

SCENES IN HYPNOTISM

AND

HOW TO PRODUCE THEM



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and Prof. Thomas F. Adkin.

INSTRUCTION

FOR .

ENTERTAINMENTS.

SCENES IN HYPNOTISM

WITH THIRTY ILLUSTRATIONS GIVING POSITIONS AND COSTUMES WORN

BY THE SUBJECTS.

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Dancing Bear. Put three subjects to sleep. Tell one that when he opens his eyes he will imagine he is a bear. Tie a rope around him. Tell another subject that when he opens his eyes he will be an Italian exhibiting a dancing bear. Put the rope in his hands when you make him open his eyes. Then make the other subject imagine he is the Italian's wife and will collect the pennies. Make the Italian sing the customary bear songs and tell him to make the bear dance. After putting this scene on, if in a theatre, send them all down through the audience to collect the pennies.



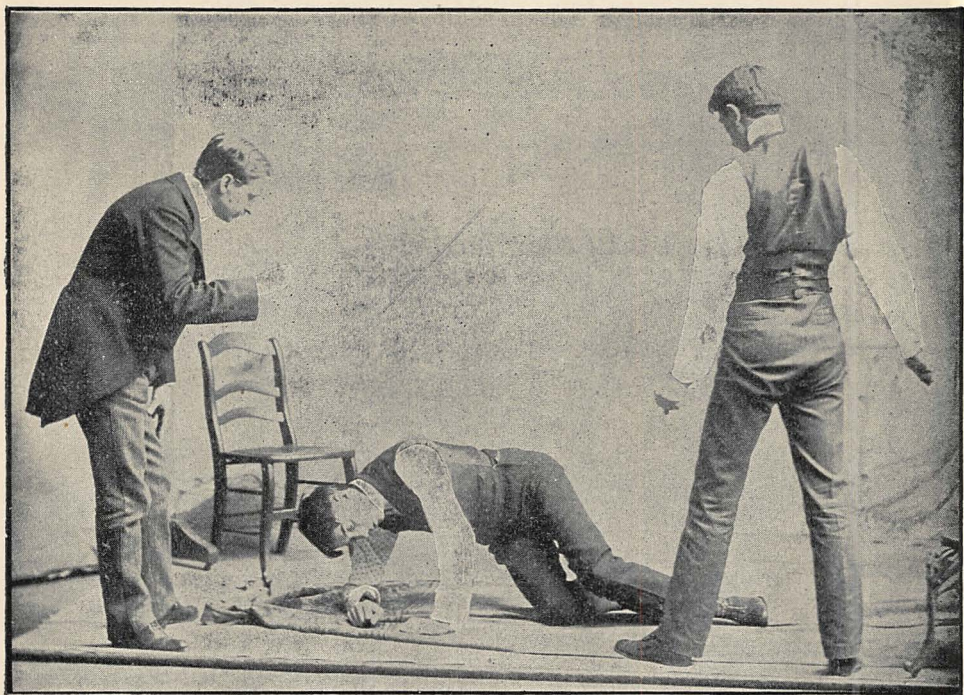
Dentist Pulling a Tooth. This is on the same plan as the barber scene. Put two subjects to sleep and tell one that he is a dentist; that he must get his office straightened up and that he has a patient coming. Give him anything for forceps, and tell another subject that he has a very bad toothache and wants it pulled. Make the subject take a seat in the dentist's chair and tell the dentist that this patient may try to get away from him, that he will have an awful job getting the tooth out; that the forceps will slip off and that he must hold the patient in the chair. Tell the patient when the dentist starts to pull that he will yell and scream, as it will hurt him awfully. After he has pulled for a while awaken the patient and of course the dentist will try to hold him in the chair. Then awaken the dentist.



Bicycle Race. Have four or five subjects seated astride a chair with their hands on the rounds and tell them that each is a man holding a bicycle and that they must not start until you give the word, and tell them that when you count three they must go, and that they will pedal their feet up and down as hard as they can. Then tell them all to open their eyes and make them see the bicycle, and tell them to wait until you give the word "go," and as you say "go," you speak it very loudly and positively. Then after they had pedaled a minute or so awaken them.



