

Magic Camp - Levitations & Animations Parent Notes



Bringing out the **STAR** in kids!

Abra-Kid-Abra

314-961-6912

www.abrakid.com

Thanks for having your child participate in our Levitations & Animations Magic Camp. These notes are provided to help you assist you child in mastering the tricks. The notes are based on our 30 hour camp. If your program is less hours, not all this material will be covered, so some of it will be extra. If you have questions on anything, please let us know. 314-961-6912 info@abrakid.com Good luck!

Zippy

Effect: Magician holds a piece of plastic and it seems to move by itself, with a mind of its own. On the magician's command it leans toward the magician, away, toward, away. Toward—it won't come toward. The magician moves toward it to scold it & it comes toward, smacking him in the head! It then does the limbo.

Props: Ziplock bag with the bag part cut off, leaving only the zipper. Cut off one end of the zipper.

Secret: Hold the ziplock at the cut off end between thumb & 1st finger. By moving 1st finger along the thumb from the tip of the thumb, to the thumb joint, then back to the tip, the opposite end of the ziplock from the one you're holding curls 1 direction, then back the other. This finger movement should be slight and not noticed by the audience.

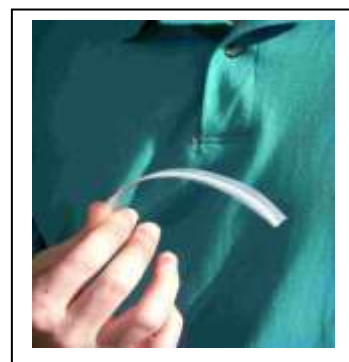
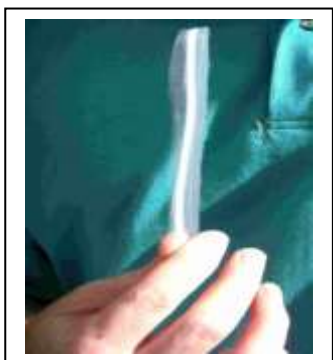
Prep: From a ziplock bag, cut off the plastic bag, then one end of the plastic zip lock.

Presentation:

1. "Did you know that I am a hypnotist? Let me demonstrate. (pull out ziplock. Wiggle fingers, hypnotizing it.) You are under my complete control. Come toward me. Back. Forward. Back. (To audience) Pretty impressive, huh?"
2. (To ziplock) away. (it doesn't move). Forward. FORWARD! (It still doesn't move. You move your face toward it to scold.) Look, what is the big idea—(it comes forward, smacking magician in the face!)
3. Did you know he can also do the limbo? (hold left hand palm down—it is the limbo stick. Ziplock is held in the right hand) Da-da-da-da Dah (Move it up to the left hand. Then it bends backward as it goes under. Then you can immediately repeat going back the other way with the da-da-da's.)

Notes:

- Additional gag: Pull out a magic (invisible) string. Tie it around the zip lock. Hand it to a kid, & have him pull ziplock toward and away from him, & ziplock moves accordingly!



Psychic Straw

Effect: You wave your hands in a big way, causing a straw to roll--by itself--across the table!

Props: 1 straw

Secret: You blow subtly on the straw. The big hand gestures draw the audience's attention.

Mechanics/Teaching Sequence:

Blow quietly, keeping mouth open just slightly. Try to keep your mouth as far away from the table as you can, while still being able to move it with your blow. If you must move toward table, act like you are concentrating—so there is a reason in the audience's mind for you getting closer. As you blow, wave hands in a big gesture, culminating in a gesture to push the straw away from you. The audience watches your big hand motions & doesn't see you blow. Don't move your mouth when blowing.

Presentation: Do you notice anything unusual about this straw? To the normal eye, it looks like an ordinary straw. You and I, however, know the real secret. This straw is psychic! Watch, I'll wave my arms (do so). Hmm, nothing happened. Let me try it again. (Wave arms around again.) Hmm, it must not be in a very psychic mood today. I have an idea. Can you guys help me. Everyone wave their arms. (Blow subtly, causing straw to roll across the table.) Well done! A round of applause for the psychic straw!

Sticky Straw

Effect: A straw sticks to your left palm while your right hand is wrapped around your left wrist. You supposedly reveal the secret—that your 1st finger is holding it. But then you remove your 1st finger & the straw still sticks to your palm by itself!

Props: 2 straws and a rubber band (or wrist watch)

Secret: A rubber band around the left wrist holds a secret 2nd straw, which holds the straw in place.

Preparation: Put rubber band (or wrist watch) on left wrist. A long sleeve is best to conceal the band. Slide a straw beneath the band on the inside of the left wrist, extending just into the left palm.

Mechanics/Teaching Sequence:

- Put the straw in the left fist. Back of left hand faces audience.
- Open left fingers, so straw is held in place by left thumb
- Wrap right hand around left wrist, & extend right 1st finger so it holds the straw against the left palm. The audience cannot see the R 1st finger, since the back of the left hand faces them. Right hand covers up the 2nd straw, which actually holds it in place.
- Lift up left thumb so it's not touching the straw. The straw seems to stick to your hand.
- Turn 180 degrees to show audience that your right 1st finger actually holds the straw in place. Then turn back to original position and remove right hand. The straw inexplicably still sticks!

Presentation: “Let me show you something unusual about this straw. If you hold it here, it sticks to my hand. You won't tell anybody if I show you the secret, will you? I hold it in place with my finger! See, if I were to take away my finger, the straw would fall to the fl---huh? Something odd is going on around here!



For younger kids:

You can have the first part be the trick—the straw sticks to the hand (due to your secret first finger holding it there). For older kids, add the 2nd part where you supposedly reveal the secret, but then the straw really does stick to your hand.

Floating Princess

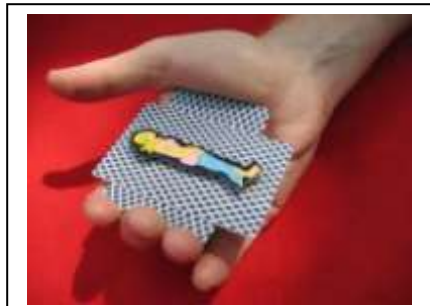
Effect: You set a cardboard princess on a playing card, and the princess rises an inch or so off the card! (photo #1). You slide the other card between the princess and the card, to show there are no strings. The princess then floats back down to the card.

