



# THE SANDMAN'S EXERCISES

The Sandman is **phenomenally good** (1) \_\_\_\_\_ throwing sand into the eyes of **living beings**, and he **hardly ever** misses. But a **skill** like this, of course, (2) \_\_\_\_\_ to be **maintained** by regular daily exercises. Anyone who seriously plays a sport or a musical instrument knows how important practicing (3) \_\_\_\_\_. It is the only way you can **keep up to snuff**.

The method used by the Sandman **to spread** his sleeping sand is this: he takes a handful (4) \_\_\_\_\_ sand from the leather bag **on his belt**. As he *passes* a human or an animal, he **deftly slips** a few grains of sand from the **palm** of his hand into the bend of his index finger (usually in his right hand, but if large numbers of people or animals (5) \_\_\_\_\_ **to be covered** he can use both hands at the same time), puts his thumbnail under it, and **flicks it in a neat arc** straight into the eye at which he is aiming.

To begin his exercises, the Sandman practices every day, throwing sand into bottles, **pots**, and jugs that sit on a **curious old cabinet** (an antique dealer (6) \_\_\_\_\_ **pay a fortune** for it!). But these are only **warm-up** exercises.

After this he exercises **blindfolded**. He has a *Silpha thoracia* beetle that **scratches the jug** with (7) \_\_\_\_\_ tiny legs so that the Sandman can tell where it is. Then he flicks sand (8) \_\_\_\_\_ into the jug.





Perhaps the most difficult part of his shooting exercises is (9) \_\_\_\_\_ a mirror. The amount of **misfires**

here is about 2 percent, which is still **extremely** low. To be sure, the Sandman takes (10) \_\_\_\_\_ more sand on his thumbnail. During these exercises he sometimes **happens to get** a single grain in his own eye. The only thing that happens is that he

**loses patience** (11) \_\_\_\_\_ the exercises.



When he has completed this (12) \_\_\_\_\_ **his satisfaction**, he goes on to an even more difficult test: bottles and pots slowly turning in a circle **powered by** Suzanne on a **treadmill** that **resembles** a (13) \_\_\_\_\_ **jogging machine**. To make the **task** even harder, the Sandman does it again, but this (14) \_\_\_\_\_ **on one leg**.

(15) \_\_\_\_\_, Suzanne doesn't like this treadmill part-but **since** she is a good little donkey, she **performs it well**. *Once in a while*, **to tease** the Sandman, she starts running very fast. Then he has to flick his sand (16) \_\_\_\_\_ **a frantic pace**, but he doesn't give up quickly. (17) \_\_\_\_\_ after a jar goes **spinning off and shatters** against the wall does he say: "Stop it, Suzanne! We will have **all sorts of trouble** with Roberta if you **go on** (18) \_\_\_\_\_ this."