Cat Fight. Put two subjects to sleep and tell them to open their eyes and that they will find that they are tom-cats in the back yard; that they will hump up their backs like cats; that they will strike at each other and make all the noises peculiar to cats. But that they cannot hurt or strike each other. Then tell them to open their eyes, placing your hand on their shoulder and pulling them forward, telling them at the same time that they will crawl around on all fours and mew until they see each other. After they have fought for a while (at a distance), then awaken one of them and tell the other one that he will chase the other cat. Chasing the other subject around, thinking that he is still a cat, makes a very amusing climax.



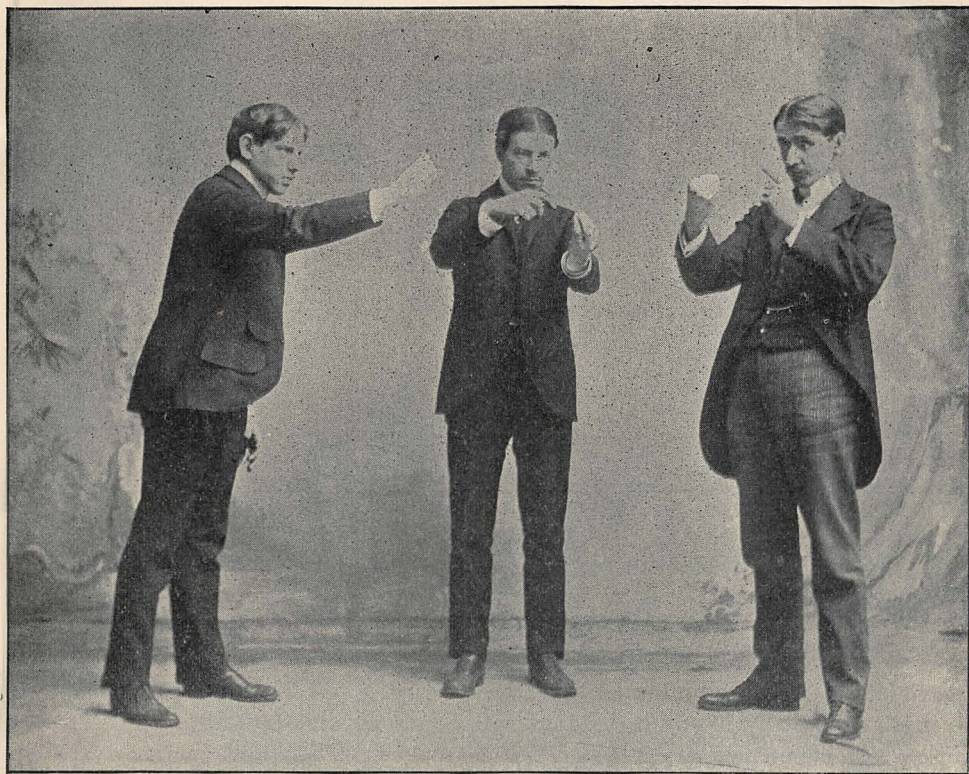
Prize Fight. Put two subjects to sleep; tell one that he is Fitzsimmons and the other Jefferies. As they open their eyes tell them that they are going to fight. Have Fitzsimmons seated on a chair in one corner and Jefferies seated in another corner, and then tell them they cannot hit each other; that they can strike all around, but cannot under any circumstances hit each other, but they will think that they are getting hit, and that when you count ten Jefferies will knock Fitzsimmons out. After they have boxed a while start to count. After Fitzsimmons has been knocked out awaken them.