Props: 2 cards (1 gimmicked) & princess

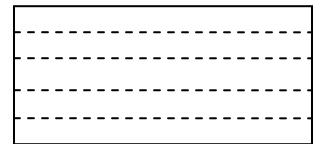
Secret: 1 of the cards has threads on the back of it (see diagram below). They are very fine, and not visible, due to the back of the card. However, you can feel them with your finger. When you bend the card, middle down, slightly, the princess appears to rise off the card! Straightening the card back out brings the princess back onto the card. Note that you can slide the other card between the princess & the card, as though to show no strings, and this does not affect the floating princess! (photo #2)



Bending the card slightly causes the princess to float!



The princess back at rest atop the 2 cards.



Mechanics: As photo #1 shows, hold the gimmicked card at the 2 short ends, hand beneath the card, thumb at 1 end & fingers at the other.

Presentation: “I will now levitate my assistant. Let me call her. Natasha! (No one comes.) Natasha! (Still, no one comes.) It’s hard to get good help these days. That’s ok, we’ll use this picture of Natasha instead. First, I will hypnotize her. Sleep! (Snap you fingers, if you can. Thumb lets go, dropping her to your fingers.) Pretty impressive, eh? If I set her on this card, and say Abra-Kid-Abra, it almost appears that she rises off the card! Some think there is a hydraulic lift, but no, there’s nothing there (as you slide other card beneath her, then pull it out). We will wake up the princess. (Snap your fingers. Pick her back up, upright.) A round of applause for Natasha!

Telekinetic Ring

Effect: A finger ring mysteriously moves up the length of a rubber band.

Props: 1 rubber band and a finger ring (which we give the students).

Secret: You stretch the rubber band and slowly let it out, which causes the ring to appear to be moving along the length of the rubber band.

Preparation: Cut a rubber band (by hand or with scissors), to make it longer, which helps with this trick.

Presentation: “Have you ever heard of telekinesis—where people move objects with the power of their mind? I’m going to attempt to demonstrate that here this evening. (Thread the ring onto the rubber band. Left thumb and first finger grabs rubber band in the middle (or 2/3 of the way from the left end) and pulls it. The right fingers hold the right end of the band at a slight angle upward. The ring rests against the left thumb and first finger.)

This takes a great deal of mental effort and concentration, so can I have silence, please. (Slowly let the rubber band out from between the left thumb & first finger, causing the ring to ride up the rubber band. It appears to be moving on its own! Be careful to stop before you get to the end and it pops out of the left fingers.)

Notes:

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



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



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

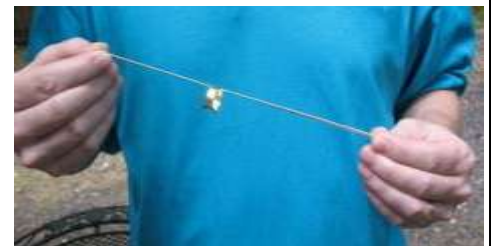


Photo 3. Ring travels up to the middle.

Stop 'n Go

Effect: Magician stands on the end of a string, and holds the other end in his hand, about chest height. She threads a card on the string, yells stop, but it slides all the way down the string. She pulls the card up to the top of the string to try it again, but this time asks someone from the audience to say “abra-kid-abra”. Now when she tries, the card stops falling when she yells “stop”. She does this a couple times.

Props: 3' long piece of string & card with 2 holes (5.5"x4.25"), and crayons to decorate the card.

Secret: When you pull the string taut, the card stops falling. When you hold the string loosely, the card falls. Don't make this obvious. The difference between the string being loose & tight should be minimal, so it is hardly noticed.

Preparation: Have the kids decorate their cards. They can draw a face on it, make it a spaceship, a rabbit, etc.

Presentation:

“This is a magic card. It minds me very well. I will slide it down the rope and when I call stop, it will stop. (Slide card down the rope.) Stop! (It doesn't stop.) Hmm. It's not minding very well today. (Pull the card back up to the top.) Maybe we need some magic words. Sir, can you say abra-kid-abra. (Now have it stop when you call stop. Let it slide a little further down the string, call stop again, & again have it stop.) Next time my tricks don't work, I know who to come to (pointing to the person who said the magic words)!”



String Fusion

Effect: You put 2 strings in a spectator's hand, and have him close his hand into a fist. (Photo #1) The top ends of the strings stick out of the top of spectator's hand 1-2", and the bottom ends stick out more. You grab the bottom ends and pull. The top ends are pulled into the spectator's hand. When you pull the string out of the spectator's hand, the 2 strings have fused into one!

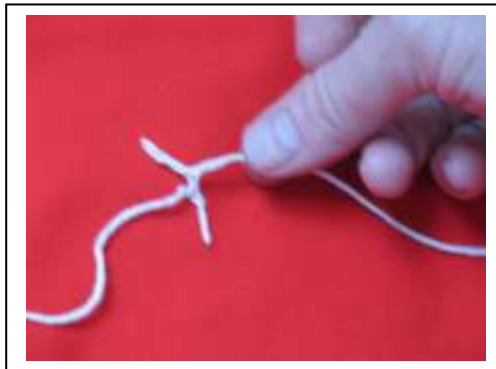
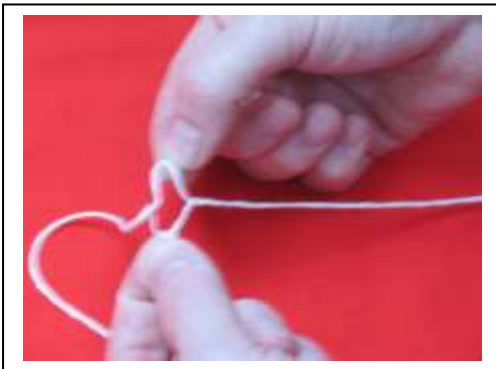
Props: 3' long piece of string from stop n go trick.

Secret/Preparation: There is 1 piece of string all along—you make it look like two. Here's how: Before the trick starts, with your fingernails pull apart 2 strands in the middle of the string (photo #3). Twist them so they look like ends (photo #4). Hold the "2 pieces" with your thumb over the intersection (photo #5) so they look like 2 pieces of string!

Mechanics: Show "2" pieces of string. 2 longer ends hang out the bottom of your hand. Put them in a spectator's hand, and gently close it into a fist immediately. Pull the 2 bottom ends, which pulls the top ends into the spectator's fist. Keep pulling until the string is out of the spectator's hand, and seen to have fused into one piece!

Presentation: "I have a couple pieces of string. Would you hold them, please. Close your hand into a fist so I cannot do anything sneaky. Do you feel the strings in your hand? (yes) I will pull them down into your hand. Can you say Abra-Kid-Abra? Are you a magician by any chance? Because you have fused the 2 pieces into one! (show such)"

Notes: You can also hold the strings in your fist and have 2 spectators each pull out a bottom end, though it is a little stronger if a spectator holds the strings.



