## Do you want to...

- Learn more magic?
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- Purchase magic tricks, kits, and gags?
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Contact Abra-Kid-Abra <u>www.abrakid.com</u> 314-961-6912. We can provide info on camps, classes, birthday party packages, shows, and store items. Ask about our free tuition program for after school classes if we don't do one at your school, and you help us get a program started.

Your library or book store is also a great place to find magic books. The International Brotherhood of Magicians <a href="www.magician.org">www.magician.org</a> and the Society of American Magicians <a href="www.magicsam.com">www.magicsam.com</a> are helpful resources. Check to see if there is a chapter near you!

In St. Louis, Gibbols Magic and Novelties in Laclede's Landing carries a nice selection of magic equipment. 314-621-3660 811 N. 2<sup>nd</sup> Street, St. Louis, MO www.gibbols.com.

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# Magic Tricks You Can Do!



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## **Rules of Magic**

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So you'd like to learn some magic? Great! Here are some success guidelines.

- 1. Never reveal your secrets! Not even to your friends or family. It spoils the mystique!
- 2. Only perform a trick once for the same audience. If they see it a second time, they know what's coming and are more likely to figure it out.
- 3. What you say—which magicians call "patter"—is important. For many of the tricks booklet, suggested patter is included. Use it to start with. Then, if you like, make up your own stories and adaptations. Perhaps use a little humor. Don't do the trick without talking. And don't tell the audience what will happen. You want to surprise them!
- 4. Practice. Don't expect that you'll perform a trick right the first time. Often it takes 10 or 20 times, or more! Magic takes practice. A good place to practice is in front of a mirror. You can see how it looks to the audience!

#### Good luck!



#### Do As I Do Hands

<u>Effect</u>: The magician asks audience members to do as she does. They follow along right up until the end—when the magician turns her hands in a way that they cannot!

#### Secret/Mechanics:

- 1. Ask the audience members to do as you do. Hold out your hands palms out (photo 1).
- 2. Cross hands, putting your right hand **over** your left (photo 2).
- 3. Clasp fingers (photo 3).
- 4. Unclasp your hands momentarily to make a minor adjustment on an audience member's hands with your right hand. Leave your left hand as is. (photo 4). Say something like "A little lower".
- 5. Reclasp your hands—but, this time, right hand goes **under** the left. To the audience, it looks like you have reclasped as before!
- 6. Turn your thumbs up, turning hands 180 degrees. The audience will not be able to do this! They'll wonder how you did!



Photo 1. Hold hands palms out.



Photo 2. Cross arms-right on top.



Photo 3. Clasp fingers.



Photo 4. With your right hand, adjust an audience members' hands.



Photo 5. Reclasp hands. This time, right arm goes UNDER the left.



Photo 6. Turn hands 180 degrees, so thumbs point up.

<u>Effect</u>: You introduce The Great Swami, who, you proclaim, has great mental powers. You send her out of the room, and ask a spectator to touch any object. Swami returns and correctly identifies the object! (No props are needed.)

<u>Secret</u>: Before the trick begins, teach Swami to say "yes" after you touch something white. Be sure **you** make sure to touch something white right before you touch the selected object!

<u>Presentation</u>: "I would like to introduce The Great Swami. Did you know she has great mental powers? A round of applause for her please! Swami, would you turn around so you cannot see."

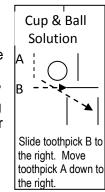
Pick a spectator. "Would you touch any object in the room so we can all see it." Spectator does so. "Does everyone see what he touched? Only the greatest of Swamis can get that object. We'll see if ours is up to the challenge. Swami! (Swami returns.)

A round of applause for the Great Swami. Swami, this gentleman has touched an object. Can you gaze into his eyes, concentrate. Was it this? This? (Touch something white.) This? (yes) Was she right? (yes) A round of applause for the magnificent Swami."

Note: If they jeer, 'that's easy, it was the 4<sup>th</sup> object', you can repeat it. After an object is touched, ask what number they want you to touch it on. If they say 1, say Swami needs to get warmed up. Make it between 2 and 7.)

#### **Key Points:**

- Touch the object, rather than point to it, so there is no question which object you are indicating.
- What if the audience chooses something white?
   You still touch something white prior to touching the selected object. Teach Swami to still answer yes, even if the object after the white is white.



