

Possible Problems and Solutions When Taking Handprints

You may encounter problems when you take prints. The following list shows illustrations of the most common problems, as well as an explanation on how to fix them.



A hole in the middle of the palm

This is a very common problem. If your first print shows a hole, please don't push your hand harder for the second print. You will thus create other problems. Instead, take a piece of tissue (Kleenex or toilet paper), fold it into a little square to make a padding. Place this square *under the sheet of paper*, under the approximate location of where the center of your palm will be. When you press on the palm, the padding will lift the paper slightly, allowing the center of your palm to touch the paper.

However, make sure to write "With padding" below any print you take with this technique.



Double lines or smudges

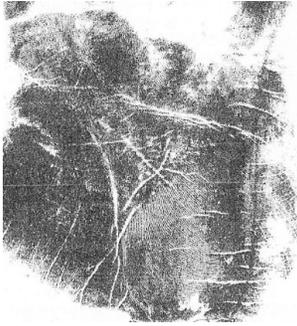
Press on the palm only *once*. If you push it twice to make sure the center of the hand appears on the print, you may create double lines or smudges.



Parts that shouldn't appear on the print

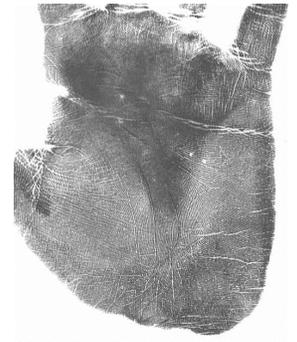
After taking the print, while your hand is still on the paper, lift it all at once, in a quick, *vertical* motion, otherwise it will change the shape of your hand.

If you start lifting your hand from the bottom, with your fingers last, the fingers will appear to be longer on the print.



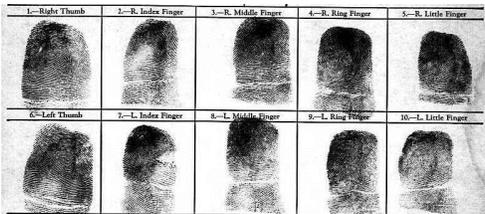
If you lift your hand starting from the thumb side and finishing on the outer edge of the hand, it will make your palm wider.

Again, you can avoid this problem by lifting your hand quickly and *vertically*.



Pressing too hard

If the hand is very soft and flabby, avoid pressing the palm too hard. It will make the print too dark.



Rolled fingertips

Contrary to forensic fingerprinting, which requires the tips of the fingers to be rolled in order to reveal the whole fingertip pattern on paper, taking prints for palmistry purposes demands that the prints reflect the exact shape of the fingers. Rolling the fingertips would make them wider than they really are. This would lead to the wrong diagnosis. So please don't roll your fingertips!



Printing of the thumb

The only fingertip that needs to be rolled is the *thumb*. When the hand is flat on the paper, only the side of the thumb touches the paper. Therefore, you need to slightly roll the tip of the thumb towards the rest of the hand, and the shape of the thumb will appear on the print.

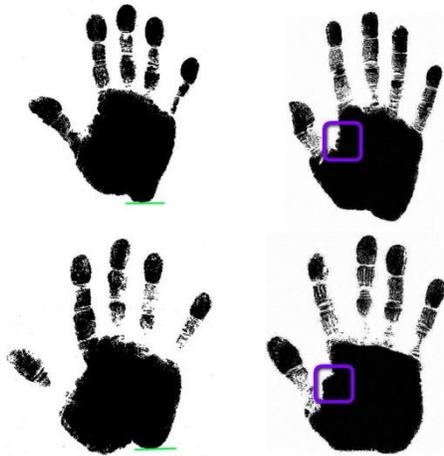




Edges of the hand

It is important to cover the whole hand with ink, otherwise the edges will appear to have indentations. The edges of the palm and fingers represent a very important feature of hand analysis.

Uneven edges can also happen if you use a soft surface like a pillow or a rug. Make sure you use a flat, hard surface like a table.



Outline of Luna and Mars Negative

The outlines of Luna (bottom corner of the palm) and Mars Negative (between thumb and index finger) are very important for the analysis.

Take more than one print to determine what is normal for you.



Ambivalent prints

Sometimes a print reflects two different shapes, like the mount of Luna on this print. Is it a short Luna or a long one?

When you place your hand on the surface, your arm should be perpendicular to your hand, and the hand should be relaxed on the paper. Take several prints to see which one is typical for you.

Also, in between prints, you should add more ink everywhere on the hand.

Hand opening



Some hands are naturally held in, while others are naturally open. Just place your hand in a position that is comfortable for you.

Make sure that the paper size doesn't influence the placement of your hand and fingers on the paper. Use a sheet that is wide enough. The standard letter format (8.5" x 11"; or A4) is very suitable for print-taking.

Distorted photos



You may decide to send *clear* photos of your prints. The free *Office Lens* app is very useful for this type of photos. However, make sure your camera/phone is held straight above the print when you take your photo, otherwise your hand may appear distorted!