description	Push with finger 1 and release the end of the pencil with finger 2 so that the pencil wraps around the thumb to be caught between the thumb and finger 2.

Comments	The Double Reverse Thumb Spin can also be performed in which the pencil performs two reverse rotations around the thumb before being caught as normal.
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Semi Reverse

In this variation the pencil spins 180 degrees on top of the thumb, rather than spinning around the thumb.

Start	Start as for a Reverse Thumb Spin .
Description	Begin the spin as for a regular reverse spin but make sure that the pen remains on top of the hand. The center of rotation for the pen should be over the crook of the thumb. The trick finishes with the pen falling down between the thumb and finger 1 to be caught in its original position (although it has rotated 180 degrees).
Comments	The Double Semi Reverse can also be performed in which the pencil performs a full rotation on top of the hand before being caught as normal.

Axle

This is an extension of the [Normal Thumb Spin](#). The pencil performs a 1 and 1/2 rotations before it is caught between fingers 1 and 2.

Start	Start as for the Normal Thumb Spin .
Description	Perform the normal spin but allow the pencil to perform an extra half rotation, to be caught between fingers 1 and 2.
Comments	The Double Axle can also be performed in which the pencil performs 2 and 1/2 rotations around the thumb to be caught as for the normal axle. Reverse variations of the Axle and Double Axle can also be performed.

Harmonic

This variation involves repeatedly performing a normal spin followed by a reverse spin.

Comments	The Harmonic can be performed with the Normal Thumb Spin , the Double Thumb Spin , the Axle and the Double Axle
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Spin To Balance

When performing either the normal or reverse thumb spin, if you do not generate quite enough power to get the pen all the way around the thumb you can cause the pen to finish in a balance across the top of the thumb and finger 1.

Toss To Thumb Spin - (Dynamic)

These tricks involve tossing the pen from the hand and having it bounce off the thumb in various ways.

Start	Hold the right hand out, palm up with the fingers pointing to the left. Place a pen across the fingers with the tip pointing away from you. The thumb is then extended over the pen.
Description	<p>There are several variations that can be performed:</p> <p>Thumb Wrap</p> <p>Toss the pen straight up without imparting any spin on it. The pen should be made to hit the thumb just below its middle point. If performed correctly the pen should now rapidly spin around the thumb to be caught in it's starting position.</p> <p>Fast Spin</p> <p>Do the same pen toss as described above but make the end of the pen hit the thumb. The pen will spin 360 degrees, very fast, to be caught in the starting position.</p> <p>Fake Spin</p> <p>Toss up the pen so that it will perform a normal 360 degree spin. After the toss the palm rotates to the right. It should now be perpendicular to the ground with the fingers pointing away from you and the thumb extended to the left. As the pen completes the first 180 degrees of the spin the tip of the pen should be directly over the thumb. The thumb hits the tip of the pen and reverses the direction of its spin. The pen now spins 360 degrees in the reverse direction (away from you) to be caught in the normal starting position (Although the tip of the pen is now pointing towards you).</p>

Two Finger Twirl

Start	Start by holding the pencil in the middle with the index finger of each hand (The back of one finger and the bottom of the other).
Description	Rotate one finger around the other so that the pencil also rotates around the finger. The grip on the pencil tends to move away from the middle. This can be avoided by adjusting which finger moves the pencil.

Two Handed Rotation

In this trick a pen is rotated through 720 degrees with two hands.

Start	Start with a pen held at each end with the thumb and finger 1 of each hand. The thumbs should be on the bottom and the pen parallel to the ground.
Description	<ol style="list-style-type: none"> 1. Rotate the pen 360 degrees anti clockwise (The two ends of the pens will move around the circumference of a circle). The left hand should move over the right suring this move. You should now be back to the start, but the thumbs are now on top. 2. Continue the move with another 360 degree rotation, but now the right hand move over the top. 3. Repeat.

Vertical Spin - (Dynamic)

In this trick the pen is made to wrap around finger 2 vertically.

Start	Hold out the right hand with the palm perpendicular to the ground, with the palm facing left. Place the end of the pencil on the web of skin between the thumb and finger 1. Place the middle of the pencil between the very ends of finger 2 and 3 (between the nails). Extend finger 1 and keep it pulled back as it should not get in the way of the trick.
Description	Apply pressure to the pen by pushing up with finger 3 and let the end of the pencil slide off the thumb. The pencil will spin around finger 2 to be caught in the crook of the thumb.

Pencil Manipulation

Introduction

Pencil Manipulation is a form of contact juggling in which a pencil or pencil like object (pencil/pen/cigarette/toothbrush etc) is twirled, flipped and spun with the fingers.

When learning some of the dynamic moves it is easier to practice with something large as it will make the trick slower and easier to learn. You can then reduce the size of the object until you are able to perform it with a pencil.

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Links

There are two other pages on pencil manipulation that I know of.

- [Pen Spinning](#) This page contains a lot of tricks along with some animations.
 - [Pencil Flipping](#) This page contains very comprehensive descriptions (along with excellent gifs) of a few tricks.
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Arm Roll - (Dynamic)

This is basically a contact juggling move in which an object is rolled along the arm.

Start	Start with the forearm parallel to the ground with a pencil balanced on the fingers, perpendicular to them.
Description	Tilt the arm back and move the arm forward so that the pencil rolls down the arm to the elbow joint. Reverse the move so that the pencil returns to the start.

Balance -(Dynamic)

With a lot of practice a pen can be balanced on it's end on various parts of the body. A nice variation is to balance a pen on an extended index finger.

Balancing things is a common jugglers trick so take a look at the [Juggling Information Service](#) for tips on balancing objects.

An simple move is to balance the pen at its middle on an index finger.

Behind The Hand Twirl

In this trick the pencil is twirled around the back of the hand and back across the front to return to the start after rotating 540 degrees.

Start	Start by holding the end of the pencil with the thumb and finger 1. The hand should be held flat with the palm down and the pencil pointing upwards.
Description	<ol style="list-style-type: none"> 1. Push upwards with the thumb and at the same time loosen your grip on the pencil so that it falls across the back of the knuckles. Raise finger 4 so that the pen is resting on the other fingers and under finger 4. 2. Release the pencil with the thumb and let the tip of the pencil swing down to point towards the ground. The pencil should be held in the middle with fingers 3 and 4. 3. Rotate the pencil 90 degrees so that the tip of the pencil is directly below finger 1. 4. Place finger 1 under the pen and release the grip on the pencil with fingers 3 and 4. The pen should now be held by its tip with fingers 1 and 2, the end pointing towards the ground. 5. Now grab the pencil with the thumb and finger 1, remove finger 2 and return to the starting position (except now you are holding the tip of the pencil). 6. Repeat.

Two Pen Twirl

This trick involves performing a [Behind The Hand Twirl](#) on each hand and transferring the pencils from hand to hand during the move.

Start	Start with pen 1 in the left hand in the normal starting position and pen 2 in the right hand, between fingers 3 and 4.
Description	<ol style="list-style-type: none"> 1. Perform half of the normal twirl with each hand. Pen 1 is now between the left fingers 3 and 4 and pen 2 is held at one end with the right thumb and finger 1. 2. The right hand now grabs middle of pen 1 with fingers 3 and 4 and the left hand grabs the upper end pen 2 with the thumb and finger 1.
Comments	A slightly better version is to alternate between one full twirl and one and a half twirls before exchanging the pens. This way the pens are in different positions for each exchange and they are twirling longer which looks better.

Cigarette Toss - (Dynamic)

In this trick you place a cigarette on the hand, slap that arm and the cigarette leaps up to be caught in the mouth.

Start	Hold the forearm out parallel to the ground, palm up. Place a cigarette in the middle of the palm parallel to the fingers with the filter pointing out.
Description	Sharply hit the base of the wrist with the other hand while moving the hand with the cigarette up slightly. The cigarette should fly up into the air to be caught in the mouth.
Comments	This trick can also be done with other objects. Jackie Chan often does it in his movies with small lollies and I have seen it done with a burning match.

Classic Finger Twirl

This trick involves twirling the pencil through the fingers in a manner similar to baton twirling.

Start	Start by holding a pen in the middle between fingers 1 and 2. This description describes rotating clockwise on the right hand.
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Description	<ol style="list-style-type: none"> 1. Rotate the pen 90 degrees by pulling backwards with finger 1. 2. Place finger 3 on the same side of the pen as finger 1 and release the grip with finger 1. Rotate the pen 180 degrees. 3. Place finger 4 on the same side of the pen as finger 2 and release the grip with finger 2. Rotate the pen 180 degrees. 4. Place finger 2 on the same side of the pen as finger 4 and release the grip with finger 4. Rotate the pen 180 degrees. 5. Place finger 1 on the same side of the pen as finger 3 and release the grip with finger 3. Rotate the pen 90 degrees. You will now be at position 1 above and can repeat the steps.
Comments	It can be performed anticlockwise by reversing the steps. I find the clockwise version easiest but both should be practiced.

Twirl Down Slide

In this trick the pen is twirled down, then slid back to the start.

Start	Start in the same position described above.
Description	Twirl the pen anti-clockwise down until it is between fingers 3 and 4. From here grab the pen between the thumb and finger 3 and slide it across the fingers back to the starting point.
Comments	This can also be performed in the reverse direction.

TwoPenTwirl

This is a variation of the Pen Twirl done with two pens on one hand.

Start	Start with pen 1 between fingers 1 and 2, and pen 2 between fingers 3 and 4.
Description	<ol style="list-style-type: none"> 1. Rotate pen 2 clockwise to a position between fingers 2 and 3. 2. Rotate pen 1 anti-clockwise to a position between fingers 3 and 4. 3. Rotate pen 2 clockwise to a position between finger 1 and 2.
Comments	This is the basic move which can be extended by rotating the pens in different ways.

Drumstick Twirl

This is a trick that drummers often perform with drumsticks.

Start	Hole the right hand out with the fingers pointing up and the palm facing you. Place a drumstick at its middle between fingers 2 and 3 with the tip pointing away from you.
Description	<ol style="list-style-type: none"> 1. Rotate the stick 90 degrees by lowering the fingers until the palm is facing up. The tip is pointing down. 2. Rotate the stick 90 degrees by turning the hand to the right. The fingers are now pointing right with the palm facing away and the tip pointing towards you. 3. Rotate the stick 90 degrees by turning the hand back to the left. The fingers are now pointing away from you with the palm facing down and the tip pointing up. 4. Rotate the stick 90 degrees by turning the hand to the left and returning it to the starting position.
Comments	<p>When the trick is done fast the hand should not move as much as described above and should remain facing left.</p> <p>This description describes the drumstick rotating in a vertical plane. It can also be rotated in a horizontal plane without too much trouble.</p>

Finger 1 Spin

This trick is basically the same as the [Heads Up Spin](#) coin trick.

Start	Start with the pen held by the end between finger 1 and the thumb.
Description	Now push the pen over the back of finger 1 with the thumb until it can be grabbed with finger 2. Release the pen with the thumb and continue the rotation until the thumb can replace finger 2 to return to the starting position.

Circle Spin

If you attempt to keep the tip of the pen stationary during the rotation (by moving the hand in a circle) you can produce an interesting illusion. If performed correctly it will look like the tip of the pen is fixed in the air and you are rotating the rest of the pen about this point.

Fingertip Spin

These tricks involve spinning the pencil horizontally on the fingertips.

Six Fingertip Spin

This trick involves spinning a pen horizontally between the tips of three fingers of each hand.