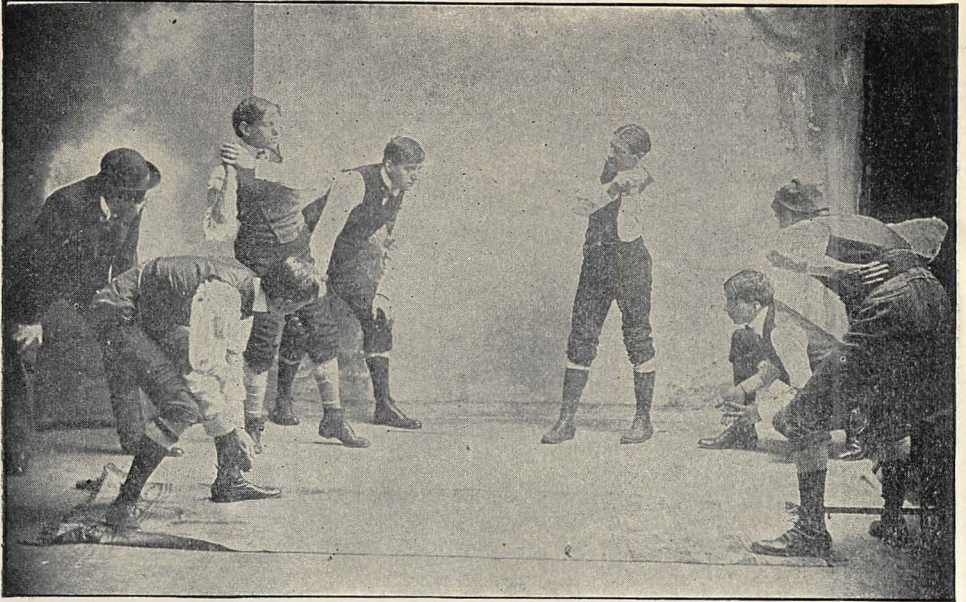
Playing a Banjo. Put two subjects to sleep and place a broom across their laps. Tell them that when they open their eyes they will find banjos lying in their laps; that they will pick up these banjos and tune them, and that they are going out to serenade their girls. Then take them down in the audience, if on the stage, and point up toward the balcony and tell them that there are some pretty girls up there, and as soon as they start to play and sing the girls will come out and offer them refreshments. Make them sing songs for a while and then tell them that the girls are coming out and will flirt with them. After they have flirted with them for a while, tell them the girls are making faces at them and that they will make faces back, and after they have made faces for a while, awaken them.



Fortune Teller. Make one subject think he is a lady fortune teller, and have several other subjects go to him to have their fortunes told. That the audience may hear what they say tell them they are all very deaf. After this scene has run for five or ten minutes, tell the last subject that he will make love to the fortune teller, and make the fortune teller make love to him, and while they are in each other's embrace, awaken them.



Rubber Nose. Tell two or three subjects that their noses are made of rubber; that they can stretch them out and play tunes on them, and that they will dance to the tune. This makes a very amusing scene.



Base Ball. Put eight or ten subjects to sleep (the scene can be put on with five subjects, but it is better to have nine). Lay out a diamond in the audience by arranging the seats. Have two or three subjects to bat and place the other subjects over the diamond at the different bases. The operator should always act as umpire. Tell the subjects that the umpire is the meanest man that ever existed, and that all of his decisions will be wrong and that they will get very angry at him, for nearly every decision he makes. Then have one man with an imaginary bat and have an imaginary ball. When the batter strikes at it, the umpire should call it a ball, and he should call it a strike when he does not strike at it. Then tell the batter that when the next ball is pitched he will knock a three-base hit. After he gets to third base tell the next man to bat. After you have called some balls and strikes, tell him he will knock a home run, and tell all the players that when he knocks a home run, they will get very much excited and argue that it is a foul ball. After he has made the home run, awaken all the subjects. This, if properly worked up, will prove one of the most amusing of scenes.



Corn Doctor. Put a subject to sleep standing, with his hands on a table facing the audience, and tell him that when he opens his eyes he will find he is Dr. Bull, the famous corn doctor, and that he is standing on a street corner and will deliver a lecture on the merits of his corn salve, and that he will invite someone to have his corn removed. After he has talked of the salve for a few minutes, tell the other subject that he has an awful pain in his toe and that he has a bad corn there. Then take him over and introduce him to the doctor and tell the doctor that this man has come from the audience to have his corn removed. There should be a chair seated opposite the table so that the young man can put his foot up on the table. If the doctor asks him to remove his shoe, make passes over the shoe and tell the doctor and the subject that the shoe is off. Then tell the doctor that he better stand astride the subject's leg and hold it tightly, as he might try to get away. When he does this, and after he has worked upon the toe a while, tell the customer that he is hurting him awfully and that he will yell and scream. After he has jerked a while then awaken the customer, but tell the doctor to hold on, no matter what he tries to do. This makes a very amusing climax.



Shoot the Chutes. Put the subjects to sleep. Then tell them that when they open their eyes they will find that they are on a high incline, and that they will get into a boat and sit down and hold on tightly. Then make them step into an imaginary boat which you outline for them. As soon as you have them all seated, tell them that you are ready to start, that it goes very fast and that they must all hold their breath. Then make a motion as though you had pushed the boat and say: "There she goes, boys," and in a moment say: "Now, boys, when this boat strikes the water it will upset and you will have to swim ashore." Then in a few minutes say: "When I count three she will strike the water and upset." "One, two, three—there, she is upset." You should say this very loudly and while they are swimming on the stage awaken them.