<u>Effect</u>: The magician pours water into a cup, turns it over to pour it out, and it changes to ice!

<u>Props</u>: 2 paper cups, a sponge, a scissors, water, and an ice cube.

<u>Secret</u>: Unknown to your audience, you have a sponge in the bottom of the cup! An ice cube sits on top of the sponge. When you pour water in, the sponge absorbs it. When you go to pour out the water, the ice cube falls out, as the water is held in by the sponge!

#### Tips:

- 1. Cut a sponge to fit snuggly in the bottom of the cup.
- 2. Just pour in a little water. Pour enough so it looks like you are pouring in a reasonable amount. But too much and the sponge won't absorb it all.
- 3. When you dump out the ice cube, turn the cup toward you so you don't flash the sponge to the audience!
- 4. After you pour in the water, it takes a few seconds for it to seep in to the sponge. So talk for a moment, wave your hands, or do something to kill a little time.

### Ring that Goes Up

Effect: A ring mysteriously moves **up** a rubber band. (Photo 3)

<u>Props</u>: A rubber band and a finger ring. If you don't have a ring, you can use a paper clip, washer, or round plastic ring.

<u>Secret</u>: You secretly let the stretched rubber band slide through your fingers, causing the ring to move up the band!

<u>Preparation</u>: Cut a rubber band (by hand or with scissors), so it is a single strand.

<u>Presentation</u>: Put the ring on the rubber band. Right thumb & 1<sup>st</sup> finger hold 1 end of the band. Left thumb and 1<sup>st</sup> finger grab band near the middle and pull. See photo 1. "I would like to show you something unusual about this ring. You have seen objects slide down, before, right? (Dump ring so it's next to your right hand. Lift the right hand so the ring slides down the band to your left hand, as expected. Gravity.) This is an unusual ring. Sometimes it likes to go **up!**" Raise right hand so it's a couple inches higher than the left. Slowly let out the elastic between left thumb and 1<sup>st</sup> finger, causing the ring to travel up the band, defying gravity!

#### **Key Points:**

- Keep the hands stationary as the ring is moving.
- Don't move the fingers of the hand letting out the band.
- The ring starts next to the left hand & moves to the middle of the band.
- Hold the band angled up slightly to the right—approx a 20-30%.



Photo 1. Magician's view. Left half of band-hidden in left hand.



Photo 2. Audience view—ring starts near one end.



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Photo 3. Ring travels up to the middle.

## **Napkin Contest**

<u>Effect</u>: Challenge a spectator to see who can squeeze a napkin into the smallest ball. Each of you wads up a napkin & sets it on the table. Yours is much smaller!

Props: 2 paper napkins

<u>Secret</u>: As you wad up your napkin, secretly tear off a corner and roll **it** into a small ball. The rest of the napkin is wadded up and hidden in the your hand (the same hand that holds the small ball).

<u>Presentation</u>: "Let's see who can roll their napkin into the smallest ball. Ready? We'll each squeeze our napkins real tight. Uh oh, I didn't know you could squeeze that well! On the count of 3, we'll each set our napkin balls on the table. Ready? 1-2-3."

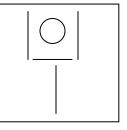


Photo 1. Small ball is between thumb & 1<sup>st</sup> finger. Big ball is in palm.



## **Cup and Ball Puzzle**

Effect: Set out 4 toothpicks and a coin as in the diagram, to represent a cup with a ball inside. The challenge: Can you make 2 moves with the toothpicks and leave the ball outside of the cup? The cup must remain in its same shape. You may not bend or break the toothpicks, or touch the ball. (Answer on next page.)



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Effect: Two cards put in the middle of the deck rise to the top.

Props: 1 deck of cards.

Setup: Find 2 matching pairs--e.g. 8♥ & 7♦, and 8♦ & 7♥. The pairs should look similar. Both cards should be red, or both black, and high values (7-10). Set them face down on top of the (face down) deck.