Start	Start by placing the thumb, finger 1 and finger 2 of the right hand together so that the tips form a triangle. Point this triangle upwards and balance a pen at its mid point on the triangle. Form a similar triangle with the left hand and place it on the pen (over the right handed triangle). The left fingers are pointing towards the ground.
Description	Now perform the moves of the Pen Spin simultaneously with the fingers of each hand so that the pen spins in a plane parallel to the ground.
Comments	For this trick (and the next two tricks) make sure that contact is only made with the tips of the fingers. Otherwise you might as well be doing a normal spin.

Four Fingertip Spin

Once you can do the above trick smoothly you should be able to remove the thumb and finger 2 of the left hand. Now the spin is created by the fingers of the right hand, while the left index finger helps maintain the balance.

Three Fingertip Spin

For this trick you simply remove the left index finger (Although "simply" is probably not the right word :-)

Comments	<p>This is hard because the pen only rests on the fingertips and it is hard to maintain the balance, while keeping the pen spinning smoothly. To practice this I marked the centre of the pen allowing me to easily tell where the balance point is, and I could then keep this point centered on the finger tips.</p> <p>This trick looks really nice when you can do it fast and smoothly.</p> <p>This trick will be static when first learning due to the slow spin, but as skill increases and the speed of the pen increases it will become a dynamic trick.</p>
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Six Fingertip Spin - Two Pens

For this trick start in the same position as for the **Six Fingertip Spin** but you now have two pens, one is resting on top of the other (the pens are parallel with each other). The bottom hand now spins the bottom pen in one direction while the top hand spins the top pen in the opposite direction. Make sure that when the pens are not parallel, they are touching at about their midpoints.

Hand Twirl

This trick involves wrapping a pen around the back of the hand. There is a similiar move that is performed in staff twirling.

Start	This trick works better with long, heavy objects but can be done with the right type of pen. Start by making a fist with the right hand and insert the very end of a pencil into the hole formed by the right index finger.
Description	Gently throw the pen to the right so that it wraps over the back of the hand. As it rolls of the other side of the hand catch it. The pen will perform a 360 degree spin during the move.

Letterman Toss - (Dynamic)

This is a trick that Dave Letterman does on The Letterman Show fairly regularly. The method may be slightly different but the effect is the same.

Start	Hold out the hand palm down and hold a pencil by resting it on the thumb and finger 2 and placing finger 1 on top of the pen. The end of the pen should be on the thumb with the tip pointing away from you.
Description	Push down with finger 1 and quickly remove the thumb. The pen should now fly straight up into the air spinning rapidly. With practice you should be able to catch it again ready for another toss.

Lid Removal Spin

This is a neat way of removing a pen lid one handed and then replacing the lid.

Start	Start with the pen held in the middle with the thumb and the first two fingers. The lid should be pointing up.
Description	<ol style="list-style-type: none"> 1. Spin the pen 180 degrees between the thumb and first two fingers. (See Coin Spin for a description of this). 2. Grab the lid with finger 4 and pull up with the thumb and finger 1 to remove the lid. 3. Perform another 180 degree rotation and insert the end of the pen into the lid. 4. Perform one more 180 degree spin to arrive in a normal writing position.
Comments	The steps can be reversed to replace the lid on the end of the pen.

One Finger Spin - (Dynamic)

This is a trick in which an L shaped object is spun on the end of the finger.

I originally saw this trick performed with a toothbrush but it can be done with any L shaped object. It can be done with a pen with a bit of modification. You need a pen with the type of lid that has a long pointy bit for clipping the pen to a shirt. Bend back the pointy bit until it is at a 90 degree angle (or slightly less) with the pen.

The pen should look like this:



Make sure that the resulting bent lid at least as long as the width of your index finger as this makes the trick easier.

Start	Hold out an extended right index finger, palm pointing down. Balance the underside of the bent lid on top of the finger so that the pen is perpendicular to the ground and against the right side of the finger.
Description	Rotate the finger in clockwise circles so that the pen also rotates. The start is done with a large circle, but once the pen is spinning make the circles smaller.

Comments	<p>You can do this in the other direction by starting with the pen on the other side of the finger. Also try it with other fingers and both hands at once.</p> <p>The spin can be stopped in several ways (These descriptions assume clockwise spinning on the right index finger):</p> <ul style="list-style-type: none"> • As the pen comes over the top of the finger extend finger 4 (the pinkie) and let the pen land on it. The pen should now be resting on the back of finger 1 and finger 4. From here you can go back into the spin by removing finger 4. • As the tip of the pen swings around to point directly up grab the lower part of the pen (The part below the index finger) between the thumb and the index finger. The timing for this method is tricky. From here you can let the pen fall to the right and continue spinning. • As the pen swings down to point towards the ground rotate the hand to the right 90 degrees (so that the palm faces left) and bend the index finger. If timed right the pen will fly of to the left to be caught in the left hand. • I can't do this reliably. As the tip of the pen swings over the top of the index finger, reverse the rotation of the finger. The pen comes of the finger and the finger hits the pen near the tip reversing its spin. The end of the pen should then flick up into the hand where it is caught.
Variations	<ul style="list-style-type: none"> • Two pens on the same finger. This doesn't usually last long. • Toss the pen in the air, catch it on a finger and go straight into a spin. I can do this occasionally but it's pretty hard. <p>Here is some stuff I'm working on but can't do yet.</p> <ul style="list-style-type: none"> • Try two pens on the same hand. One on the finger 1 and the other on finger 4. The pens keep colliding so you need to either have short pens or work out how to offset the spinning pens. • I'm trying to work out a way to transfer the spinning pen to another finger. No luck yet :-(

Palm Flip

In this trick the pen is held horizontally between the palms and flipped about in various ways.

Start	Hold both hands out in front of you with the palms pointing in towards each other. Hold a pen so that each end of the pen touches one of the palms. The pen should be parallel to the ground.
Description	Now toss the pen by pulling up with one hand. Make the pen flip 180 degrees to be caught in the starting position, although the ends have changed places.
Comments	The flip can be performed vertically or horizontally. Try doing 360 degree flips or more. A neat illusion can be created as follows. Start as above. Move both hands up as if you are about to throw the pen. Push slightly to the right and remove the left hand. Don't flip the pen but make it remain in place, still touching the right hand. Momentarily this looks like the pen is sticking to the right hand. This move is similiar in concept to the standard cigar box move. To extend the illusion alternate between removing the left, then right hands.

Palm Rotation

This trick involves rotating an object that is centered on the palm.	
Start	This trick requires a larger and heavier object than a pen. Place the object across the right palm so that it is over the base of the thumb and the base of finger 4.
Description	You can now cause the object to rotate continually bu pushing to the left with the thumb and to the right with the fingers. Try to keep the rotation as smooth as possible, with a minimum amount of movement with the fingers.

Pen Spin

This trick is exactly the same as the [Coin Spin](#) trick, but performed with a pencil. Note that only the left and right versions of the spin work. Forward and back do not.

Quick Flip - (Dynamic)

This is a simple trick that looks more impressive than it really is, especially when performed repeatedly.

Start	Hold a pen at its middle with the thumb and finger 1.
Description	Now place finger 2 on the same side of the pen as the thumb and with one quick motion push forward with finger 2 and back with finger 1 while removing the thumb. The pen will rotate 180 degrees. At this point you stop pushing and the momentum of the pen should cause it to reverse its spin and return back to the starting position.

Rotation Tricks

These tricks involve rotating a pen with the fingers of both hands.

Tip Walk Rotation

In this trick the pen is rotated with the fingertips of each hand.

Start	Start with the pen held vertically with the right thumb on the bottom and the left finger 1 on the top.
Description	<ol style="list-style-type: none"> 1. Rotate the pen 180 degrees (the left finger goes around the back). The left finger 1 is now on the bottom and the right thumb is on top. 2. Replace the left finger 1 with the left thumb and the right thumb with the right finger 1. 3. Repeat.
Comments	A variation is to alternate between using fingers 1, 2 and 3 of either hand.

Double Spin Rotation

In this trick the pencil is continually rotated in a vertical plane by performing pen spins on each end.

Start	Start with the pen held vertically gripped at the top with the right thumb and finger 2 and at the bottom with the left thumb and finger 2.
Description	Now perform a pen spin on each end of the pen. The effect is that the pen continually rotates in a vertical plane.

Finger 2 Rotation

In this trick the pen is continually rotated around finger 2.

Start	Hold the pencil in the middle with finger 1 and 2 of the right hand, palm facing you. Grab the far end of the pencil with the left hand.
Description	<ol style="list-style-type: none"> 1. With the left hand rotate the pen downwards so that is touching the back of finger 2. 2. Grab the pen with right finger 3 and remove right finger 1. 3. Continue the rotation with the left hand 180 degrees until the pen is resting on the bottom of finger 2. 4. Grab the pen with right finger 1 and remove right finger 3. Continue the rotation to get back to the start.
Comments	<p>The left hand can either keep a solid grip on the end of the pen or perform a pen spin or finger 1 spin.</p> <p>A nice variation is to have both hands perform the same moves that the right hand performs above.</p>

Alternating Index Rotation

In this trick the pen is alternatly rotated around each index finger.

Start	Hold the pencil at an end with the thumb and finger 1 of the right hand. Thumb on top pencil pointing away from you. Hold the other end in a similiar manner but with finger 1 on top.
Description	<ol style="list-style-type: none"> 1. Release the grip with right thumb and rotate the far end to the front by going below the left finger 1. 2. Grab the far end with the right thumb on the bottom of the pen. The pen has rotated 180 degrees and the hands swapped places. Repeat.
Comments	Now place the pen parallel to your body and perform the same move by alternately rotating the pen around right finger 1 then left finger 1. The pen should remain parallel to you.

Sonic - (Dynamic)

In this trick the pen is spun 360 degrees horizontally between pairs of fingers.

Finger 2 Sonic

This trick involves spinning the pencil around finger 2.

Start	To start the trick hold out the hand with the palm down. Place a pencil so that its end is resting on the web of skin between the base of the thumb and finger 1 while the other end rests on the first knuckle of finger 3. About 1/3 of the pencil should be hanging over the end of finger 3. The second joint of finger 2 should be resting on top of the middle of the pencil and curled slightly inwards, while fingers 1 and 3 are straight.
Description	<p>Now apply pressure downwards with finger 2 and release the grip on the end of the pencil (where it touches the web of the thumb). The pencil will now perform a 360 degree anticlockwise spin to be caught between fingers 1 and 2. It should be pointing in the same direction as it was at the start.</p> <p>During the spin the pencil moves as follows:</p> <ul style="list-style-type: none"> ● 1st 90 degrees: The end of the pencil moves anticlockwise until it is under finger 4. The tip of the pencil is over finger 1. ● 2nd 90 degrees: The end of the pencil continues anticlockwise and the entire pencil moves to the top of the hand. It is now basically resting on top of finger 2, parallel to this finger with the end of the pencil pointing away from the hand. ● Rest of the spin: The pencil continues spinning in the same direction and the end of the pencil moves under finger 1 to be caught between finger 1 and finger 2. <p>To finish the trick place the end of the pencil at the web of the thumb and move the top of the pencil back to the starting position. With practice you should be able to perform this trick continually.</p>
Variations	<p>Finger 3: Start as for the Finger 2 version but with the top of the pen on finger 4. The pen now spins around finger 3 to be caught between fingers 2 and 3. This version is harder than the Finger 2 version.</p> <p>Finger 1: Start as for the Finger 2 version but with the top of the pen on finger 2. The pen now spins around finger 1 to be caught between the thumb and finger 1. The catch is slightly different to the other versions.</p> <p>Finger 2 and 3: Start as for the Finger 3 version but allow the pen to spin around both fingers 3 and 2, to be caught between fingers 1 and 2.</p>

Twisted Sonic

This is a variation of Sonic in which the under the finger rather than over it.