Ghost Knot (full day camp only)

Effect: Spectator ties a knot in a handkerchief. Mysteriously, it visibly unties!

Props: Pocket Handkerchief

Secret/Mechanics: Hold the hank by opposite corners in each hand, and twist it into a rope. Cross the ends. Give them 1 twist. (This twist is what makes the knot untie!) Hold your left thumb at the base of the 2 ends. Invite spectator to tie a knot & pull it tight. With both hands pull the ends slightly apart until the knot starts to unravel by itself and untie! Key: Move your hands as little as possible, and let the knot untie SLOWLY.

Presentation: “I don’t want to scare you, but did you know this place is haunted? By a ghost who likes to untie knots! Let me demonstrate with this handkerchief. I will tie it into a knot. (Cross the ends & twist it, as though you are starting to tie a knot.) Wait a minute! If I tie it, you make think there is some sort of trickery involved. So would you tie the knot, please. (Make sure they tie a single overhand knot.) Pull it tight. Not that tight! What, do you think the ghost is Hercules? I’m not sure he’ll be able to do anything with a knot that tight, but let’s see. Cecil. Cecil! Can you untie the knot? See, I told you there is a ghost in here.”

Teaching Tips:

- You starting to tie it, then changing your mind & having them tie it gives a logical reason why you are twisting the hank.



Wrap hank up into a cord.

Ghost in Handkerchief (full day camp only)

Effect: A handkerchief is folded and placed on the table. You catch a ghost and toss it in the hank. A ball-size bulge appears in the middle of the hank that seems to be solid! You open the hank but there is nothing there. The ghost has vanished!

Props: A handkerchief, a toothpick, and a spoon

Secret: A secret toothpick is in the hem of the handkerchief, near a corner. When you catch the ghost and put it in the hank, you stand the toothpick on end, causing it to seem like something is in the hank.

Mechanics:

1. Before the trick starts, slide a toothpick in the hem. Lay the hank on the table. The toothpick should be in the far right corner. Set the spoon aside on the table.
2. Show the hank. Fold the far right corner (which contains the secret toothpick) in to the middle first. Then fold in the far left corner, and 1 of the near corners. Leave 1 near corner not folded in, to create an opening that you put your hand in to toss the ghost into the hank (photo 1).
3. Catch an imaginary ghost with your right hand and put it into the hank, putting your hand into the middle of the hank. Stand the toothpick upright. Pull out your hand, being careful not to knock the toothpick over.
4. Put your right 2nd finger tip on top of the toothpick and roll it around a little. It should look like there is a ball in the hank! Try to have the bottom of the toothpick remain stationary, as you rotate the top of the toothpick (thru the hank) in a circular motion, parallel to the table. Just do this for a moment.
5. Pick up a spoon or small object and gently bang it on the top the toothpick, further showing that there is a solid mass in the hank!
6. Grab the corner with the toothpick in your right hand, and a neighboring corner in the left and open the hank, showing the ghost has vanished.

Presentation: “Do you believe in ghosts? You know, it’s said that ghosts like to hang out in dark places. I’m going to fold up this handkerchief. Does anybody see a ghost? Oh, there’s one! (Reach out & pretend to grab it, and toss it into the hank.) I think I got him. Did you see it? It was a big one! About this big (cup hands), round. Let’s see if we can see him in the handkerchief. There he is. And look, he’s actually pretty solid (gently bang toothpick with a spoon). Well, we don’t want to keep him in here for too long. Good bye, Ghost!

Tips: If you do not have a hank with a hem, you can conceal the toothpick in your hand. Palm it between the tip of the R 2nd finger and palm. With both hands, show the hank. Put right hand down in middle of the hank and fold a corner of the hank over it, as you slide out your right hand, leaving the toothpick on the hank. Fold another corner or two over it. As before, when you pretend to catch the ghost, put it in the hank and set the toothpick upright. At the end, reach your right hand in, and palm the toothpick as you grab the hank with both hands to show the ghost is gone. As you put the hank back in your case, dispose of the toothpick.



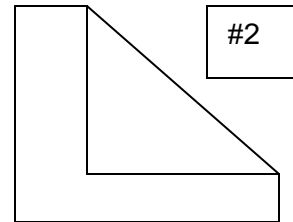
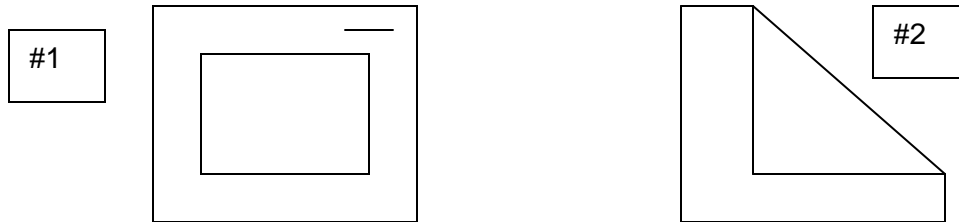
Toothpick Trick (full day camp only)

Effect: Magician shows a toothpick, sets it in the center of a handkerchief, folds up the hank, and asks spectator to break the toothpick (through the hank). Spectator does, and the toothpick is heard to snap. Magician lifts up the hank, shaking it out, and out drops the toothpick—fully restored!

Props: A white pocket handkerchief, and 2 toothpicks

Secret: An extra toothpick is hidden in the hem of the hank. Spectator breaks the toothpick in the hem, enabling magician to lift & shake out the hank, having the restored (originally shown) toothpick fall out!

Preparation: Slide a toothpick in the hem. (See diagram #1 below.)



Presentation: “I have here an ordinary toothpick. Would you like to examine it? (Offer it to spectator. As spec reaches out to take it, pull it back, saying) Thank you very much. No, just joking, you can look at it. (Let spec look at it.) (Spread out hank on the table. Set toothpick on top in middle, facing left to right.)

We’ll put this toothpick in the handkerchief and fold up the corners. (Fold in corner with hidden toothpick first—see diagram #2 above. Note that corner comes beyond the middle. Fold in other 3 corners to middle. Then turn hank $\frac{1}{4}$ turn to the right, so hemmed toothpick is near spec. Feel for it so you hand spec the hemmed toothpick.)

Would you hold the toothpick, 1 hand holding each end. Now break the toothpick in half (spectator does so) in your mind. (Notice that he really broke it.) Oh no, you didn’t really break it, did you? It’s ok, we’ll try a little magic. Abra-Kid-Abra. And the toothpick is back to normal. (Grab 2 corners of hank and lift it up, dropping out the “restored” toothpick.)