#### Performance:

- Hold deck in your left hand in dealing position. "This trick depends on speed. Are you speedy? (yes) Good. When I say go, I want you to lift up the top 2 cards, show them around to the audience quickly, then put them in the middle of the deck. Are you ready? Go!"
- Push the top 2 cards toward the spectator to make it easy for him to grab. He quickly shows them to the audience. As he is doing that, you lift off approximately half the deck with your right hand, & invite him to place them in the middle, atop the left hand's half. Then put right hand's stack on top of this cards, burying them in the middle.
- "Did you put them in the middle? We say 'Abra-Kid-Abra' and they are back on top!"

#### **Key Points:**

- Don't call the cards by name. Rather, say "the red 7 and 8".
- Don't ask, when showing the cards have come to the top "Are these your cards?" Never ask a question to which you may get an answer you don't want to hear (in this case, that answer could be: No, mine was the 8 of diamonds & 9 of hearts.)
- Alternatives: Instead of having the cards come back to the top, you can have them go to the bottom; to 1 on top & 1 on bottom; into your pocket; etc.

## Gravity-Defying Spoon

<u>Effect</u>: First, a spoon magically sticks to your hand. Then it sticks to your nose! This is a good routine to do at the dinner table.

Props: 1 spoon.

<u>Secret</u>: As you can see from the bottom view in photo #2, your first finger secretly holds the spoon in place! Hold the spoon in your right fist. The left hand grasps the right wrist, secretly sticking out the first finger so it holds the spoon against your right palm. Open your right hand, fingers outstretched (photo #1). Hold it for a moment—the spoon appears to defy gravity. After 3 seconds or so, lift away your 1<sup>st</sup> finger, dropping the spoon on the table.

To stick the spoon to your nose, as you are moving the spoon up toward your nose, breath on the bowl of the spoon, which moistens it, making it easier to stick. Practice to get the spoon to hang on your nose for a few seconds.

<u>Presentation</u>: "Did you know that the silverware in this place is rather unusual? For example, if I take this spoon and hold it like this, it sticks to my hand! (Drop it table.) I don't know why it does that. Not only that, but I find that if I put it up here (hang on nose), it sticks to my nose as well!"



Photo 1. Audience view.



Magician's view.



Photo 3. Hanging a spoon on your nose!

**Elbow Catch** 

Four robbers Card Trick

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Effect: The magician balances a coin on his elbow, swings his hand forward, & catches the coin.

Props: 1 or more coins

#### Mechanics:

- 1. Balance a coin on the inside of your right forearm, near your elbow, with your hand held back near your ear (photo 1).
- 2. Swing hand forward, winding up at your side, where your hand rests when your arm naturally hangs down (photo 2). See if you can catch the coin as your hand swings forward.
- 3. Practice until you can do this at least 3x in a row. Then you can add additional coins, either in a single stack (photo 3), or laid out along your arm.



Photo 1. Balance coin on elbow.



Photo 2. Swing hand forward as you try to catch it.



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Photo 3. Once you have mastered 1 coin, try a stack with several. How many can you stack up & catch?

Effect: 4 Kings buried at different places in the deck rise to the top.

Props: 1 deck of cards.

Secret: The audience thinks you are putting the kings into the deck, but you really put in 3 extra cards. The kings actually stay on top!

Setup: Hold the 4 kings as in photo 1. Hide any 3 cards behind the top king. Hold the deck in the other hand.

#### Performance:

- "Did you hear about the big bank robbery? 4 robbers landed by helicopter on top of the bank." Show 4 kings, square them up, & set them--and the extra cards--face down on top of the deck.
- "The first robber went to the 1st floor, where the pennies and nickels were kept. The second robber went to the 3<sup>rd</sup> floor where they keep the small bills. The third robber went to the 8<sup>th</sup> floor, where they keep the large bills." For each robber, take a card from the top of the deck supposedly a king but actually 1 of the 3 extra cards—and insert it into the deck, sticking out halfway.
- "The last robber stayed on top as the lookout." Casually flash the 4th robber (which really is a king) to the audience, and set on top of the deck. Photo 2.
- "Suddenly, they heard the police coming. (Make a siren noise.) police searched the building (push the 4 protruding cards flush into the deck) but never found the robbers. Do you know why?
- Because they were all on top." (Taking 1 card at a time from the top, display a fan of kings.)
- Note: Tilt deck so the end closest to the audience is down a bit. This helps prevent flashing that the extra cards are not kings!



Photo 1.



Photo 2.



Photo 3.