Start	Start as for a Finger 2 Sonic , but make sure finger 1 is below finger 2 rather than above it.
Description	Perform a Finger 2 Sonic but keep finger 2 above finger 3. this will cause the end of the pencil to rotate under finger 2 to a position between finger 1 and 2. The tip of the pencil will now be near the base of the thumb as the pen has rotated 180 during the move

Reverse Sonic

Any of the above Sonic variations can be performed in reverse, but this is pretty hard. I can't do it yet.

Fake Sonic

Begin a normal Sonic but instead of releasing the grip on the pencil and letting it spin to the top of the hand, keep a firm grip on it with the fingers so that the end of the pen rotates 360 degrees below the hand. The trick finishes in the starting position.

Super Sonic

This trick involves performing a Finger 3 Sonic, Finger 2 Sonic and a Finger 1 Sonic in rapid succession.

Harmonic Sonic

Perform one of the Sonic variations followed immediately by its reverse version.

Hand To Hand Transfer

This allows the pen to be transferred from hand to hand.

Start	Start the Finger 2 Sonic while moving the hand with the pencil towards the other hand.
Description	Halfway through the spin release the pencil and allow it to fly across to the other hand. If the timing is correct the pencil should land in the other hand in the normal starting position for a Finger 2 Sonic . You will need to experiment with the position of the catching hand so that you can get the pencil to land in the right position.
Comments	A nice looking combination is to do a Finger 2 Sonic on the right hand, toss the pencil to the left hand, do a Finger 2 Sonic and toss it back to the right hand.

Table Spin - (Dynamic)

Start	Place the pen on a table with about 1-2 cm of the end of the pen hanging off the edge of the table.
Description	Sharply hit the underside of the end of the pen so that it fly up into the air. Let the pen rotate through 450 degrees so that it can be caught in a normal writing position.

Thumb Spin - (Dynamic)

These tricks involves spinning a pencil around the thumb in various ways.

Normal	
In this trick the pencil is spun around the thumb.	
Start	Start with the hand held with the palm held perpendicular to the ground. Hold the end of the pen between the thumb and fingers 1 and 2. Finger 1 should be about 1cm from the end of the pen and the thumb should be roughly between fingers 1 and 2. The thumb should be making contact with the pen at the lower portion of the pad.
Description	Push firmly against the pen with finger 2 and then release the pen with finger 1. The pen should now spin around the thumb (just below the thumb nail) to be caught between the thumb and finger 1. The action should be just like snapping the fingers.
Comments	<p>The Double Thumb Spin can also be performed in which the pen performs two rotations around the thumb before being caught.</p> <p>You can finish the trick by catching either the end or the tip of the pen (assuming you started holding the end). From here you can do several things:</p> <ol style="list-style-type: none"> 1. End - I find this finish the hardest. From here you can perform: <ul style="list-style-type: none"> o Another thumb spin. o A pen spin in preparation for a reverse thumb spin. 2. Tip - From here you can perform: <ul style="list-style-type: none"> o A reverse spin. o Behind the hand twirl to prepare for another thumb spin. o Finger 1 Spin to prepare for another thumb spin. I think this variation is the same as the Cardoid trick described in the first link above.

Reverse

In this variation the pencil is spun around the thumb in the opposite direction.

Start	The hand position is the same as for the Normal Thumb Spin . The pencil should be held at the end between the thumb and fingers 1 and 2.
Description	Push with finger 1 and release the end of the pencil with finger 2 so that the pencil wraps around the thumb to be caught between the thumb and finger 2.
Comments	The Double Reverse Thumb Spin can also be performed in which the pencil performs two reverse rotations around the thumb before being caught as normal.

Semi Reverse

In this variation the pencil spins 180 degrees on top of the thumb, rather than spinning around the thumb.

Start	Start as for a Reverse Thumb Spin .
Description	Begin the spin as for a regular reverse spin but make sure that the pen remains on top of the hand. The center of rotation for the pen should be over the crook of the thumb. The trick finishes with the pen falling down between the thumb and finger 1 to be caught in its original position (although it has rotated 180 degrees).
Comments	The Double Semi Reverse can also be performed in which the pencil performs a full rotation on top of the hand before being caught as normal.

Axle

This is an extension of the [Normal Thumb Spin](#). The pencil performs a 1 and 1/2 rotations before it is caught between fingers 1 and 2.

Start	Start as for the Normal Thumb Spin .
Description	Perform the normal spin but allow the pencil to perform an extra half rotation, to be caught between fingers 1 and 2.
Comments	The Double Axle can also be performed in which the pencil performs 2 and 1/2 rotations around the thumb to be caught as for the normal axle. Reverse variations of the Axle and Double Axle can also be performed.

Harmonic

This variation involves repeatedly performing a normal spin followed by a reverse spin.

Comments	The Harmonic can be performed with the Normal Thumb Spin , the Double Thumb Spin , the Axle and the Double Axle
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Spin To Balance

When performing either the normal or reverse thumb spin, if you do not generate quite enough power to get the pen all the way around the thumb you can cause the pen to finish in a balance across the top of the thumb and finger 1.

Toss To Thumb Spin - (Dynamic)

These tricks involve tossing the pen from the hand and having it bounce off the thumb in various ways.

Start	Hold the right hand out, palm up with the fingers pointing to the left. Place a pen across the fingers with the tip pointing away from you. The thumb is then extended over the pen.
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Description	There are several variations that can be performed:
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Thumb Wrap

Toss the pen straight up without imparting any spin on it. The pen should be made to hit the thumb just below its middle point. If performed correctly the pen should now rapidly spin around the thumb to be caught in it's starting position.

Fast Spin

Do the same pen toss as described above but make the end of the pen hit the thumb. The pen will spin 360 degrees, very fast, to be caught in the starting position.

Fake Spin

Toss up the pen so that it will perform a normal 360 degree spin. After the toss the palm rotates to the right. It should now be perpendicular to the ground with the fingers pointing away from you and the thumb extended to the left. As the pen completes the first 180 degrees of the spin the tip of the pen should be directly over the thumb. The thumb hits the tip of the pen and reverses the direction of its spin. The pen now spins 360 degrees in

the reverse direction (away from you) to be caught in the normal starting position (Although the tip of the pen is now pointing towards you).

Two Finger Twirl

Start	Start by holding the pencil in the middle with the index finger of each hand (The back of one finger and the bottom of the other).
Description	Rotate one finger around the other so that the pencil also rotates around the finger. The grip on the pencil tends to move away from the middle. This can be avoided by adjusting which finger moves the pencil.

Two Handed Rotation

In this trick a pen is rotated through 720 degrees with two hands.

Start	Start with a pen held at each end with the thumb and finger 1 of each hand. The thumbs should be on the bottom and the pen parallel to the ground.
Description	<ol style="list-style-type: none"> 1. Rotate the pen 360 degrees anti clockwise (The two ends of the pens will move around the circumference of a circle). The left hand should move over the right during this move. You should now be back to the start, but the thumbs are now on top. 2. Continue the move with another 360 degree rotation, but now the right hand move over the top. 3. Repeat.

Vertical Spin - (Dynamic)

In this trick the pen is made to wrap around finger 2 vertically.

Start	Hold out the right hand with the palm perpendicular to the ground, with the palm facing left. Place the end of the pencil on the web of skin between the thumb and finger 1. Place the middle of the pencil between the very ends of finger 2 and 3 (between the nails). Extend finger 1 and keep it pulled back as it should not get in the way of the trick.
Description	Apply pressure to the pen by pushing up with finger 3 and let the end of the pencil slide off the thumb. The pencil will spin around finger 2 to be caught in the crook of the thumb.

Coin Manipulation

Introduction

Coin manipulation is the manipulation of coins or coin shaped objects with the fingers. This page contains a list of all coin manipulation tricks that I know of ranging from simple tricks that can be learnt in minutes such as the [Coin Spin](#) or the [One Finger Spin](#) to more complex tricks such as the [Coin Walk](#) or the [Roll Down Coin Flourish](#) that take months to perfect.

There is a strong link between coin manipulation and coin magic. I would recommend looking at a good book on coin magic as this is the origin of some of the tricks described here. I only have one (The New Modern Coin Magic, J.B. Bobo) but you should be able to find more references on the web. Bobo contains descriptions of the [Coin Walk](#), the [Roll Down Coin Flourish](#) and the [Downs Star](#) among others.

Coins

I mainly use Australian twenty cent pieces which are round and 2.8 cm in diameter. Other coins I use include US half dollars which are 3.0 cm in diameter and New Zealand fifty cent pieces which are 3.1 cm in diameter. Different tricks will work better with different sized coins. The size of your hands and fingers will also determine the best size of coin to use. Experiment with different coins to work out which ones work best for you.

Those tricks which involve gripping the coin by the edges will benefit from a coin that has a rough milled edge.

Also, if you are performing these tricks, a large shiny coin will produce better results, as it will stand out against the hand better.

Balance Toss

These tricks involve balancing coins on the fingertips and tossing them from finger to finger.

Start	Hold the hand out, palm up and balance a coin flatwise on the tip of finger 1.
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Description	<p>Toss the coin up a short distance and catch it on finger 2. With practice you can quickly move the coin from finger 1 to finger 4 and back.</p> <p>Difficulty can be increased by increasing the angle between the finger and coin. Currently I do it with the coin parallel to the finger but can do some tricks with the coin at a 90 degree angle to the finger (i.e. balanced on the very tip of the finger rather than the pad).</p>
Variations	<ul style="list-style-type: none"> ● Place a second coin on finger 2 and toss both coin across to the next fingers. ● Place a 2 coin stack on finger 1 and toss them to the next finger. ● Place a 2 coin stack on finger 1. Toss the stack up with a slight sideways motion so that they separate in the air. Catch one coin on finger 2 and the other on finger 3. ● Make a coin flip 180 degrees during the toss. ● Three coins at once. ● Two coins on separate fingers to a stack on one finger.
Comments	I prefer larger heavier coins for these tricks as it makes the balance easier.

Bowl Spinning

A coin can be made to roll around the inside of a bowl or lampshade as described [here](#).

Classic Palm Swap

This move is a variation of the *One-Hand Switch*, a move which is used in coin magic. There are many other variations of this move described in **Bobo**, which can be performed as pure manipulation tricks.

The move requires the use of the **Classic Palm**, a coin palming technique in which a coin is held in the centre of the palm so that the rest of the hand can be moved freely. See **Bobo**, or another coin magic book, for more details on palming techniques.

Start	Position the hand as if it was relaxing by your side. The palm should be perpendicular to the ground and the fingers slightly curled and parallel to the ground. Coin 1 should be held in the Classic Palm position and coin 2 resting on fingers 3 and 4.
--------------	---

Description

1. Pull down on the edge of coin 2 so that the coin flips over to the top of finger 2. This move is related to the [Underside Walk](#).
2. Release coin 1 and let it fall down until it rests on fingers 3 and 4. As it falls down it will flip 360 degrees.
3. Coin 2 is now pushed up into the **Classic Palm** position with the tip of finger 2.
4. Repeat.

Claw Catch

This trick involves throwing up several coins and catching them with multiple claw catches.

Start

Place two coins on the back of the hand.

Description

Throw them in the air and catch each coin individually with a claw catch (i.e. two separate catches).

Now try more coins or coins on both hands at the same time. I can catch six coins (3 on each hand) and four with one hand. It seems possible to do five coins.

Comments

You can make the last catch a bit easier by doing a palm up catch. With this method I can do four coins consistently.