Tips:

1. How to get the restored toothpick out of the hem to reset: Slide it out if you can. If you can’t, consider poking a small hole in the hem at the left end of the toothpick & shove the toothpick through the hole.
2. Be sure to give spectator the hemmed toothpick to break! When you turn the hank $\frac{1}{4}$ turn to the right, feel the spec’s end of the hank, feeling back toward the middle til you come to the first toothpick, which should be the hemmed one.

Bending a Spoon (Drawing) (full day camp only)

Effect: Draw a spoon on a post-it note. Hold it in your left hand. As your right fingers wiggle, the spoon bends, then straightens back out!

Props: Pad of post-it notes.

Secret: A secret, small, rectangular piece of a post it note hangs down from the sticky strip in the back. Your left thumb rolls down this piece, causing the spoon to bend. Then the thumb rolls back up, causing it to straighten.

Preparation:

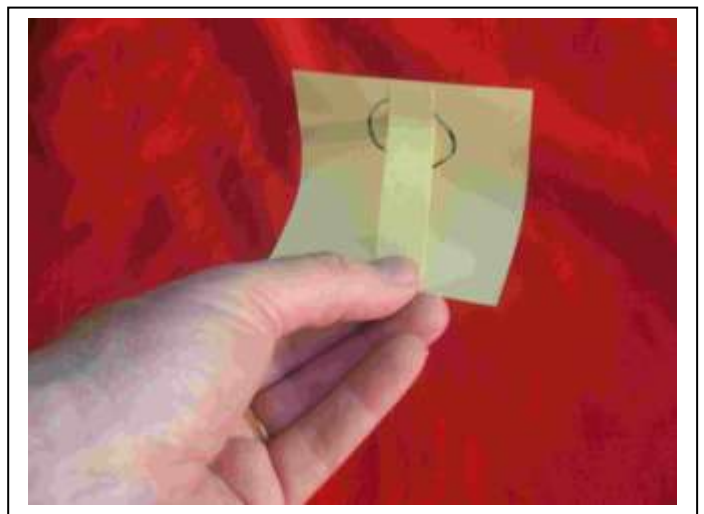
1. Tear off a piece of a post-it note approx 1.5" long x 1/2" wide. It should not have any adhesive on it.
2. Afix 1 end of this to the sticky strip of another post it note (photo).
3. Lightly place this prepared post it note on top of the post it note pad.

Mechanics:

1. Draw a spoon on the (gimmicked) post-it note.
2. Peel it off the pad, the secret strip on the back coming with it.
3. Hold it in LH, fingers in front by spoon drawing, thumb in back, resting on the bottom of the secret strip.
4. Raise your RH and wiggle your fingers. This provides important misdirection.
5. Slide the left thumb down 1/2" or so toward your palm, causing the post-it note to buckle (i.e. the spoon to bend). Reverse this action to straighten it back out. As the thumb slides down, it pulls the strip with it.

Presentation: "Do you have a sterling silver spoon I can borrow? (no) Well, then we'll pretend. I'll draw a picture of a spoon here. (do so) Have you ever seen Uri Geller on TV bend spoons? I've been practicing. I will wiggle my fingers and the spoon bends! Of course we can't leave it like that, so I'll wiggle again and it comes back. Thank you."

Notes: To end, you can put it back in your pocket or case. Or, you can say that you will now break the spoon in your bare hands, and tear it up in small pieces, and hand it to the spectator. The secret strip is not indistinguishable from the other pieces.



Do You Believe in Ghosts? (full day camp only)

Effect: There is a ghost who likes to tap people on the shoulder, you explain. When the spectator closes her eyes, she feels both of your index fingers on her cheek. Yet, repeatedly she feels a tap on her shoulders & head! The audience sees what is going on, but the spectator does not!

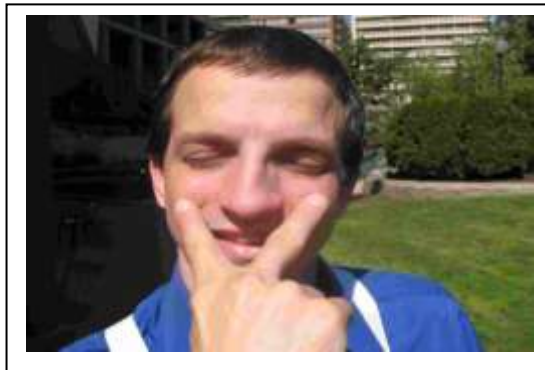
Props/Secret: No props are needed. The volunteer thinks you are touching her cheeks with both 1st fingers. Actually, you have switched to using 2 fingers from 1 hand, freeing up the other hand to tap her.

Presentation: Ask for a volunteer. Stand facing her, both sideways to the audience, far enough away that no one can tap her. Mention that there is a ghost who likes to tap people who sometimes resides in this room! Of course, he hasn't been active for a long time.

Explain that when you ask her to open her eyes she should open, and when you say "close", she should close-tight. If she feels a ghost tap her, she should immediately open! Hold out your 1st fingers. Approach her cheeks, saying "open". As your fingers get ~1' from her cheeks, say "close". Touch both fingers to her cheeks. (Photo #1) Say 'open' as you pull your fingers back. Repeat this a 2nd time.

The 3rd time, when she closes her eyes, touch her cheek with your right 1st & 2nd fingers. (Photo #2) (Having been conditioned, she'll think it's your left & right 1st fingers.) With your now free left hand, tap her left shoulder; then quickly bring your hands back in the previous position of 1st finger sticking out from each, pulling back slowly from her cheeks. She'll look, think both fingers were on her face as before, & wonder who tapped!

Ask her what happened. She may say she felt a ghost tap her. Ask where. Say that you didn't see a ghost. Ask the audience if they saw a ghost. (no) Try it again. The second time, repeat this sequence of 3 (open, close), and tap her right shoulder. Again, ask what she felt, say that you didn't see a ghost tap, ask if the audience did. The final time, tap her head.



Trixie the Fish

Effect: A plastic fish is put on a spectator's hand, & starts curling. This can be repeated a time or two.

Props: 1 fortune telling fish plastic envelope with 1 plastic fish inside.

Secret: I don't know how it works. It just does!