Toboggan Slide. This scene is the same as the "Shoot the Chutes," except that you tell the subjects they are on a toboggan instead of a boat, and that it will run out on the ice after it leaves the incline, and that the ice will break through after they strike it and that they will have to swim, and while they are swimming awaken them.



Drunken Scene. Put subjects to sleep and tell them when they open their eyes they will be under the influence of liquor; tell them that they have been drinking and that they will get hilarious; that they cannot keep from shouting as drunken men would do. Let them stagger around the stage and then tell them they are getting awfully sick, and as they show signs of sickness, awaken them.



Making Faces at the Audience. Put the subjects to sleep and tell them that when they open their eyes they will see a number of people making faces at them, and tell them that they will make faces back; that they will not say anything but just make the worst faces they possibly can. After they have done this for a few minutes awaken them.



Laughing Scene. Put them to sleep and tell them that when they open their eyes they will feel a tickling sensation in the pit of the stomach; that the more they try to stop laughing the harder they will laugh; that they will just yell with laughter.



Organ Grinders. This scene is something similar to the dancing bear. Give the Italian a chair for the organ, and instead of making one of the other subjects a bear, tell him he is a monkey and send the organ grinder and his wife and the monkey down through the audience to collect the pennies.



Dancing. Have all your subjects stand up and close their eyes and put them to sleep standing. Tell them that when they open their eyes they will hear a banjo playing and that they will all want to dance and that they will also hear someone patting for them. Tell them to open their eyes, and as soon as you tell them to do this you should begin patting for a dance, at the same time telling them that they will all dance. Then awaken those who do not dance very well, leaving the best one until the last. Then stand up close to him and commence to pat, and increase the time until it is very fast. This works it up to a climax.



Making Love to a Broom. Have one subject seated in the center of the stage beside an empty chair with a broom sticking up through its back. Tell this subject that when he opens his eyes he will imagine his sweetheart is sitting beside him and that he will make love to her. Tell him she is very deaf and that it will be necessary for him to speak very loud. In this way the audience catches the conversation. After he has talked to the broom for a while, tell him he is hugging and kissing her. Force him to do this, and while his arms are about the broom awaken him. This makes a very laughable climax.



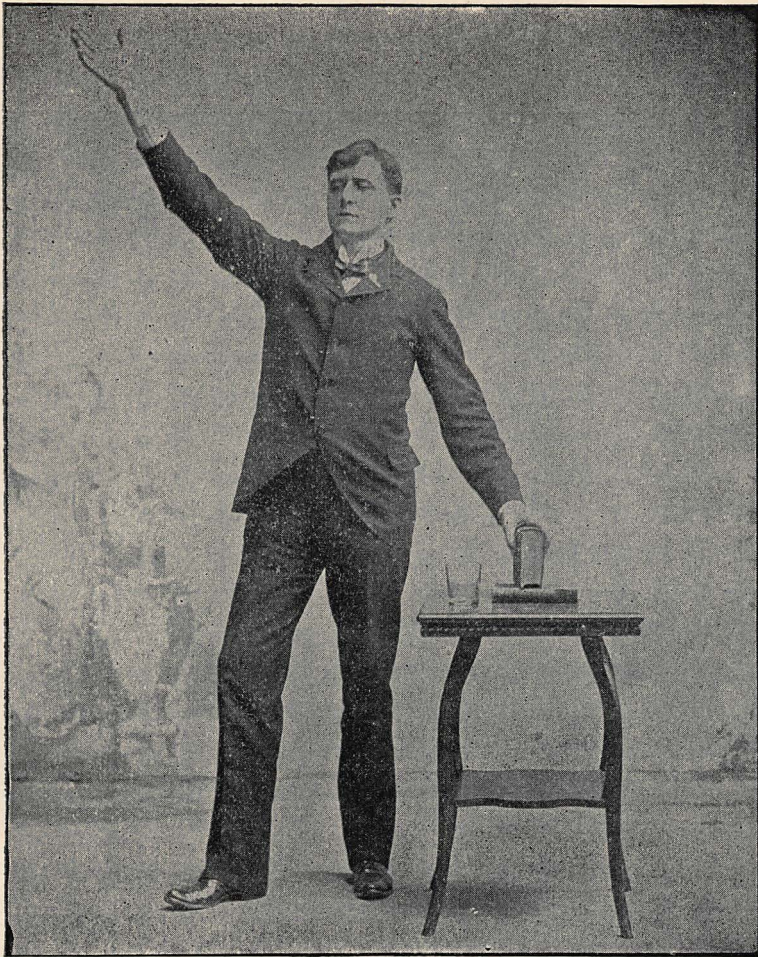
Hot Chair. Put two or three subjects to sleep and tell them that when they open their eyes their chairs will be red hot, and that the oftener they sit on them the hotter they will get. Then tell them to open their eyes. Make a quick pass at each of their chairs, and they will invariably jump up with a howl. Then the operator should sit down on the chair to show them that it is not hot, and when they go to sit down make a pass and at the same time say positively, "It is hot," and they will invariably jump up again with a howl. After you have done this for a few minutes, awaken them.