To make the trick more impressive (difficult), limit the amount of upwards distance to the throw, and the amount of distance below the initial throw point for the last catch. As an example, with three coins I throw them up about 10cm, and the last catch is about 10cm below the initial throw point.

Flatwise:

A more difficult version is to catch each coin flatwise. The first coin is caught between the thumb and finger 1, the second is caught between the back of finger 1 and finger 2, and so on. The trick can be made easier by reducing the amount of spin on the coins when they are thrown. I can do this with 1 coin consistently, two coins occasionally and once (probably never again) with three coins.

Edgewise:

If the flatwise version wasn't hard enough try to make each catch edgewise between pairs of fingers. This is extremely hard and I can do it with 1 coin about 1 time in 50.

Coin Roll

This trick involves rolling the coin edgewise between the fingers.

Coin Spin

The Spin is a fundamental move that forms the basis for many tricks. It involves spinning a object between the thumb and the first two fingers and can be performed with coins, pencils, cards and other objects.

Coin Spin

The basic move involves spinning a coin (or other object) between the thumb and the first two fingers.

Start	Hold a coin flatwise between the thumb and finger 1. The thumb is on top and heads is facing the thumb.
Description	<ol style="list-style-type: none"> 1. Push the coin with the thumb over the tip of finger 1 until the coin is being held with the thumb and the back of finger 1 (on the nail). Replace the thumb with finger 2. Now the coin is held between finger 2 and the back of finger 1 with heads facing finger 2. 2. Replace finger 1 with the thumb. 3. Replace finger 2 with finger 1. You are now back to the starting position but tails are now facing the thumb. 4. Repeat.
Comments	<p>With practice you should be able to do this spin very quickly and smoothly. When you get it working correctly, finger 2 stays still while the other two do most of the work.</p> <p>This is spinning forwards. You can also do the spin to the right, left and backwards (backwards is the hardest for me).</p> <p>Once you can do this trick smoothly practice it using fingers 2 and 3, and fingers 3 and 4. At first this will seem awkward but these variations are essential for some of the other tricks described later.</p>

Heads Up Spin

This is a variation of the [Coin Spin](#) in which one face of the coin always remains on top.

Start	Start as for the Coin Spin .
Description	<ul style="list-style-type: none"> • Perform step 1 of the Coin Spin. • Replace finger 2 with the thumb and slide the coin back to position 1.

Double Spin

This trick is just two [Coin Spins](#) performed at once on the same hand.

Start	Hold coin 1 flatwise between fingers 1 and 2 and coin 2 between fingers 2 and 3.
Description	Perform steps 3, 2 and 1 of a normal Coin Spin with coin 1. Then do the same steps with the coin 2. Repeat.
Comments	At first there will be a pause between each spin but with practice this can be reduced.

Stack Spin

This trick involves performing a [Coin Spin](#) with a stack of two or more coins.

Start	Start with a stack of two or more coins held flatwise between the thumb and finger 1.
Description	Perform a normal Coin Spin but treat the stack as if it was just one coin. The coins will slide against each other during the motion but this can be reduced with practice.
Variations	<p>During a 2 coin stack spin you can make the coins flip around each other. There are three variations described.</p> <ul style="list-style-type: none"> • Top Coin Flip: Perform steps 1 and 2 of the Coin Spin. Slide the top coin away from you with the thumb until only half of it is resting on the bottom coin. Use finger 1 to flip the top coin 180 degrees until it is resting on top of the thumb. Remove the thumb. • Exchange: Perform step 1 of the Coin Spin. Slide the top coin sway from you with finger 1 until only half of it is resting on the bottom coin. Hold the bottom coin with the thumb, then slide the top coin back further, then under the bottom coin (keeping the same face to the top). You will finish at step 2 of the Coin Spin. • Bottom Coin Flip: Perform step 1 of the Coin Spin. Slide the top coin away, as in the above variation. Move the thumb underneath the bottom coin and flip it 180 degrees upwards until it is resting on top of finger 1. Remove finger 1 and finish at step 2 of the Coin Spin. <p>If you understand those descriptions then with practice you can do a fast two Coin Spin</p>

throwing in the above three moves when you feel like it.

Coin Walk

The following tricks are based on one of the most well-known coin manipulation tricks and involve "walking" a coin across the back of the knuckles in various ways.

This trick is also known as the **Coin Roll** but I do not use this term as I have another trick with this name.

Walk Down

The base trick involves making a coin walk across the back of the knuckles, from finger 1 to finger 4.

Start The hand position for all [Coin Walk](#) tricks is with the palm down, fingers curled into a loose fist with the first joint of the fingers parallel to the ground. Only the first joint of the fingers are used.

Start with a coin held between the tip of the thumb and side of finger 1. Heads facing the thumb.

Description

1. With the thumb, push the coin slightly until it is balancing on the top of finger 1.
2. Use the inside of finger 2 to grab the edge of the coin and pull down on it so that the coin rolls over to the top of finger 2. Tails is now up.
3. Use the inside of finger 3 to grab the edge of the coin and pull down on it so that the coin rolls over to the top of finger 3. Heads is now up.
4. Use the inside of finger 4 to grab the edge of the coin and pull down on it so that the coin rolls over to the top of finger 4. Tails is now up.

Comments One of the problems when first learning this trick is that the coin tends to slip off the knuckles. This can be helped by licking the back of the knuckles which will help to prevent the coin sliding.

Continuous Walk Down

This is an extension to the [Walk Down](#) that allows you to continually perform it by sliding the coin with the thumb back to the starting position.

Start Start as for the [Walk Down](#).

Description	<ol style="list-style-type: none"> 1. Perform steps 1-3 of the Walk Down 2. Now raise finger 4 and grab the top face of the coin and pull it down so that it is held flatwise between the first joints of finger 3 and 4. 3. Move the thumb under the hand and place it against the far side of the coin. Pull it towards you and release the grip with the fingers until the coin rests on top of the thumb. 4. Slide the coin across the underside of the hand and push it back to the starting position.
Comments	When moving the coin underneath the hand there are two methods. Slide the coin against the underside of the fingers or balance the coin on the thumb and carry it across. The second method is harder but is necessary for walking multiple coins.

Walk Up

The trick is the reverse of the [Walk Down](#).

Start	Start with the coin balanced on the top of finger 4.
Description	<ol style="list-style-type: none"> 1. Use the inside of finger 3 to grab the edge of the coin and pull down on it so that the coin rolls over to the top of finger 3. 2. Use the inside of finger 2 to grab the edge of the coin and pull down on it so that the coin rolls over to the top of finger 2. 3. Use the inside of finger 1 to grab the edge of the coin and pull down on it so that the coin rolls over to the top of finger 1. 4. Grab the top of the coin with the thumb and pull it down beside finger 1.

Continuous Walk Up

This is an extension to the [Walk Up](#) that allows you to continuously perform it by sliding the coin with the thumb back to the starting position.

Start	Start as for the Walk Up .
Description	<ol style="list-style-type: none"> 1. Perform steps 1-4 of the Walk Up. 2. Slide the coin under the hand with the thumb to a position below the gap between fingers 3 and 4. 3. Push the coin up between this gap so that it finishes in the starting position for the Walk Up.

Pendulum Walk (Down Right - Up Right)

This trick is simply the combination of the [Walk Down](#) followed by the [Walk Up](#).

Start	Start as for the Walk Down .
Description	<ol style="list-style-type: none"> 1. Perform steps 1-3 of the Walk Down. 2. Grab the edge of the coin with finger 4 and pull it over to (almost) the top of that finger. (The coin does not quite go to the top of finger 4, and it not released by finger 3). 3. Now perform steps 1-4 of the Walk Up to return to the starting position.
Comments	<p>In order to make the coin move as fast as possible you can do either two things:</p> <ul style="list-style-type: none"> ● Give the coin some additional momentum by making a tilting movement with your hand whenever the coin is about to change directions. For the Walk Down tilt the hand forwards (away from you) and for the Walk Up tile the hand backwards. ● Rotate the hand in the opposite direction to the movement of the coin. For the Walk Down rotate the hand towards you and for the Walk Up rotate the coin away from you.

Stack Walk

The [Coin Walk](#) variations can be performed with a stack of two (maybe more) coins treated as if they are a single coin. The coins will have a tendency to sepearate so try to make sure that the stack stays together.

Stack Walk Spilt

This trick involves performing a two coin stack walk, splitting of the coins and returning them to the stack.

Start	Start with a two coin stack held in the starting position for the Walk Down .
Description	<ol style="list-style-type: none"> 1. Perform the Walk Down until the stack is resting on top of finger 3. 2. Use finger 4 to pull the top coin (coin 1) from the stack to a rest position on the thumb. The bottom coin (coin 2) moves to the top of finger 4. 3. Perform a Walk Up with coin 2 until it rest on finger 1 while at the same time move coin 1 to a position next to finger 1. 4. Push coin 1 back to the top of the stack and repeat.

Underside Walk

This is just one of the [Coin Walk](#) moves performed on the underside of the hand (ie with the palm up)

It can be combined with the [Walk Down](#) by doing steps 1-3 of the [Walk Down](#), pulling the coin to a position below finger 3, then inverting the hand (palm up) and continue the roll across the fingers towards the first finger. Use thumb to bring the coin back to start. Repeat.

Weave Walk (Porpoise)

In this variation the coin weaves over and under the fingers.

Start	Start as with the Coin Walk .
Description	<ol style="list-style-type: none"> 1. Move the coin to the top of finger 1. 2. Now let the coin fall between fingers 1 and 2 to be held with the thumb against the underside of the hand. 3. With the thumb push the coin up between fingers 2 and 3 until it is resting on top of finger 3. 4. Pull the coin down with finger 4 until the coin is again held with the thumb. 5. Push it up between fingers 3 and 2 until it rests on finger 2. 6. Drop the coin down between fingers 1 and 2, onto the thumb which moves it back to the starting position.
Comments	<p>A nice variation of this is to continually move the coin around finger 1. Perform steps 1 and 2 above. Now grab the coin (under the hand) with the thumb and finger 2. replace finger 2 with finger 1 to return to the start.</p> <p>You can also perform this move with the same face of the coin remaining in contact with finger 1, but I prefer the first version.</p>

Continuous Staircase (Down Right - Down Left)

This is a continuous [Walk Down](#) move in which the coin moves from one hand to another.

Start Start as for the [Walk Down](#).

Description	<ol style="list-style-type: none"> 1. Perform steps 1-4 of the Walk Down with the right hand. 2. Move the left hand in front of (and under) the right hand and let the coin slide down to be caught between the thumb and finger 1 of the left hand. 3. Perform steps 1-4 of the Walk Down with the left hand. At the same time move the right hand under the left hand until the thumb is just below finger 4 of the left hand. Make sure you go under the other hand so you do not obscure the coin walk on that hand. 4. Transfer the coin back to the right hand.
Comments	<p>Make sure the transition from one hand to the other is as smooth as possible.</p> <p>You can also do the Continuous Staircase in the reverse direction by doing the Walk Up and transferring the coin from between the thumb and finger 1 to the top of finger 4.</p>

Down Right - Up Left

Another combination of the [Walk Down](#) and [Walk Up](#) moves.

Start	Start as for the Walk Down .
Description	<ol style="list-style-type: none"> 1. Perform steps 1-4 of the Walk Down with the right hand. 2. Transfer the coin to the gap between fingers 3 and 4 of the left hand (which is positioned below the right hand). 3. Perform a Walk Up with the left hand and finish by transferring the coin to the right hand (held between the thumb and finger 1).
Comments	<p>During this move each hand rotates around each other in an anticlockwise direction to prevent the moving coin from being obscured.</p> <p>The reverse move (Down Left - Up Right) can also be performed.</p>

Double Pendulum (Down Right - Down Left - Up Left - Up Right)

This trick is the [Pendulum Walk](#) extended over both hands.