Performance: Ask spectator to hold out his hand. "Whatever you do, don't move the fish. OK? (To audience:) Will you let me know if the fish moves? (They say yes. Set the fish on assistant's palm) Anyway, I was going to show you a new trick. This particular trick—(start babbling. They'll interrupt you mid sentence to yell that the fish is moving. Egg them on if need be) What's that? The fish is moving? No, fishes don't move, it's not moving. No, it is not moving. (Start turning to look at the fish) I know that it i— (notice the fish curled) Hey! Didn't I ask you NOT to move the fish? Now please, don't do that again! (turn it over, put back in spectator's palm. Start talking again. Then stop mid sentence) Hey! Why do you keep moving the fish! Should we give him 1 more chance? OK. I don't think he'll move it this time. Now what we are going to do—What? No, it's not moving this time. I have seen this trick before, and I know that—(see that it moved) Ahhh! How 'bout a round of applause for my assistant!"

Notes: The fish is heat sensitive, and curls due to the heat in the hand. Different people's hands will cause it to curl in different degrees. So if a fish doesn't curl on 1 hand, this does not necessarily mean the fish doesn't work. Try it on a couple different hands.



Four robbers (card trick)

Effect: 4 Kings buried at different places in the deck rise to the top, amidst an entertaining robbery story.

Props: 1 deck of cards.

Setup: Hold the 4 kings beveled vertically, so approx the top ¼ of each of the king shows (& the whole bottom one shows), with 3 indifferent cards hidden behind them. Hold the deck in the other hand.

Performance:

- “Did you read in the paper the other day about the big bank robbery? Four robbers landed by helicopter on top of the bank. (show 4 kings & set them (and the extra cards) face down on top of the deck)
- The first robber went to the first floor, where the pennies and nickels were kept. (Take top card & insert it near bottom of the deck, protruding half way out of the deck, toward the audience.)
- The second robber went to the 3rd floor where they keep the small bills. (Insert 2nd card in middle of deck, protruding.)
- The third robber went to the 8th floor, where they keep the large bills. (Put 3rd card ¼ from the top, protruding.)
- The last robber stayed on top as the lookout. (Casually flash the king to the audience, set on top of the deck, protruding.)
- Suddenly, they heard the police coming. (Make noise like a siren.) The 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.)”

Secret: Although the audience thinks you are putting the kings throughout the deck, you are actually putting 3 indifferent cards throughout the deck. The kings stay on top.

Notes:

- Angle the deck so the end closest to the audience is down a bit. This helps prevent flashing the indifferent cards.
- As an alternative to the vertical bevel display, you can display the kings in a fan. But it’s harder for younger kids to arrange and hold them in a fan with the secret cards not showing.
- At the end, show the kids how to put the kings in a fan as they show that they’ve all come up to the top.
- Hold the deck in your hand, rather than setting it on the table, if possible. It’s easier to see this way in a show.



Elevator Cards

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♦, & 8♦ & 7♥. Pairs that when you look at each pair quickly, look the same. They should be both red or both black, & high values (7-10). Set them on top of the 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 take them. He quickly shows them to the audience. As he is doing that, you lift off approx half the deck with your right hand, & invite him to place them in the middle, atop the left hand’s bottom 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!”

Notes:

- Be sure that each pair has different suits (and numbers). E.g. Some errantly pair the 8♥ & 9♥.
- Don’t call the cards by name. You might say “the red 8 and 9”.
- 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.

Advanced Extra Phase: Add another phase to the routine prior to the above, where the pair is cut into the center, and the cards reverse in the middle of the deck!

Start with 1 pair on top, & the other pair face up on the bottom. Show the pair on top, cut them into the middle, spread the cards, & show that the pair has reversed itself in the center of the deck. This is startling. Cut the 2 face up cards to the top of the deck. (The other pair is right beneath them.) Flip the pair face down atop the deck. Then continue as above, putting them in the center, then showing that they have risen to the top.

Advanced Variation: When spec returns cards to middle, magician tosses the deck from left hand to the right and winds up with both cards in left hand! To perform, the 2 matching pairs are on top. Spectator looks at top 2 and puts them in the middle. Hold deck in left hand with thumb on top and fingers on bottom. Toss the deck to the right hand, hanging onto top & bottom card—like a sandwich. This takes a little practice, but looks impressive!

Rising Card

Effect: Magician rubs her index finger to create a magnetic charge. Then, holding this finger above the deck, she causes a card to mysteriously rise out of the deck! (photo #1)

Props: A deck of cards.

Secret/Mechanics: Your pinky secretly pushes the card up. Hold the deck in your left hand with the back of left hand & the face of the cards facing the audience. Left fingers & thumb are on opposite sides of the deck. No fingers are on top of the deck. Rub your right first finger on your sleeve vigorously, saying that you will charge it with electricity. Hold your right hand behind the deck with first finger above it (see below). Unseen by the audience, your right pinky protrudes, touching the top card. (Photo #2) Right hand middle 2 fingers are curled in a fist. Slowly raise the right first finger while maintaining contact with the pinky against the card, and the card rises. When it gets almost out, pull the pinky into your right fist pull the card out, so it's not apparent it was on top of the deck. Slip it back into the middle.

Presentation: "Sometimes people ask if I use trick cards. I say 'No, but I have a tricky finger'. If I call, say, the Ace of Clubs (name whatever card is on top), rub my finger against my arm, and hold it here (above the deck), it rises out of the deck. Eerie, eh?"

Note: Be careful of your angles. If people are far on the side, they may spot your pinky.

Advanced Tips: You can have a card selected & make it rise out of the deck. To do this, you must control the selected card to the top. Spread the cards face down, asking the spectator to pick a card. Have them show it around without letting you see it. Square the cards and lift off approximately half the deck, asking the spectator to put the card back on top of the lower half. As you lift half of the deck, casually glance at the bottom card of the half you're lifting off. When spectator returns his card to the deck, you put the top half back onto the bottom. You don't know the spectator's card, but—unknown to the audience-- you know the card right on top of it!

Spread the cards with faces toward yourself, saying that you're going to look through the deck and find his card. What you are secretly doing is looking for the card you glanced at. The card right underneath this will be the spectator's card. Cut the cards casually, bringing spectator's card to the top. Call the wrong card a couple of times. Then say that you're just warming up. Ask spectator to name his card. Then have it rise out of the deck, as above.



Rising Card from Case

Effect: The queen rises out of the card case! (photo #1)

Props: Deck of cards with secret rectangular hole cut in the back of the card case.

Secret: Push your 1st finger through the hole, on the back of the top card, and push it up. (photo #2) Then put finger at the bottom of the card & push it up more. Repeat til it's out as far as it can. Have a queen on top of the deck to begin. Note: If you tilt the deck slightly back, it appears that the card rises from the center of the deck.

Presentation: "Have you ever seen a princess levitated? I will attempt to do so today. Rise! Rise! (Nothing happens.) Hmm. Can you say 'Rise'! (Spectator says 'Rise' and a queen rises out of the deck!"

