<page>143r</page>

<image>http://gallica.bnf.fr/ark:/12148/btv1b10500001g/f291.image</image>

<div>

<id>p143r\_1</id>

<head>Moulding <al>turtles</al></head>

<ab>The <al><env>water</env> turtle</al> is more beautiful to mold because it has prettier scales &amp; straight legs. And <al>those of the <env><fr>garrigue</fr></env></al> have crooked ones. They are long living, getting ready to kill them, open their mouth &amp; pass a long <tl>penknife</tl> through all the intestines, &amp; then make it swallow some <m>vinegar</m> mixed with <m>eau-de-vie</m> or <m>urine</m>, as for <al>snakes</al>. One needs to mold them in several pieces, &amp; the back itself sometimes, because the sides for some are more narrow than elsewhere &amp; are not released on this occasion. To make them die, one ought not boil them, for they come apart &amp; even the shell, from the <m>hot water</m>. They come out better hollow, because their great thickness corrupts the <tl>mold</tl>. <add><al>Those from <env>water</env></al> are more vigorous. <al>Those from <env><fr>garrigue</fr></env></al> are thinner, slower, &amp; more sleepy. If you scratch <al>those of the <env>water</env></al> on their shells, however sleepy they are, they move. <al>Those from <env><fr>garrigue</fr></env></al> do not.</add></ab>

<ab><margin>left-middle</margin>They die rather quickly in <m>vinegar</m> mixed with a little <m>eau-de-vie</m> or <m>urine</m>, as with all other animals.</ab>

<ab><margin>left-middle</margin>They keep themselves, in the <tmp>winter</tmp>, with their eyes closed &amp; are as dead, being numbed by the <env>cold</env>. They hide <env>in the earth</env> or <env>under <m><pa>chaff</pa></m> or <m>warm manure</m></env>, &amp; live only on the moisture of the earth.</ab>

<ab><margin>left-middle</margin><render>tall</render>

@One ought not to mold them as soon they die because they are still too stiff. But on <tmp>the next day</tmp>, you will manipulate them &amp; fold their legs as you wish.</ab>

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<id>p143r\_2</id>

<head><pro>Molders</pro> from <pl>Foix</pl></head>

<ab>Those who mould <fr>de travers</fr> make their sand with <m><la>crocum</la></m> &amp; <m>calcined slate</m>, but <m>slate</m> always retains its asperity &amp; becomes porous, because it is a fat. In the <fr>noyau</fr>, it is not good, in sand, it can be accomodated. They <tl>sieve</tl> their sand, grind it on <tl><m>porphyry</m></tl>, and wet it in <m>water</m>, &amp; they take away the finest, which is on top, then reheat it.</ab>

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<id>p143r\_3</id>

<head><al>Toad</al></head>

<ab>Once molded, it can be removed without burning it, because it releases well. Choose the biggest &amp; the lumpiest. Because they contain a lot of <m>metal</m>, it is best to mold them hollow, for they come out better. You could make your cast in one piece &amp; large, but it <del><fr>s</fr></del> would be awkward to cut. It is best to do it in three or 4 parts, which are a little wide close to the animal, &amp; include the most of the edge of this, which is close to the gate, that can be done. Make also some gate conduits from the end of </ab>

<ab><margin>left-middle</margin>

<figure>

<id>fig\_p143r\_1</id>

<link><https://drive.google.com/open?id=0B9-oNrvWdlO5cnJFVXFaRURaY3c></link>

</figure>

Let the <tl>mold</tl> cool before opening it, especially for thick things.</ab>

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