Start	For this trick place both hands together, the left hand in front of the right with finger 4 of the right hand touching finger 1 of the left hand.
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Description	<ol style="list-style-type: none"> 1. Perform steps 1-4 of the Walk Down with the right hand. 2. Use the edge of finger 1 on the left hand to roll the coin over to the top of that finger. 3. Perform a Walk Down with the left hand. 4. Reverse the moves back to the start.
Comments	<p>Make sure you don't separate the hands too much so the transfer from hand to hand looks smooth.</p> <p>This can be done with two coins at once as follows:</p> <p>Start with coin 1 held between thumb and index finger of right hand. Coin 2 is balanced on finger 4 of the left hand.</p> <ol style="list-style-type: none"> 1. Simultaneously do a Walk Down with the right hand and a Walk Up with the left. When you finish coin 2 is held between the left thumb and index finger. Coin 1 is balanced on finger 4. 2. Transfer coin 1 to the gap between finger 1 and 2 of the left hand. Coin 2 is then pushed with the left thumb to the top of finger 4. 3. Continue the walks to get to the start position.

Two Coin Walk

These variations involve doing a [Continuous Walk Down](#) or [Continuous Walk Up](#) with two coins on one hand. I find the [Continuous Walk Down](#) method the easiest so I will describe these variations based on that.

There are two ways in which you can do this. Practise them both because you need to be able to do the moves from both if you want to master the three-coin walk.

Method 1

Start	Start with coin 1 held in the normal starting position between the thumb and finger 1. Coin 2 is held in the finish position between fingers 3 and 4.
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Description	<ol style="list-style-type: none"> 1. Walk coin 1 to the gap between fingers 1 and 2. 2. Drop coin 2 onto the tip of the thumb and move it to the starting position. 3. Walk coin 1 to the gap between fingers 3 and 4. 4. Repeat.
Comments	With practice you can merge steps 2 and 3 together so that they are both performed at the same time. This will increase the smoothness of the walk.

Method 2

Start	Start as for method 1.
Description	<ol style="list-style-type: none"> 1. Walk coin 1 to the gap between fingers 2 and 3. (This is the difference between the two methods.) 2. Drop coin 2 onto the tip of the thumb and move it to the starting position. 3. Walk coin 1 to the gap between fingers 3 and 4. 4. Repeat.
Comments	Again steps 2 and 3 can be performed at the same time. I find this method harder than the first.

Three Coin Walk

The [Continuous Walk Down](#) with three coins on one hand.

Start	Start with coin 1 held between fingers 1 and 2, coin 2 between fingers 2 and 3 and coin 3 between fingers 3 and 4.
Description	<ol style="list-style-type: none"> 1. Move coin 3 to the normal starting position. 2. Move coin 2 down one position. 3. Move coin 1 down one position. 4. Move coin 3 to the gap between fingers 1 and 2. 5. Repeat.
Comments	Technically this is not much harder than the two coin variations but is much harder to get smooth.

Four Coin Walk

The [Continuous Walk Down](#) with four coins on one hand.

Start	Start as for the three coin method and place a fourth coin on top of finger 1.
--------------	--

Description	Perform the first three steps of the three coin variation. Now push coin 4 (with coin 3) to a position between fingers 1 and 2. Now push coin 3 on top of finger 1. Repeat.
--------------------	---

Misc Coin Walk Tricks

Some more tricks to try:

- Do three coins on two hands in a cascade pattern. The cascade is a juggling pattern.
- Do four coins, two on each hand
- Do a five coin cascade on two hands (the cascade is a basic ball juggling pattern)
- Do some Coin Passing with a friend.

Downs Star

This trick is based on a magic trick with the same name, which is described in **Bobo**. I have extended it slightly and turned it into a pure manipulation trick rather than a magic trick. It involves placing a stack of coins on the palm, making a fist and opening it to show each coin balanced on a fingertip.

Stack To Star - 4 Coins

The first part of the trick involves transferring a stack of 4 coins resting on the palm to a position where each coin is resting on each of the fingertips of the same hand.

Start	Start with a stack of 4 coins resting on the palm (on the fleshy part at the base of the thumb) One edge of the stack should be touching the main crease mark where the thumb joins the palm. Bend the thumb in to keep the stack from moving.
--------------	--

Description	<ol style="list-style-type: none"> 1. Close the hand into a loose fist and use the fingertips to slide the coins away from the thumb. The goal is to have each finger positioned on the center of one coin. Finger 1 will be on the lower-most coin. It is hard to stretch finger 4 to the top of the stack so I first use finger 3 to slide the top coin across slightly. 2. Turn the hand over and spread the fingers. A coin should be balanced on the tip of each finger.
--------------------	---

Stack To Star - 5 Coins

There are two ways to add a fifth coin.

Method 1

Start	Start with a five coin stack on the palm.
Description	Perform the 4 coin version but finish with two coins balanced on finger 1. Now use the thumb to slide the top coin off finger 1 and onto the thumb. Transferring the coin from the top of finger 1 to the thumb is easy but getting two coins on top of finger 1 is pretty tricky.

Method 2

Start	Start as for the 4 coin version but hold a fifth coin on the inside of the first joint of finger 1.
Description	Perform the 4 coin version as normal then finish by sliding the fifth coin onto the thumb.
Comments	The second one is the easier of the two methods, but not the nicest from the viewers perspective.

Closing/Opening the Star

Once you have completed the star you can collapse and then reopen it.

Start	Start with a completed 5 coin Downs Star .
Description	<ol style="list-style-type: none"> 1. The edges of the coins on fingers 2, 3 and 4 are touched to the edge of fingers 1, 2 and 3. 2. With a quick movement, move all four fingers and thumb together until each coin is held flatwise between two other fingers. The coins on finger 1 and the thumb will be held together in a stack between finger 1 and the thumb. 3. This move can be reversed by slightly tilting the hand towards finger 4 and releasing the grip on the coins so they fall back onto the fingertips. You will then need to transfer the top coin from finger 1 to the thumb as described in Step 4 above.

Star To Stack

Another useful move is to transfer a completed 5 coin [Downs Star](#) to a stack of 5 coins held between the thumb and finger 1.

Start	Start with a completed 5 coin Downs Star .
--------------	--

Description	Close the star as shown above then remove finger 1 so that you have three coins held between finger 2 and the thumb. Repeat this until all coins are in a stack. Once you have a stack you should be able to manouver it back to the starting position (on the palm) and repeat the trick.
--------------------	---

Curl

Once you have the five coins balanced you can do a curling move with the arm similiar to a plate move. I'll try and explain this move.

Start	Start with a five coin star on the right hand with the fingers pointing away from you.
Description	<ol style="list-style-type: none"> 1. Turn the hand anti clockwise 180 degrees until the fingers are pointing towards you. The elbow must raise a fair bit during this move as the hand moves under the bicep. 2. Continue the turning motion through 360 degrees and raise your arm above your head as you do. Your hand should be above your head, palm up and fingers pointing behind you. 3. Another 180 degree turn and you should be back to the starting position.
Comments	This move can be used as a fancy start to the normal stack to star move. Start the stack on the palm with the fingers pointing away. During step 2 of the curl close the hand and perform the Stack to Star move. Finish the curl with the open star.

Transferring the Star

A completed star can be transferred from one hand to another.

Start	Start with a star on the right hand with the hand held out in front of you. The left hand is empty and held in a similiar manner.
Description	Quickly clap your hands together so that each coin is held between two fingers, i.e, the coin on finger 1 is held between finger 1 of each hand etc. At this point the hands should be perpendicular to the ground. Continue the move by returning the left hand to its original position, but now it has the coins balanced on it.

Edge Balance

The next set of tricks involve starting with a stack of coins and finishing with the coins balanced

edgewise between the fingers in various ways.

Wider coins will improve the ability for them to be held edgewise.

Two Coins - Variation 1

This is pretty simple.

Start Start with 2 coins held in an edgewise stack between fingers 2 and 3.

Description

1. Roll the back coin up with the thumb and hold it between the thumb and finger 1.
2. Move the coin so the the bottom edge rests on the top edge of the bottom coin.
3. Remove finger 1 and the result is shown in the following ascii diagram (as viewed from the front):

```

-      Thumb
O      Top Coin
O      Bottom Coin
- -    Finger 2 and 3

```

Two Coins - Variation 2

Easy to get to, hard to keep the balance.

Start Start as for [Variation 1](#).

Description The finish position for this variation is:

```

-      Thumb
O      Top Coin
O      Bottom Coin
-      Finger 2 or 3

```

Three Coins

I can almost do this.

Start Start as for [Variation 1](#) but with a three coin stack.

Description	The finish position for this variation is:
--------------------	--

-	Thumb
o	Top Coin
o o	Bottom Coins
- -	Finger 2 and 3

Five Coins

I can hardly get to this position using two hands!!

Start	I have no idea ;-)
--------------	--------------------

Description	The finish position for this variation is:
--------------------	--

-	Thumb
o o	Top Coins
o o o	Bottom Coins
- - -	Finger 2, 3 and 4

Comments	I suspect an easier way to this and the above trick is to perform two separate flourishes on each hand, then transfer the coins from one hand to the other in a way that gives the desired results. I have only just started trying this.
-----------------	---

Edge Walk

This is a trick that is useful to help in learning the [Coin Flourish](#).

Start	Start by holding a coin edgewise between the thumb and finger 1. The face of the coin should be perpendicular to finger 1 in the same way that the coins are held in the Coin Flourish .
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Description	<ol style="list-style-type: none"> 1. Bring finger 2 to hold the edge of the coin next to the thumb. Release the thumb and return finger 2 to its natural position. 2. Repeat this move with finger 3, and finger 4. 3. Now the coin should be held between fingers 3 and 4. Reverse the moves to get back to the starting position.
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Comments	<p>To provide more help for the Coin Flourish try this trick with a stack of two or three coins.</p> <p>If you can do this smoothly with a stack of two coins then you can perform a nice illusion. To do this perform the two coin Edge Walk with the front coin facing the audience.</p> <p>During the walk the back coin should remain hidden to those people in front of you. Try to make sure the coins do not slide together giving the audience a view of the back coin, or allowing them to hear the two coins sliding together. After a few iterations of the Edge Walk just split of one of the coins making it appear as if one coin has turned into two.</p>
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Two Coin Edge Walk

The Edge Walk can also be done with multiple coins, but with the coins kept apart. As an example here is how it can be done with two coins.

Start	Start with coin 1 held between the thumb and finger 1 and coin 2 held between fingers 1 and 2.
Description	<ol style="list-style-type: none"> 1. Roll coin 2 to a position between fingers 2 and 3. 2. Roll coin 1 to a position between fingers 1 and 2. 3. etc.
Comments	When coin 2 reaches fingers 3 and 4, it is then transferred back to a position between the thumb and finger 1.

Elbow Catch

The trick involves placing coins on the elbow and catching them with a claw catch.

Start	Hold your right hand next to your right ear, palm up. Now balance a stack of coins on your right elbow.
Description	With a sharp motion you can swing your right hand down and catch the coins before they fall.

Face Changing

This trick is based on a magic effect but I will only describe the required move here. A more complete description of the effect will be provided when I write the magic section of this document.

The move involves tipping a coin from one palm to another as if you are going to display the other face of the coin, yet the original face remains upturned.

Start	Start with the right hand outstretched, palm up and fingers pointing away from you. Place a coin heads up in the centre of the palm.
Description	Make a motion as if you are going to tip the coin into the other palm. During the motion slightly pull back and push forwards with the hand so that the coin flips 180 degrees under cover of the hand. It will land in the other palm with heads facing up.
Comments	With a little bit of practice you should be able to do the motion so that there is no difference between it and the normal tipping motion. For best effect you should perform two or three normal tipping motions before using this move.