Challenge Version

Effect: A selected card rises out of the deck. This adds to the above that the card that rises is one the spectator picked and put back in the middle of the deck.

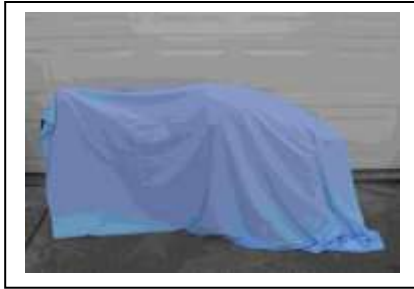
Secret/mechanics:

1. Spread the cards face down and ask spectator to select a card. Have him show it to the audience.
2. Cut deck and ask him to put it back in the middle. (Photo #3) As you point with your right 1st finger to where he should put it back, turn the top half face up and glimpse the bottom card of the top half. It is a natural move to turn the packet face up as you point to where you want the card returned.
3. When spectator puts his card back, cover it with the top packet. You don't know the spectator's card, but you know the card on top of it, which you glimpsed.
4. Turn the deck face up and spread through it casually, saying something like "Your card is somewhere in this deck." As you do this, look for the card you glimpsed. The spectator's card will be the one right under it (to the right). As you turn the backs of the cards toward the audience, casually cut the cards, bringing the spectator's card to the top (photo #5). To the audience it should just appear that you quickly spread through the cards to show all was fair, closed them back up, & casually cut them.
5. Finish as above, putting the cards back in the case & causing the spectator's card to rise out of the case!



Sheet Levitation

Effect: Your assistant lies on his back on the floor. You cover him with a sheet. Upon your command, the assistant rises up about a foot under the sheet! You take the sheet off and the assistant takes a bow.



Props: Bed sheet.

Secret: Assistant secretly turns over onto his stomach and does a push up with 1 leg extended.

Mechanics: A third person (assistant #2) assists the magician in handling the sheet. The assistant lies on the floor on his back. Magician & assistant #2 hold up the sheet for a moment to show it. In that moment, the assistant quickly turns onto his stomach. Then magician & asst #2 cover him with the sheet. Audience will still think he is on his back. After he has risen & come back down 1-2x, magician & asst #2 lift the sheet, forming a momentary wall between the guy on the floor & the audience. During that moment, the guy rolls onto his back. When magician & asst #2 put the sheet down, the guy is seen lying on his back. He then gets up & bows. Note: The wall is only up for a split second. Any longer, & it may arouse suspicion. Asst who is levitated must be able to do a good, strong push-up with 1 leg extended—so it looks like someone is rising.

Presentation: “Ladies & Gentleman, we are pleased to present a classic of magic...the ancient trick of levitation! First, we must hypnotize the assistant, so everyone please be very quiet. (Magician & asst are standing sideways to audience. The 2nd assistant comes out, & stands behind the asst, arms outstretched, as though to catch asst when he falls asleep. Magician wiggles fingers as he starts to hypnotize.) Your eyes are getting heavier. Heavier. Your nose is getting heavier. Your mouth is getting heavier. Your little finger is getting heavier. (As you say these things, asst doesn't say or do anything, but 2nd assistant starts to get tired.) When I count to 3 and snap my fingers, you will fall asleep. 1---2---3! (2nd assistant falls to the floor asleep. Magician goes over to him.) No, no, not you! Get up. (Pull him up & resumes hypnotizing pose) 3! (Assistant falls to floor, and winds up lying on his back.)

(Magician & 2nd asst pick up the sheet, forming a wall between the audience & the 1st asst.) We will now cover the assistant with this ornate, oriental tapestry. You can see that we have spared no expense! (Magician & 2nd asst cover up 1st asst who has, under cover of the wall, secretly rolled over onto his stomach. 2nd asst backs away.) And now, upon my command, the ancient trick of levitation! (Magician raises his arms.) Rise! (Asst comes up a few inches, then falls back down.) Rise! (Asst rises up a little more, then falls back down.) Rise into the air! (Now asst does a full push-up, rising up as high as he can. He holds it there for 3-4 seconds, then goes back down. Magician & 2nd asst, who comes back in, each grab a top corner of the sheet & raise it, again, forming a momentary wall—just for a split second this time—then, drop it, revealing 1st asst on his back (he has quickly flipped back onto his back under cover of the momentary wall.) Now we'll bring him out of his trance. We must do so slowly. Wake up! (1st asst opens his eyes & stands up.) Take a bow. Thank you.”

Notes:

- Rising person must keep elbows in, against body, & head down, looking at floor.

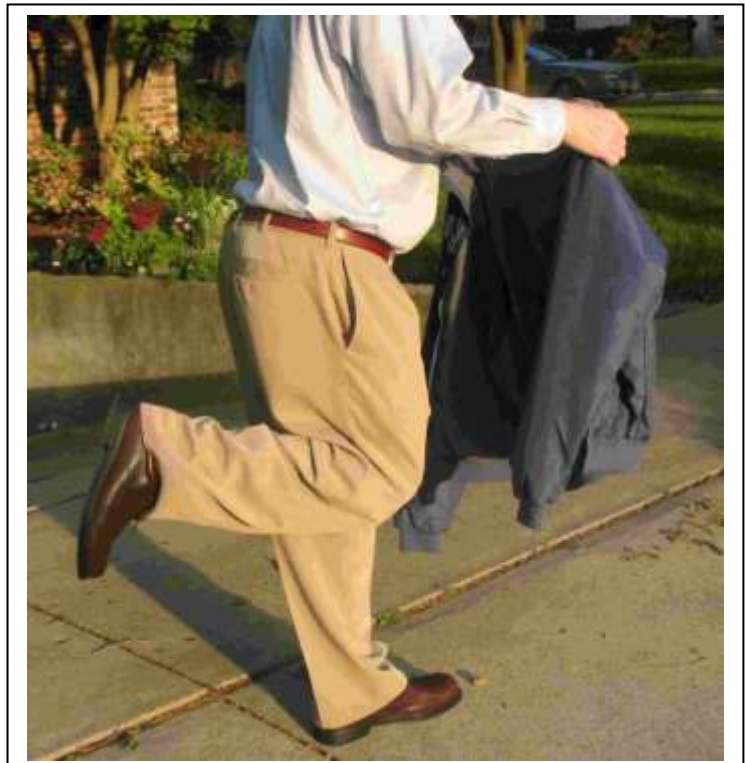
Vanishing Leg Gag

Effect: Magician drapes a coat or shirt in front of his legs. When he lifts up the coat, only 1 leg is there. The other is missing! (Or, there is a shoe there, but no leg! Magician lowers the coat, then raises it again & the missing leg is back.

