<page>107r</page>

<image>http://gallica.bnf.fr/ark:/12148/btv1b10500001g/f219.image</image>

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<link><https://drive.google.com/open?id=0B9-oNrvWdlO5RFFFT3hSbnlGaVU></link>

</figure>

as heavy as before, and like a moderately thick paste &amp; that it is not so easy to handle, as when it is liquid. It is a sign that it is cooked enough, which you will know when it also throws big bubbles or exhalations in the middle &amp; around, as long as a <ms><bp>finger</bp></ms>. Seeing it in this state, remove it from the fire for it is heated enough, because if you were to reheat more, it would be too much &amp; would not set as well. For, when it becomes red &amp; overheats, it loses its strength &amp; spoils the sand. Leave it to cool before mixing it within the other sands. And when it is cold, mix and mold, for as soon as you will use it after its cooking, the sooner it will set.</ab>

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<id>p107r\_1</id>  
<head>Catching <al>lizards</al> and <al>snakes</al></head>

<ab>Take a <tl>stick</tl> and attach a <tl>string</tl> at the end, which has a <del>knot</del> <del><add>eyelet</add></del> slip <add>eyelet</add> at the end. And, being two to three, to distract the <al>lizard</al> while whistling, approach the eyelet towards his neck, and when his head is inside, pull. <add>The <al>lizard</al> is more tedious to catch by <tl><bp>hand</bp></tl> than the <al>snake</al> &amp; bites without letting go &amp; grips like <tl>pincers</tl>.</add></ab>

<ab><al>Snakes</al> can be caught by <tl><bp>hand</bp></tl>, provided that it is covered by a thick <tl><m>woollen</m> cloth</tl>, for the teeth of the <al>snake</al> stay in the <tl>cloth</tl>, &amp; cannot pierce like they would with a <m>linen</m>. The dangerous ones are recognisable by their blue eyes &amp; <del><fr>asses</fr></del> deep azur <add><fr>azures</fr></add>. They hardly ever bite <env>in water</env>, which <pro><al>crayfish</al> catchers</pro> experience.</ab>

<ab>The sand mixture is of two <ms>parts</ms> of <m>plaster pulverized &amp; reheated</m> as said, &amp; of one <ms>part</ms> of <m>tile</m>, reddened <del><fr>et p</fr></del> <del><fr>pre</fr></del> <add>in a good fire</add>, after the first cooking &amp; then finely pulverized, and of <m><fr>alum de plume</fr></m>, <ms>half</ms> of <m>brick</m>, namely two full <ms><tl>crucibles</tl></ms> of <m>plaster</m>, one of <m>brick</m> &amp; a half of <m><fr>alum de plume</fr></m>. There can never be too much <m><fr>alum de plume</fr></m>,<del><fr>s</fr></del> for this is what gives bond to the sand, and because it does not burn, it makes sand withstand the fire without cracking &amp; bursting. Otherwise, without it, the sand would not withstand it. This sand, thus composed, is proper for all <m>metals</m>, but if you want to use it for <m>gold</m>, one needs more <m><fr>alum de plume</fr></m> <del>&amp;</del> than the above mentioned composition, and mix in some <m><la>crocum ferri</la></m>, and for it is this one that attracts <m>gold</m>.</ab>

<ab>It is necessary that all sand with which you want to cast well, withstands the fire well, that is to say that it withstands <del><fr>abon</fr></del> <del><fr>c</fr></del> a great firing without getting spoiled.</ab>

<ab><m><fr>Alum de plume</fr></m> is awkward to pestle, and it does not pass through the <tl>sieve</tl>. Thusly one needs to grind it finely on <tl><m>marble</m></tl>. And <m>the one, white, <del><fr>que v</fr></del> in powder, that <pro>apothecaries</pro> sell</m>, is good.<add> It is grinds better <del><fr>su</fr></del> in the <tl>mortar</tl> by pestling &amp;dragging the <tl><fr>pinon</fr></tl>, thus you will render it very fine.</add></ab>

<ab><m><la>Crocum ferri</la></m> must be set ablaze in a <tl><pro>glassworker</pro>’s furnace</tl> for four <ms><tmp>days</tmp></ms>.</ab>

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