Fan

For this trick you start with a stack of coins held in the fingers and finish with the coins neatly fanned. There are two methods for doing this.

Method 1

Start	Hold the hand out so that finger 1 is parallel to the ground and the palm is perpendicular to the ground. Hold a stack of three coins flatwise between finger 1 and the thumb. The bottom of the stack should be on the upper edge of finger 1.
Description	<ol style="list-style-type: none"> 1. Slowly push the thumb away from you so that the top coin slides over the middle coin about half its width. 2. Now push the thumb down so that it contacts the middle coin and now you can push the middle coin out half its width. <p>From here you can reverse the moves to get back to the start.</p>

Comments	<p>For the best effect try to minimize the amount of coin that you grab with the thumb so that the coins can be clearly seen.</p> <p>You can increase the amount of coins but there is a limit. I can create a nice fan with up to 8 50c pieces. Any more than that and I end up with the bottom coins not fanning properly.</p> <p>For this version and the one below make sure the entire fan is formed with one smooth motion of the thumb.</p>
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Method 2

This method involves fanning the coins along the tips of all four fingers.

Start	Start as for Method 1 . Make sure that all of the fingers are held together with the tips level. This provides a base along which the coins can be fanned.
Description	Bend the thumb over to the far side of the stack and slide the thumb backwards so that the entire stack moves a half diameter. Continue this until the coins are fanned across the finger tips. The bottom coin will be over finger 1 and the top coin over finger 4.
Comments	<p>The disadvantage to this method is that it is harder to get a neat fan. Also, IMO, the completed fan does not look as nice as the previous version.</p> <p>The advantage is that more coins can be fanned, and that after completing the fan you can remove the thumb to show the fanned coins resting on the fingertips.</p> <p>This method is a good way to get to the Downs Star. Perform the Fan with four coins and make sure that the trick finishes with each coin centered over a fingertip. Then separate the fingers to complete the star. Reverse the moves to get back to the stack.</p>

Flip Flop

Start	Start with a coin held flatwise between the very tips of the index fingers of each hand as shown below:
--------------	---

```

===== | =====      = Fingers
          |               | Coin
          |               |
  
```

Description	<ol style="list-style-type: none"> 1. With one finger push the coin up on top of the other finger as shown:
--------------------	--

```

=====
      -----
            =====

```

2. Pull back on the coin and return to the start position.
3. Repeat the move with the other finger.

Comments	If you have long fingernails this trick will probably be much harder :-)
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Flips and Swaps

The next series of tricks involve holding a stack of coins and flipping them over each other in various ways.

Coin Flip

This trick involves flipping the front coin to the back of the stack. The coin will flip 180 degrees during the move.

Start	Hold two or more coins in an edgewise stack with the first joints of fingers 1, 2 and 3, palm facing up.
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Description	<ol style="list-style-type: none"> 1. Use the thumb to roll the outer coin up, against finger 1, about half of it's diameter. 2. Then pull back and down with the thumb and the coin will do a 180 degree flip over the other coins, finishing at the back of the stack.
--------------------	--

Comments	Make sure to keep a firm grip on the stationary coins as you flip the other coin over them. You can also do the flip with multiple coins at a time.
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Coin Flip Reverse

This trick involves flipping the back coin to the front of the stack.

Start	Start as for the Coin Flip .
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Description	Pull the back coin up with the thumb and flip it to the front by pushing it with the thumb.
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Comments	This is a bit harder than the normal version.
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Coin Swap

You can move the front coin to the back of the stack without the 180 degree flip.

Start	Start as for the Coin Flip .
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Description	Perform the first step of the Coin Flip , but roll the coin right above the others. Then move finger 2 to the back of the stack and slightly twist the stationary coins, so that coin 1 can be rolled down to the back of the stack.
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Coin Swap Reverse

This trick involves moving the back coin to the front of the stack without the 180 degree flip.

Start	Start as for the Coin Flip .
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Description	You can move the back coin to the front by reversing the above steps, though you twist the base coins by slightly curling finger 3.
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Double Flip

This trick involves holding a stack of two coins between two fingers of either hand then alternating flipping the coins.

Start	Start with a stack of two coins held edgewise between the thumb and finger 1 of the right hand. The thumb should be above finger 1 with the fingers pointing to the left. Now grab the stack with the thumb and finger 1 of the left hand in a similiar manner with the thumb close to you and finger 1 on the far side of the stack.
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Description	<ol style="list-style-type: none"> 1. Pull the left most coin to the left so that it rotates about its bottom edge 90 degrees (The bottom edge remains in contact with the other coin during this motion). Continue the rotation while moving the bottom edge up to the top of the stack. The result effect is that the coin has been flipped 180 degrees and we are back to the starting position. 2. Now repeat the move with the right hand by pulling towards you on the coin.
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Comments	The coins can also be rotated in the opposite directions
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Takeout Flip

In this variation you remove the middle coin from a stack of three, flip it 180 degrees and return it to the stack.

Start	Hold three coins in an edgewise stack between thumb and finger 1.
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Description	<ol style="list-style-type: none"> 1. Use finger 3 to pull the middle coin down past the other coins. 2. Flip this coin 180 degrees by pulling back on it with finger 2. 3. Roll coin back into the stack.
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Glass Bounce

This is a trick I used to do as a kid and have recently seen in the movie Varsity Blues. Basically you place a glass on the table and bounce a coin off the table and into the glass. The goal is to see how many coins you can get in the glass before you miss one.

Gimmicked Tricks

These tricks rely on some kind of gimmick or trick rather than manipulation skills. I include them here because some are pretty cool :-)

Forced Coin Toss

This is a method in which you can force the result of a coin toss. By coin toss I mean the move where you toss a spinning coin in the air, catch it in the hand, slap it on the back of the other hand and someone calls heads or tails.

Start	Use a coin that has a rough pattern on one side and a smooth one on the other. You need to be able to distinguish between each side by feeling it quickly with the tip of the thumb.
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Description	Toss it in the air, catch it with your right hand with the tips of fingers 1, 2 and 3 with the tip of your thumb touching the face of the coin. Quickly determine which face is upwards by moving the thumb across the face. Now you can either predict the outcome of the toss, or force the desired result by using the Face Changing move during the slapping motion if necessary.
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Comments	The whole motion should be practiced until it can be done smoothly so that there is no discernable difference between a forced toss and a normal toss.
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Magnetic Coin Balance

This trick involves balancing a coin edgewise on another through the use of a small magnet.

Start Find two coins that are made of the right metals, so that they are attracted by the magnet. Hide a small magnet between the thumb and the first two fingers.

Description Hold one coin (preferably one that is slightly larger than the one to be balanced) between these fingers as well. Place the second coin in an edgewise balance on top of the first coin and the magnet should cause it to remain balanced there. If you are careful you can even set the top coin spinning!

Matchstick Balance

A method to perform the two coin [Edge Balance](#) with a gimmick.

Description Place two small coins next to each other so their edges touch. Now place a match across the whole length and grab the ends of the match and coins with finger 1 and the thumb. With the match hidden behind the coins it will look like you are balancing the coins on each other.

Nose Balance

Certain coins are wide enough that they can be balanced edgewise on a reasonably flat surface without any skill needed. Apparently a US nickel is a good coin for this. Assuming you are already adept at balancing things on your nose (juggling clubs, pencils, etc) it should be an easy matter to balance a coin on your nose.

There are probably people skilled enough at balancing to do this with any old coin.

Juggling

Coins can be juggled in the conventional sense. Look at [JIS](#) for information on juggling.

Monocle Catch

This trick was made famous by M. Cinquevalli and others in the late 1800's. A description of it can be found [here](#) under the title **The Eyeglass Trick**. Essentially a coin is dropped to be caught on the foot, then kicked up into the air to be caught in the eye as if it were a monocle or eyeglass.

I have not seen it performed but I can throw a coin from the hand to the same catch (Which is much easier :-). Actually I don't use a real coin but a light plastic casino chip. I have tried the kickup version but it's pretty hard ;-)

Muscle Pass

EXPAND THIS!!!

This trick involves placing a coin on the palm, squeezing with the muscles of the hand and making the coin jump up into the air, all without any apparent motion of the hand. It is a move used in coin magic which looks very impressive when performed well.

Start	Place a coin in a high Classic Palm position (closer to the thumb than normal).
Description	Now slowly squeeze with the big muscle of the thumb to apply pressure to the edges of the coin. When done right the coin should fly up and to the left (assuming the right hand is used).
Comments	This is VERY hard. It will take a lot of conditioning of the hand muscles until you can even get the coin to flip over. But with practice you can get the coin to jump upwards at least 30cm.

One Finger Spin

This is a pretty simple trick.

Start	Hold a coin edgewise between the tips of fingers 2 and the thumb.
Description	Now pull back on the top edge with finger 1 and rotate the coin 180 degrees. Repeat until bored :-)

Pong

This trick involves bouncing a small coin between two larger coins.

Start	Place two large coins about 10cm apart on a flat smooth surface. Place a smaller coin next to one of the large coins and place an index finger of each hand on top of the large coins.
Description	Sharply hit the small coin with one of the larger coins so that it slides across towards the other coin. Before it stops sliding hit it back towards the start. Repeat.
Comments	<p>Try to increase the speed of the small coin and the distance it moves. At first you will need to make a lot of error corrections as the small coin bounces off at weird angles but this can be reduced with practice.</p> <p>I am currently experimenting with a variation in which two small coins are bounced back and forth in two columns as follows:</p> <pre> C1 <- c1 -> c1,c2 Two small coins <- c2 -> C2 C1,C2 Two large coins </pre>

Pumpkin Seed Toss

This is a simple method of tossing a coin.

Start	Start with a coin held edgewise between the tips of the thumb and finger 1. The coin should be parallel to the fingers.
Description	Quickly squeeze on the edges of the coin so that the coin flies away from the fingers. A variation I have been working on is to hold an m&m between the fingers with the arm fully extended. Now perform the toss so that the m&m flies the entire length of the arm to be caught in the mouth. Protective glasses should be worn when practicing this trick!

Pushing

Here are some tricks that involves pushing coins around on a flat surface.

Column Push

Place two coins on a flat surface so that their edges are touching. Now push on the outer edge of one of the coins so both coins slide across the surface in a column. At first the speed will be slow as you make error corrections but with practice you can increase the speed. Now try pushing the column around in large circles etc. This can also be performed with three coins but it is much harder.

Rotation Push

This trick involves pushing a coin around the circumference of a stationary coin.

Start	Place two coins on a flat surface with their edges touching.
Description	Push one of the coins by an edge so that it rotates around the circumference of the other coin.
Comments	The coins should remain in contact throughout the move but make sure that the base coin does not move. With practice the speed of the rotation can be increased.

Roll Down Coin Flourish

This trick involves starting with a stack of four coins held edgewise between the thumb and the first three fingers and finishing with one coin held edgewise between each pair of fingers. It also know as the **Coin Split**.

There are several methods of doing this.