Another Love Scene. Place two subjects in the center of the stage close together and put them to sleep. Tell one of them that when he opens his eyes he will find that he is a young lady of sixteen and very shy. Tell the other subject that when he opens his eyes his best girl will be sitting beside him, and they will make love to each other. Tell them they are both very deaf and must talk loudly. The audience can then hear what they say. Tell them they will not do anything or say anything that is improper. After they have talked awhile tell them to hug and kiss each other, and while they are in each other's embrace awaken them.



Side Show. Have five or six subjects stand up and put them to sleep standing. Tell one he will sell peanuts, another baskets, another fans, make another run a nut-shell game, and have one in the center stand on top of the table and tell him he is selling tickets for the side show. Tell him that when he opens his eyes he will describe all of the large, massive paintings on the outside of the canvass and will sell tickets for the side show. That he will give a description of all the freaks he is exhibiting. After he has talked for a few minutes awaken all the other subjects and let him continue for a few minutes more and then awaken him while he is standing on the table.



Stump Speech. Put the best and most intelligent subject to sleep and tell him that when he opens his eyes he will find that he is an enthusiastic Republican and will make a Republican speech. Before you tell him to open his eyes outline what you desire him to say, and after he has talked a short time tell him that he has been making a big mistake; that he is one of the best known Democrats in the country, and that he will criticize the Republican party unmercifully. Let this scene run along for a few minutes and then awaken him.



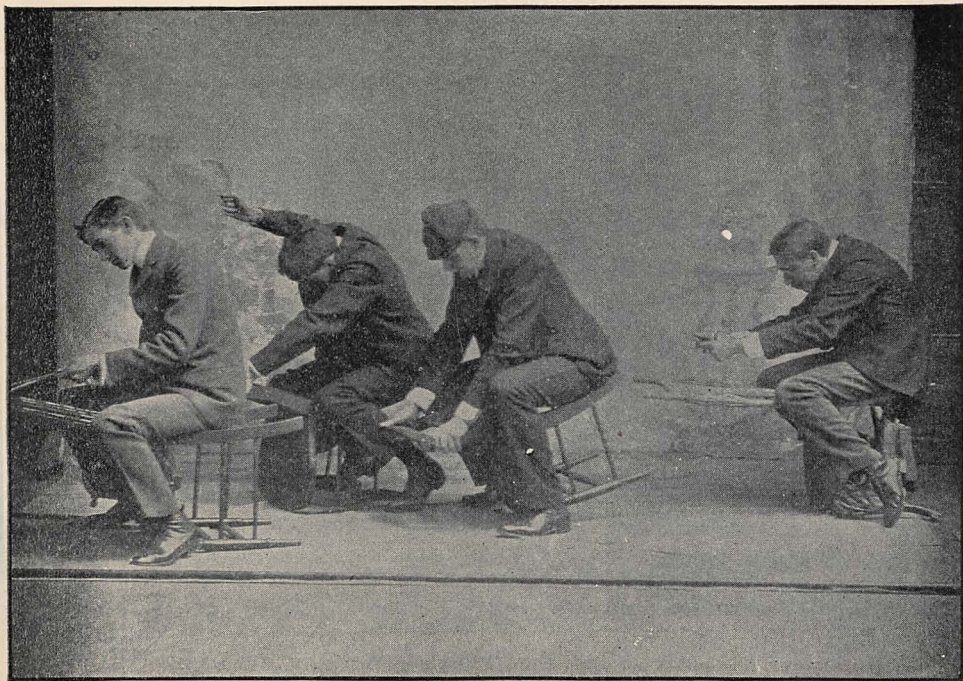
Molasses Scene. Put several subjects to sleep standing up, with their hands in their pockets. Tell them that when they open their eyes they will find their pockets full of molasses. Then tell them to open their eyes and as they do this say: "Boys, do you feel that molasses in your pockets?" Then say, "Try to wipe it off." Some of them will try to lick it off. Then make a few passes in front of them and say: "Here is a tub of water, boys, come and wash your hands." Tell a few of them it has gotten into their hair, that they will have to dip their heads into the water and try to rub it out of their hair. After their hair is mussed, awaken them.