Props: A coat (or Abra-Kid-Abra t-shirt)

Secret: Under cover of the coat, slip your left foot out of your shoe and bend you left leg at the knee. When you lift your coat, it will look like your leg has vanished! Drop the coat down again, put your foot back in your shoe, then lift the coat to show your leg has returned!

Presentation: “I’m going to see if I can make something appear. (drape coat over legs) Hocus Pocus Six and Locus. (lift coat showing leg gone) Oh no, I must have said the wrong magic words. I made my leg disappear! (cover bag up with coat) Alakazoo Alakazam! (lift coat showing leg back) Whew, that was a close call!”



Comedy Levitation

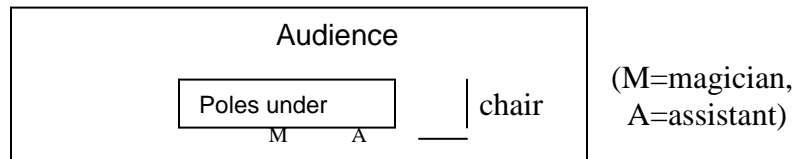
Effect: Magician levitates his assistant. The secret gets comically revealed.

Props: 1 sheet, 2 poles with shoes on the end roughly matching the assistant's, & a chair. Need 3 people: magician, assistant who levitates, & a second assistant to help place the sheet over the 1st assistant.



Secret: 2 poles with shoes on the end under the sheet create the levitating illusion.

Preparation: Set out chair. Place poles on floor next to it, a little in front of the chair. Cover poles with sheet, accordion pleated (loosely) so when the sheet is lifted up by the top corners, the poles are behind it.



Presentation: “I will call my assistant. (Assistant comes out.) (To assistant:) We will now perform a classic masterpiece of magic, the ancient trick of levitation. (Assistant starts to run away, muttering “Oh no, you’re not levitating me!” Magician pulls assistant back.) The first thing we have to do is to hypnotize the assistant, so everyone please be very quiet. (Magician & asst are standing sideways to audience. A 2nd assistant comes out, & stands behind the asst, arms outstretched, as though to catch asst when she falls asleep. Magician wiggles fingers as he starts to hypnotize.) Your eyes are getting heavier. Heavier. Your nose is getting heavier. Your mouth is getting heavier. Your little finger is getting heavier. (As you say these things, asst doesn’t say or do anything, but 2nd assistant starts to get tired.) When I count to 3 and snap my fingers, you will fall asleep. 1---2---3! (2nd assistant falls to the floor asleep. Magician goes over to him.) No, no, not you! Get up. (pulls him up & resumes hypnotizing pose) 3! (Assistant falls to floor in sitting position, leaning head back against chair.)

(Magician & 2nd assistant each pick up their corner of the blanket, forming a momentary wall between the audience & the sleeping assistant. Under cover of this wall, the assistant quickly gets to his knees, & puts 1 pole under each arm. The ends of the poles should be at or just beyond his armpits. He leans his head back on the chair, and holds arms straight, reaching as far down the poles with his hands as he can.) You can see that we have spared no expense in using only the finest, hand sewn, Persian sheets. Now that he is sleeping, we will cover him with the sheet. (leave the fake feet sticking out one side and the head sticking out the other. Be sure the poles aren’t visible.) Now, upon my command, the ancient trick...of levitation. Rise! (asst lifts up shoes ~6 inches off the ground, trying to rise, can’t, & plops them back on the ground) Rise! (a little louder. This time, the shoes lift ~ 12 inches—getting close, but still not quite rising.) Rise into the air! Now assistant goes all the way up. It appears that he is levitating! Magician stands by the head and adjusts the sheet if necessary as assistant is rising.

For the ending, the magician inadvertently steps on the corner of the blanket & starts taking big bows. Unseen by him, the asst start drifting out from under the blanket. When asst is out, he wakes up, yells, tosses poles & runs off stage.

Teaching Points:

- 3 important things to watch re assistant levitating: 1) elbows are straight (not bent, or it tips the trick) 2) head is parallel to ceiling 3) poles stop at armpits. (If they protrude beyond, they are visible.
- Asst needs to be fairly strong & agile.

Rising Dough (full day camp only)

(“Floating Currency” on package)

Effect: Magician shows 2 bills. He places both on his right palm (photo#1), says some magic words, and they rise a couple inches in the air. (photo #2) He takes the top bill & waves it between the palm & the bottom bill, which is floating—i.e. to show no wires or strings. (photo #3) The floating bill then descends back to his palm.

Props/Secret: 2 bills. 1 has a plastic strip on the bottom, the ends of which go in your palm. Cut an inch off of both sides so it'll fit in a child's hand. A straight cut is fine—you don't need the points. When you push the ends toward each other, the bill appears to rise. At home, students may wish to use substitute real bills.

Teaching Sequence:

1. Hold your right hand palm up.
2. Place the gimmicked bill on your right palm. Put 1 end of the plastic strip at the tip of the middle finger, & the other end in the palm at the base of the thumb. Be sure students are holding it properly.
3. Curl your middle finger in toward the palm and the bill appears to rise.
 - If it's not rising well, turn the bill around end for end. Sometimes that helps a little.
4. Uncurl your middle finger & the bill descends to your palm. Practice rising & falling a few times.
5. Put the 2nd bill beneath the floating bill, perpendicular, & wave it around a little.

Mechanics of the Trick:

- Start with the gimmicked bill on top of the normal bill, gimmick side down.
- Spread the bills apart a little (Figure 2) & casually flash the back side of both together. Be sure they're not spread so far apart that the gimmick shows.
- Place both bills on the right palm. Left hand takes the bottom (normal) bill and places it on top of & perpendicular to the gimmicked bill (Fig 1). While it is doing this, the right hand adjusts so plastic strip is held between middle finger & base of thumb. Now you're ready.
- Curl right middle finger, causing the bills to rise.
- Left hand takes top (normal) bill & slides it beneath & perpendicular to the floating bill, & waves it around a little, as though to show no wires or strings.
- Uncurl right middle finger, causing top bill to float back down atop normal bill.
- Square both up, casually flash the back side as you put them away.

Presentation: “Did you know that this room is haunted? By a ghost who likes to take my money. Let me show you. If I take these 2 bills (show them) & place them on my hand (at right angles. Raise left hand & wiggle your left fingers), the ghost starts to float off with my money. There are no wires, traps doors, or mirrors (as you wave bill beneath). Bring my money back! (it drops to palm). Thank you.”