Method 1

Start	Start with a stack of four coins as described above. Make sure that the coins are against the middle joint of finger 2. The coins should initially be held so that the thumb can be removed without the coins falling. Hold the hand so that the fingers are perpendicular to the ground.
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Description

1. Use the thumb to move the bottom two coins upwards a small distance (about a 1/4 of a coin width). The thumb now presses against the two other coins while finger 3 slides closer to the thumb.
2. Use finger 3 to roll the top two coins down while the thumb and finger 1 move the other two coins to the right side of finger two. You should now have two coins held between fingers 2 and 3 and two coins held between finger 1 and the thumb. Finger 2 should be closer to the wrist than fingers 1, 3 and 4 This position is shown in the following diagram:

```

4 3 1
  0 0
    2 T

```

3. Now move the left edge of the right stack to touch finger 2 and move finger 4 next to finger 2 as shown below:

```

3 1
  0 0   - Coins
4 2 T

```

4. Now pull out with the thumb and finger 4, taking one coin from each stack to arrive in the finishing position with a coin held between each finger and one held between the thumb and finger 1.
5. Reverse the moves to get back to the start.

Method 2**Start**

Start as for [Method 1](#).

Description

1. Pull slightly upwards on the bottom two coins with the thumb.
2. Now let the top two coins roll down to be held between finger 3 and 4.

```

  2
3 1
  0 0
4 T

```

3. Finger 2 is then moved under the coins and placed against the inner side of the two stacks. This is similiar to position 3 in the first method except finger 2 is not directly holding any coins.
4. Now pull outwards with finger 2 to take two coins out of the two stacks to

complete the flourish.

Comments

I find the difficult part of this trick is holding one (or more) coins between finger 3 and 4. To make it slightly easier adjust the starting position so that the coins eventually finish in a comfortable position between fingers 3 and 4. For me the starting position is at the middle of the middle joint of finger 2.

In learning this trick I first started practicing the [Edge Walk](#) with two coins. Once this becomes smooth practice the flourish with just two coins finishing with the coins in all possible finishing positions. Then do the same with three coins and then four should be pretty easy.

When performing this trick a nice effect is achieved as follows. Start with the stack of coins held in a hand, fingers pointing towards the audience. Drop the hand down so that the fingers point to the ground. Perform the flourish during this dropping motion and bring the hand back to the start position when the flourish is complete.

Variations

Try transferring the finished flourish from one hand to another.

Apparently the flourish can be done with five coins, the fifth coin becomes held between finger 4 and the thumb. I have not seen anyone perform this but I've heard that Charlie Brown (a well know juggler, not the guy from Peanuts :-)) can do this very smoothly.

Shuffles

These tricks involve shuffling the coins in the hands.

One Handed Shuffle

A stack of two coins is continually shuffled in one hand so that the coins keep swapping places on top of the stack.

Start Hold out the right hand, palm up, fingers pointing left and tilted slightly forwards (finger 1 lowermost). Now place a stack of two coins on the middle joint of finger 2.

Description	The trick involves repeating one simple move. Place the thumb on top of the stack and slide the top coin down to the top of finger 1. Now slide the same coin under the other coin and back into the stack.
--------------------	---

Cascade Shuffle

This move involves shuffling three coins in a cascade pattern.

Start	Hold out both hands, palms up with the fingers pointing inwards. The tips of fingers 2 of each hand should be touching. A stack of two coins should be held flatwise between the right thumb and finger 2, and one coin should be held between the tips of the left thumb and finger 2. The edges of the coins should be touching with the left coin slightly above the right stack.
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Description	<ol style="list-style-type: none"> 1. Push to the left with the right thumb until the coin can be grabbed with the left finger 2 and pulled into the stack. 2. Raise the right coin slightly above the left stack and push the top coin of the left stack to the right until it can be grabbed with the right finger 2 and pulled to the bottom of the right stack. You are now back to the starting position.
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Comments	<p>When this is performed quickly the hands and all fingers are kept still while fingers 2 of each hand do all the work.</p> <p>You can also perform reverse cascade and shower versions of this trick.</p>
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Sideways Catch

Tossing a stack of coins and catching them with a sweeping motion.

Start	Hold a stack of coins edgewise between the first three fingers and thumb.
Description	Toss them a small distance upwards. If you practice the throw you should be able to get the coins to separate in the air but still remain in a line parallel to your body. As you throw the coins swing your hand out wide, then swing it back and catch all coins in one sweeping motion.

Comments	<p>The best effect is achieved by maximising the amount of separation of the coins while they are in the air, and the amount of sideways sweeping motion of the arm.</p> <p>If you hold the stack in both hands and perform the throw you can get a much larger separation of the coins in the air. The coins can then be caught as normal, or you can catch them with a clapping motion between both hands</p>
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Spin Walk

This is an extension of the [Coin Spin](#), in which you perform half spins moving through all the fingers, so that you finish with the coin held between fingers 3 and 4.

Spin Walk Slide

The first version involves spinning the coin from finger 1 down to finger 4, then sliding the coin back to the start.

Start	Start as for the Coin Spin .
Description	<ol style="list-style-type: none"> 1. Perform steps 1-2 of the Coin Spin. 2. Repeat the steps using finger 2 and 3 3. And again using fingers 3 and 4. 4. You finish with the coin held between finger 4 and the thumb, heads facing finger 4. 5. From here slide the coin across the finger tips with the thumb back to the start.

Continuous Spin Walk

This variation involves spinning the coin down to finger 4, then reversing the moves to finish back at the start.

Start	Start as for the Coin Spin .
Description	<ol style="list-style-type: none"> 1. Perform the Spin Walk until the coin is held between fingers 3 and 4. 2. From here reverse the steps to finish back at the start.
Comments	I found the reverse motion very awkward at first. In learning it I started by just using the first three fingers then adding the fourth finger when that was fairly smooth.

Spin Walk Variations

Do the Spin Walk down to finger 4 and transfer coin to left hand and do the Spin Walk up to left finger 1.

Do the Spin Walk with both hands at once, and transfer the two coins between the hands.

Two Coin Spin Walk

The Spin Walk can be done with multiple coins. Here are the steps for two coins.

Start	Start with coin 1 between fingers 1 and 2 and coin 2 between fingers 2 and 3.
Description	<ol style="list-style-type: none"> 1. Walk coin 2 down one place. (between fingers 3 and 4) 2. Walk coin 1 down one place. (between fingers 2 and 3) 3. Slide coin 2 back to the front. (between the thumb and finger 1) 4. Walk coin 2 down one. Now you are back at the starting position.

Thumbless Spin Walk

Once you can do the spin walk try it without using the thumb (Except for the very first and last moves).

Start	Start with a coin between fingers 1 and 2.
Description	Curl finger 2 inwards so that the coin moves onto the back of finger 2. Then grab the coin with finger 3. Now the coin is held between finger 2 and 3. Repeat and bring the coin back to the start with the thumb or try to reverse the moves without the thumb.

Stack Building

This trick involves throwing coins from one hand to the other so that they arrive in a neat stack.

Description	Hold a coin edgewise between the thumb and fingers 2 of the right hand. Now toss the coin to the left hand from above so that it lands held edgewise between the thumb and fingers 1 and 2. The coin will land in finger 2 and be supported from the sides by finger 1 and the thumb. Continue throwing coins in this manner until you have a stack of coins held in the left hand.
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Comments	<p>The first coin is the hardest. Once that is in place it helps to guide the others into the stack. I can make a stack of about 8 coins like this.</p> <p>A variation that I have recently started trying is to start with a stack in the right hand, throw coins one at a time to the left handed stack, then repeat to get to the start. If this is performed quickly it looks pretty good.</p>
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Stack Tossing

This trick involves holding a stack of coins flatwise between the thumb and finger 1 and throwing out the middle coins of the stack. I'll describe the entire routine I have been practicing. It is hard but individual elements can be practiced seperately.

Start	Start with a stack of five coins held flatwise between the thumb and finger 1 of the right hand.
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Description	<ol style="list-style-type: none"> 1. Toss the middle three coins from the stack to be caught in a similiar manner in the left hand. To perform the toss swing the right hand down towards the left and slightly seperate the thumb and finger 1. The middle coins will come out of the stack and the outer coins will remain due to the friction on the fingers. This friction can be increased to help the trick by pressing hard on the outer coins before the throw. 2. Toss the middle coin from the left stack to the middle of the right stack. Perform the toss as described above. The catch is performed by quickly seperating the thumb and finger 1 and closing them again when the coin is between them. Catching is the most difficult part of the trick. 3. Toss the entire stack of three coins from the right hand to the middle of the left stack. This is just a harder version of the above toss :-)
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Steering Wheel Rotation

This trick involves using the thumb and fingers 1 and 2 of one hand to push a coin around the surface of a pole like object. I practice this trick on the steering wheel of my car but it can be performed with any round pole like object.

Start	I'll describe the trick assuming you have a pole set horizontally in front of you. Start with the coin flatwise on top of the pole, held with finger 2. The lower face of the coin remains in contact with the pole throughout this trick.
Description	<ol style="list-style-type: none"> 1. Push the coin around the far side of the pole with finger 2 until it is on the bottom of the pole. 2. The thumb now comes in from the close side of the pole and replaces finger 2. Continue pushing it around the front of the pole until it is on top of the pole. 3. Temporarily replace the thumb with finger 1, then finger 2 to return to the starting position.

Pen Rotation

This is a variation of the above trick done with a pen.

Start	Place the end of the pen on the center of the right palm and hold the tip with the left hand. Hold the coin flatwise with finger 1 against the lower edge of the pen. Heads should be touching the pen. I'll describe the trick as if the pen is vertical but that is not really necessary.
Description	<ol style="list-style-type: none"> 1. Slide the coin to the left until only the very right edge is touching the pen. 2. Grab the coin with the thumb from the front side and move the coin to the front side of the pen (tails should now be touching the top edge of the pen). 3. Slide the coin to the right until the very left edge is touching the pen. 4. Grab the coin with finger 1, move the coin to the back of the pen and remove the thumb to return to the starting position.

Surface Roll

This trick involves rolling a coin along a surface such as a table, arm or leg with the fingers of one hand.

Start	For this description I will assume you are doing the roll on the left forearm. Hold out the left arm so that the forearm is parallel to the ground. Place the lower edge of a coin near the wrist held in place with finger 1 on the top edge.
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Description	<ol style="list-style-type: none"> 1. Roll the coin roughly 100 degrees down the arm with finger 1. 2. Place finger 2 next to finger 1 and roll the coin again. 3. Repeat with finger 3 and 4. 4. Now reverse the moves to get back to the starting position.
Comments	<p>With an Australian 20c piece I can get the coin to roll the entire length of the forearm and back. Make sure that the transition from finger to finger is smooth and that the coin continues moving in a straight line. At first reduce the amount of rotation with each finger but as you get better you can get a fair bit of movement.</p>

Tabletop Edge Balance

Coins can be balanced on their edges on flat surfaces in a variety of ways. Here are two variations worth mentioning:

- The Australian 50 cent piece is a 12 sided polygon. A neat balance is to try balancing multiple coins on top of each other, or balancing round coins on top of a 50c piece.
- This balance was posted to rec.juggling by ??:

```

qqqqqqqq      q = quarter
 dddd         d = dime
  n           n = nickel
  n
qqqqqqqq

```

Tabletop Spinning

The next series of tricks involve spinning coins on a flat surface such as a table. First I describe various methods of getting a coin to spin and then describe various tricks that can be done.

The [Two Finger Spin](#) is the recommended method, but some of the other methods are useful sometimes.

Two Handed Spin

The most common way of getting a coin spinning.

Start	Start by placing the bottom edge of a coin on the table. Now place an index finger on the top edge of the coin and hold the coin in place.
Description	Flick an edge of the coin with the index finger of the other hand, and the coin should start spinning on the table.

One Finger Spin

A more efficient method that uses only one hand.