Yacht Race. Put four or five subjects to sleep and tell them they are on the Columbia and that they are going to have a race with the Shamrock. Then after the race is started tell them there is an awful storm coming up and that the boat is leaking, and that they will have to jump and swim ashore. Tell them not to jump until you give the word "go." Then when they are ready to jump count, "One, two, three, jump and swim ashore." As they are swimming on the stage, awaken them.



Eating Onions for Apples. Put a half dozen subjects to sleep and have them sit around a table in the center of the stage or room. Have a half dozen onions in a basket, and tell the subjects that when they open their eyes they will be as hungry as bears, and that they will find a nice lot of apples in the basket on the table in front of them; tell them they are the finest apples they have ever seen. Then making the subjects open their eyes, you will attract their attention to the onions. After they have eaten them for a while, and when their mouths are full of onions, awaken them. It will be necessary after this scene to take the taste of the onions away from them. This can be done by putting the subjects to sleep and telling them when they awaken they will find all the taste of the onions gone.



Riding Chairs for Horses. Have four subjects seated astride the back of chairs, grasping the outside rounds. Then put them all to sleep and tell them that when they open their eyes they will find themselves on the backs of horses, but not to start till you give them the word "go." Make them all see the horses, and tell them when you count three they are to ride them as though they were hobby horses, around a circle, which you show them while they are seated on the chairs. Then count three and tell them to go ahead. After they have once made the circle awaken them.



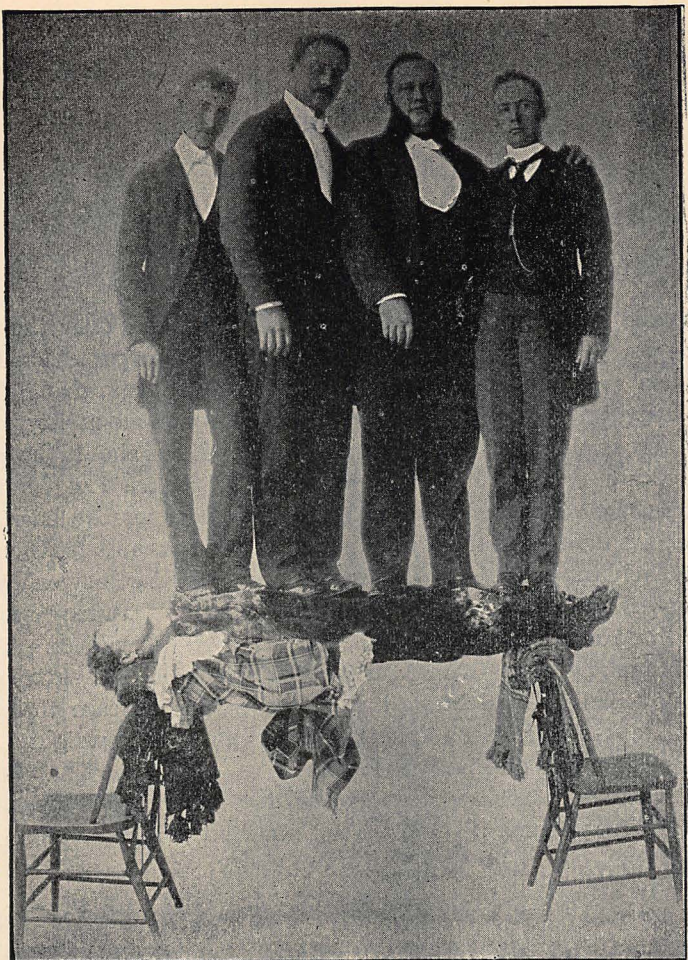
Electricity. Have ten or twelve subjects stand in a circle with you and join hands. Then tell them to enlarge the circle so that their hands are free from their sides. Tell them to close their eyes. Then you give suggestions for sleep and tell them that you want them to open their eyes and look intently into yours, and when you count three they will feel a slight current of electricity running through them; that this current will be very light at first, but as you count from one to ten it will increase, and by the time you get to five it will double them all up and make them scream. Then say to the subjects: "One, two, three, open your eyes," and start to count from one to ten, very positively, looking from one subject to another, and as you get up to five they will nearly all be cramped up on the floor. If a few of them do not seem to be affected count up to ten and then awaken them.