Start	Hold the coin flatwise between the thumb and finger 2.
Description	<ol style="list-style-type: none"> 1. Place the bottom edge of the coin on the table. 2. Place finger 1 on the top edge of the coin and release the coin with finger 2 and the thumb. 3. Now flick the edge of the coin with finger 2.
Comments	<p>There are some disadvantages to this method:</p> <ul style="list-style-type: none"> • You need to rest the base of the coin on the surface on which you are spinning it. This can be a problem if the surface is slippery as the coin tends to fall over fairly easily. • You can only get the coin spinning anti-clockwise. This can be overcome by holding the coin with finger 2 and flicking with finger 1 but this is even more awkward.

Thumb Spin

This methods involves holding the coin in two fingers and flicking it with the thumb.

Start	Hold the coin flatwise by an edge, between fingers 1 and 2. The coin should be extending on the palm side of the hand. Hold the hand with the fingers pointing down toward the surface on which you want to spin the coin.
Description	Flick the coin (on the opposite edge from where you hold it) with the thumb (by flicking off finger 3). The coin should fly off and land on the surface spinning.
Comments	The method is slower and harder to control than the Two Finger Spin described below, but it is good because you can get the coin to fly a fair way from your hand before it lands, without moving the hand.

Two Finger Spin

The problem with the previous methods is that they are slow and it is hard to control the resulting motion of the coin.

This variation is the best one that I have found. It is fast and provides good control.

Start	For this method hold the hand out flat, palm up. Balance the coin flatwise with its middle over the first joint of finger 2. Now grab the edges of the coin with the inner sides of fingers 1 and 3.
Description	Place the bottom edge of the coin on the table and quickly pull back with finger 1 and push forwards with finger 3. The coin should now be spinning.
Comments	<p>I find this method to be the best. With this method it is also easier to control the motion of the spinning coin. The only disadvantage with this method is that it is harder to get the coin spinning in the opposite direction.</p> <p>Another good thing about this method is that the spin can be generated without having a surface to start on. You can toss a coin onto the table from a distance and it will land spinning. You can toss it up and catch it on a book, etc.</p>

Direction Control

Practice controlling the motion of the coin after you set it spinning. If you use your right hand and spin the coin anticlockwise the tendency of the coin is to spin in a leftwards arc. With practice you can control the diameter and duration of this arc.

You can also make the coin spin without any lateral motion. If you combine this with the [Two Finger Spin](#) method you can get the coin spinning on very small surfaces which looks really cool. An extreme example of this, and an excellent trick is to balance a US half dollar, heads up on the tips of the thumb and fingers 1 and 2 of one hand. Now take a one cent piece and make it spin on the surface of the half dollar! The trick is to prevent the one cent piece from spinning off the edge of the half dollar by adjusting the angle of the half dollar. This is really hard but very impressive, even if you only keep the one cent piece spinning for a few seconds.

Continuous Spin

Once you have a coin spinning you can try and keep it spinning indefinitely.

Start Start with a coin spinning anticlockwise.

Description	Now flick the right edge of the spinning coin to impart extra spin on it. Try and keep the coin in one place while continually imparting extra spin. Typically the coin does not stay exactly in place but keeps moving in a small circle. Now try it with multiple coins at once.
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Two Coin Spin

You can start two coins spinning at once, with one hand as follows.

Start	Start with a stack of two coins held flatwise between the thumb and finger 2 of one hand.
Description	<ol style="list-style-type: none"> 1. Place the bottom edge of the stack against the table. 2. Now slide the coins apart. Assuming you are using your right hand, finger 2 slides the outer coin to the right and the thumb slides the inner coin to the left. You should finish this move with the two coins next to each other, bottom edges on the table and inner edges touching. They are held with the thumb and finger 2 just above the point where they touch. 3. Now place finger 1 on the top edge of the left coin, and finger 3 on the top edge of the right coin. Bring finger 2 to the back of the coins and use it to flick both coins at the point where they touch. Both coins should now be spinning on the table.
Comments	Another variation I have just started is based on the Two Finger Spin . Start with the first coin held as normal and the second coin is held between fingers 2 and 4. Then perform two separate spins at the same time to get both coins spinning.

Multiple Coins

The next series of tricks involve spinning multiple coins in various juggling patterns. If you are not a juggler I'd recommend looking at [JIS](#) for better descriptions of the terms used here.

Shower

Start with coin 1 in the right hand and coin 2 in the left. Set coin 1 spinning in a arc towards the left hand. Transfer coin 2 to the right hand, catch coin 1 in the left hand while the right hand sets coin 2 spinning. Repeat.

Now try this move with more coins. I can do three fairly solidly and have managed a four coin shower.

Reverse Cascade

Do a three coin spinning reverse cascade. Start with two coins in the right hand and 1 in the left. Spin the first coin from the right hand towards the left. Spin the coin in the left hand over the top of the first coin and catch the first coin. Spin the third coin from the right hand over the top of the second coin and catch the second coin. Repeat.

This requires fairly good control of the motion of the spinning coins. Make the arcs of the coins as large and slow as possible.

Other Patterns

You can do many other juggling patterns such as two in one hand, three in one hand, four coin fountain etc.

Toothpick Spin

This trick involves spinning a toothpick on a stationary coin with a finger.

Start	Place a large diameter coin on a flat surface in front of you. Use a coin that has a raised ridge around the edge. Now place one end of a toothpick against this ridge and push down on the other end with finger 1. The toothpick should be mostly vertical with the top end above the opposite side of the coin to the bottom end.
Description	Now push the top end around in a circle following the circumference of the coin so that the bottom end of the toothpick also rotates around the edge of the coin.
Comments	You need a fairly rough surface for the coin so that it does not slide away. The trick can also be done with a pen.

Turnover

This trick involves laying out a line of overlapping coins on one hand and causing them to flip over with a move of that hand.

This trick is described in **Bobo** under the title *The Forty Coin Turnover*.

Start	<p>Start with a line of overlapping coins extending from the wrist to the tips of fingers 2 and 3. The lowermost coin should be on the fingertips while the upper most coin is near the wrist. The following diagram shows the starting position.</p> <div style="text-align: center;"> </div> <p>You need a lot of coins for this trick. I have been doing it with about 25 20c pieces.</p>
Description	<p>Backwards: With a slight curling of fingers 2 and 3 you should be able cause the whole row of coins to turn completely over resulting in a similiar line but now the upper coin is near the fingertips and the lower coin near the wrist.</p> <p>Forwards: From here you can reverse the move by slightly contracting the palm.</p>
Comments	<p>I find the reverse turnover much harder than the forwards version. I can currently do it with about 20 coins but it is slow, awkward and the coins are usually not in a neat line afterwards. It seems possible with more practice.</p> <p>With practice you should be able to control the speed of the turnover. I can do the forwards version slowly and smoothly.</p>

Two Finger Switch

This trick involves continually rotating a coin between the index fingers of each hand in a similiar manner to the [Two finger Twirl](#).

Start Hold out an extended right index finger (palm up, pointing left). Balance a coin on the tip of this finger and place the extended index finger of the left hand on top of this coin (palm down, pointing right)

Description	<p>The trick involves continually performing the following move:</p> <p>The top finger pushes the coin 180 degrees around the bottom finger (it goes around the back) while at the same time the bottom finger rotates 180 in place. The effect is that the top finger and bottom finger exchange places while the coin has been rotated 180 degrees.</p>
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Two Stack Interleave

This trick involves using one hand to pick up two stacks of coins and dropping them into one stack, with the two coin types interleaved. The following description is based on a trick someone described to me, but I have never seen it performed so this may be nothing like the original trick. It's pretty neat anyway.

For the trick you need two different coloured coins of the same size. For this description I use silver US half dollars and copper english pennies. The original trick was described with two different coloured casino chips.

Start	Start with two stacks of three coins on a table in front of you, silver coins on the left and copper coins on the right. The two stacks should be touching each other.
Description	<ol style="list-style-type: none"> 1. Use the right hand to pick up the two stacks. This is done by moving the hand in from above. Place the thumb against the two stacks on the side closest to you, fingers 1 and 2 against the far side of the left stack, while fingers 3 and 4 grab the stack on the right. 2. Lift the two stacks up a small distance (about 1cm or less) and tilt both stacks outwards by pushing down with fingers 1 and 4. 3. Release one coin at a time from alternating stacks starting with the stack on the left. 4. You should now have a (messy) stack of six coins. During the dropping move above make sure you use the fingers to stop the coins sliding of the stack. You can now push the coins into a smooth stack. The stack should consist of alternating silver and copper coins.

Comments	Step 3 is the most important step so work on the timing and speed of the coin drops until you can drop all coins in one smooth shower. You can also cheat by only picking up the top two coins from the left stack. This will not look any different but will make the dropping motion faster.
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I have trouble picking up the coins when they are on a smooth surface. It is easier when you have a rough surface such as a tablecloth, carpet etc.

Umbrella Spinning

A coin can be made to continually roll edgewise on the upper surface of a spinning umbrella. Look [here](#) for a description of this.

WaterFall

This trick is related to a similiar move performed with a pack of cards. A stack of coins is spread in a vertical line in the air while dropped from one hand to the other.

Start	Start with a stack of coins held in one hand. The stack should be held so that each coin is parallel to the ground. Hold the stack above the upturned palm of the other hand.
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Description	Release one coin at a time while moving the hand holding the coins straight up into the air.
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Comments	This looks best when the hand releasing the coins is moved up quickly and all coins are released in a smooth motion so that they fall with a regular beat into the catching hand. It also looks nice with a large number of coins. I am practicing with 15 coins at the moment.
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Routines

This section contains some routines built upon the above tricks.

Heads To Tails

Start	Start with a stack of 4 coins held edgewise. Heads should be facing away from you.
Description	<ol style="list-style-type: none"> 1. Perform a Roll Down Coin Flourish and point out that heads is facing the viewer. Roll the coins back into a stack. 2. Perform two Coin Flips but flip two coins each time. 3. Perform another Roll Down Coin Flourish to show that now tails are facing the audience. 4. Now perform 4 consecutive False Coin Toss's and force the coins to end up with heads facing up on the arm.

Stack Building

This is a routine based on the [Stack Building](#) move.

Start	Start with a stack of coins held in the left hand.
Description	<ol style="list-style-type: none"> 1. Throw one coin from the stack to be caught edgewise between finger 3 and thumb of the right hand. Perform a 180 degree One Finger Spin. 2. Throw the second coin to form a stack in the right hand and perform a Coin Flip. 3. Throw the third coin to the stack and perform a Takeout Flip. 4. Throw the fourth coin to the stack and perform a Roll Down Coin Flourish.

Down's Star

Start

Description

Movies

The following movies contain coin manipulation of some kind.

Dead Men Don't Wear Plaid, **Steve Martin**: This movie has good close ups of Steve Martin doing a [Coin Walk](#) and a [Takeout Flip](#).

Indecent Proposal: This movie contains a [Roll Down Coin Flourish](#) with casino chips.

Lock, Stock and Two Smoking Barrels: This movie contains a scene with a short [Walk Down](#) and some [Coin Flips](#).

Merlin: This TV series contains a scene where Merlin reaches out, grabs the moon and does a brief [Walk Down](#) with it. I don't think he really uses the moon ;-)

Real Genius: **Val Kilmer** does a nice [Continuous Walk Down](#) with both hands at the same time. Apparently he does coin walks and other tricks in a lot of his movies. (See Tombstone below).

Red Shoe Diaries: One of the episodes of this series has a guy doing a [Coin Flip](#).

Red Mars: This has a guy that does a [Coin Walk](#).

The Right Stuff: This movie has a couple of pilots doing the [Coin Flip](#).

Tombstone: This movie has one of the cowboy dudes doing a brief [Coin Walk](#).

U Turn: This has a guy doing a [Two Handed Tabletop Spin](#). Not very exciting :-)