Barber Scene. Put two subjects to sleep. Make one think that he is running a barber shop. Have a chair in the center of the room for the barber's chair, and another chair for the customer to put his feet on after he is seated. Tell the barber that he will have a good customer. Give him a broomstick or anything for a razor, and tell him that he must get his razor in good shape; that this man has a very hard beard, and while he is stropping the razor, tell the other subject that when he opens his eyes he will find that he has a three weeks' growth of beard on his face. Then take him over and introduce him to the barber and tell the barber that this is the customer for whom he has been waiting. Also tell the customer that the barber's razor is very dull, and that he will roast the barber and the razor at every opportunity. Tell the barber that if the man tries to get away to hold him in the chair. Then after the barber has shaved the customer for a while, awaken the customer, and of course the barber will try to hold him in the chair after he has been awakened. This is the climax of the scene and of course very laughable.



Photographer. Put three subjects to sleep. Have two chairs on one side of the stage and a table with a chair lying on top of it on the other side of the stage. Make one subject believe he is a photographer and show him the camera which is lying on the table. Tell one of the other subjects when he opens his eyes he will find that he is a very silly young lady from the country, coming to town with her cousin to have their pictures taken. Tell the other subject that he is coming with his cousin Sally to have their pictures taken. Then bring the subjects to the photographer and introduce them as the customers he has been expecting. Tell him to pose them in a very awkward position. While the photographer is trying to focus them tell the customers that they are very nervous; that they cannot stay in one position very long; that they will remain in the position the photographer places them until he goes to look through the camera and that then they will change. Tell the photographer he will become very impatient. Also tell the subject who is supposed to be the young lady that she will flirt with the photographer, and tell the other subject that he will be jealous of his cousin, and tell the photographer that he will flirt with the young lady, and that he will pose her cousin so that he cannot see her flirt, and that he will try to kiss her. This invariably causes much amusement if it is well done, and while they are hugging each other awaken the one who is playing the part of the young man and have the photographer continue making love to the young lady for a while, and then awaken them while they are in each other's embrace.



This is a cataleptic test performed by Dr. Herbert L. Flint, a very eminent hypnotist.
It is usually considered a most remarkable feat.

Catalepsy. Have the subject stand up, put his heels together, grasp his pantaloons at the sides firmly. Tell him to make his body as stiff as he possibly can and to close his eyes. The operator grasps the subject's neck with his left hand, just below where the head joins the neck, the right hand grasping the temples, the thumb on the right temple and the fingers on the left. Do not make the pressure so as to hurt the subject. Then suggest as follows: "You are going sound asleep, but you will not fall; your body will remain stiff and rigid; you are getting sleepy, sound asleep, sound asleep, fast asleep." Suggest this for a minute or so and as you feel the subject going sound asleep, lift up on the head and suggest "stiff, rigid, your whole body is becoming rigid as a bar of iron." Have some one hold the subject so that he will not fall, and make passes with

both hands over the shoulders down over the arms and over the legs to the ankles. Suggest all the time "stiff, rigid, etc." These passes should be made quickly. Then grasp the head again, as described above, raising the head up again, suggesting, "stiff, rigid, etc." Then have some one assist you in placing the subject across the back of two chairs. The chairs should be padded with cloth of some kind, so as not to bruise the subject's flesh. The shoulders should be well up on the back of one chair the ankles resting upon the back of another. Have both chairs held so that they cannot spread apart, and let the subject fall. He should be held on the chairs. After you have him in this position raise him up in the center, and suggest "stiff, rigid, stiff, rigid." In many cases you can have two or three and sometimes five men stand upon the subject. This depends entirely upon your success in making the subject stiff. First try one man on him and if he seems to hold him all right you might increase the weight. Do not keep a subject in this state too long. After bearing the weight a moment let those sitting or standing on him get off then take your subject off the chairs and tell him that all his muscles are relaxing and that he will wake up and feel better than he has for a long time. Then awaken him by the regular process.



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