Teaching Point: This trick is designed to show 1 person or a small group who are standing around. Be careful showing it to a seated audience, as they will have a direct view of the plastic strip when the bill rises. The audience's eyes must be looking down on the bills.



Dancing Bill in Cup

Effect: A folded bill placed in a clear plastic cup “dances” up and down in the cup by itself!

Props: Play bill from animated bill trick with thread attached, and safety pin at end of the thread, and clear plastic cup (16 oz).

Secret: The bill is attached to a thread, which is safety pinned to the side of your pants. As you subtly move the cup forward and backward, this causes the bill to move up and down inside the cup!

Mechanics:

1. Start with the thread secretly pinned to the left side of your pants. Same spot as for animated bill. Put the folded bill in your left pant pocket.
2. Pull out the bill. Unfold it to show it. Then fold it back up and drop it in the clear plastic cup.
3. Hold the cup far enough away/to your right so the thread is pretty taut. This way, it takes a very small movement to cause the bill to move.
4. Move the cup imperceptibly away from you, causing the bill to rise. Then move the cup slightly back, causing the bill to fall back to the bottom. Do this a few times, making the bill dance.
5. Close by taking the bill out of the cup and, if you like, unfolding it. You can then go into the animated bill.

Presentation: “The other night I had a dream. I reached in my pocket and unfolded a \$50 bill. I knew it was a dream—I never carry anything less than a hundred! I folded up the bill and set it in a cup. Why, I don’t know, dreams don’t always make a lot of sense. Then, I dreamt that the bill started dancing up and down in the cup! When I woke up the bill was lying there like normal. So it must have just been a dream!”



Animated Bill

Effect: The magician places a bill flat on her palm. With her other hand, she gestures over it and, in an uncanny manner, the bill folds in half, then in quarters, then in eighths—all by itself!

Props: Specially prepared bill with thread running through the bill in a special manner. There is a safety pin on the end of the thread.

Secret: The end of the thread is safety pinned to your belt loop (or waist). As you move the hand forward, this causes the bill to fold!

Teaching Sequence:

1. Stress that this prop is fragile & expensive. Handle it carefully. Pay close attention & do as instructed. Be careful not to break the thread. Handle the bill gently.
2. Before passing out the bills, practice the hand motions a few times.
 - a. Hold right hand palm up.
 - b. Put left hand above it, gesturing, wiggling fingers.
 - c. Slowly move right hand forward.
3. Pass out the bill. Have them CAREFULLY unwrap the thread.
4. Afix the safety pin to a belt loop on their right side, or at their right waist.
5. Carefully unfold the bill. Be careful not to break the thread.
6. Set the bill on your right palm. (The long end of the bill runs the same direction as your fingers.) Put your 2nd & 3rd fingers around the thread, so the bill stays in the middle of your hand.
7. Slowly move your right hand forward. Bill should fold 3x. Right hand places bill in right pocket to end the trick.

Presentation: Start with bill folded up in your right pocket. Thread is pinned to your waist. “Do you like to fold your money, or keep it straight? I like to fold mine, but I get tired of all the work involved to fold it. So I’ve developed a trick. I take out my bill (pull it out of your right pocket, unfold it) & set it on my hand. I say the magic words, abra-kid-abra, and it folds all by itself.”

Teaching Points:

- If the thread is too long, pin it to the back of their pants, or wrap some thread around their belt loop.
- IMPORTANT: carefully wrap the thread around the bill when putting it away. If they don’t do this & it rattles around in their case, the thread may well catch on something & break. It is not real strong, and must be treated gently.



Floating Bill (Extra)

Effect: A dollar bill floats between the magician's hands!

Props: A play bill & a dab of blu tak (a sticky putty, or tape).

Secret: There is a dab of blue tak in the middle of the bill. The right middle finger presses against the blue tak, and is held behind the bill. When it bends, the bill appears to float away from the right hand, toward the audience!

Teaching Sequence:

1. Learn the key hand movements.
 - a. Hold right hand like you are shaking hands.
 - b. Bend middle finger fully, so it points away from palm, at 90 degree angle to palm.
2. Now let's put all the hand movements in sequence: (just hands at this point, no bill)
 - a. Right hand pretends to hold the bill between thumb & fingers, palm facing audience.
 - b. Rub left & right hand together (you'll be rubbing the bill between the hands). Back of left hand faces audience. So you're standing with your left side (or $\frac{3}{4}$) facing audience.
 - c. Separate the hands, holding them ~6" apart, parallel to each other.
 - d. Bend right middle finger. This will cause bill to appear to float between the hands.
3. Now try it with the bill.

Presentation:

"My mother says that I have trouble hanging on to my money. I think I have figured out why. If I hold this bill between my hands, sometimes it floats away. Fortunately, I got it back this time, but sometimes I don't!"

Teaching Points:

- At home they can substitute a real bill if desired.



Floating Cup

Effect: A cup rises in different ways. First it rises up through your hands, which are on the sides of the cup. Then it rises up to your hand, which is moved on top & bottom of the cup. Finally it floats out toward the audience!

Props: Styrofoam cup (8 oz)

Secret: There is a hole in the back of the cup into which your thumb is inserted (up to the first knuckle). Poke this small hole in your styrofoam cup before the trick begins. Set cup on table, hole facing you.

Mechanics:

1. 3 methods of rising:
 - a. Rise up through your hands: Put your fingers on either side of the cup (photo 1). R thumb is behind the cup and inserted in the hole—up to about the first knuckle. You can start with the cup on the table. Raise the thumb, then both hands, making the cup appear to rise. Wiggle fingers of both hands. Keep them an inch or two from the cup, so it appears to be floating.
 - b. Rise up to your hand: Reposition your hands so right hand is beneath the cup, palm up, and left hand above the cup, palm down. Raise R thumb, making cup appear to float up to your hand.
 - c. Dart out into the audience: Go back to opening position with fingers on either side. Wiggle your thumb, causing the cup to dart back and forth. Move it out toward the audience, so it looks like a ghost moving with a mind of its own!
2. Key points
 - a. Point tip of thumb directly at audience.
 - b. Don't overdo it. 3 brief floats is generally sufficient.

Presentation:

Can you think of a story to tell? Here's one patter idea to get you started.

“If you'll excuse me, I'd like to have a quick drink of water. (cup floats up) Whoa! It's tough to corral sometimes. (cup floats up to hand) Hey, get back here. Now I think I have it. (Cup floats toward audience.) Ahh! I'm sorry this cup is being so difficult. Maybe we'd better move on to another trick!”



Zombie Spoon

Effect: A spoon floats underneath a napkin, going all over the place!

Props: A white handkerchief (from hank lesson), a spoon, and a fork. (Sub a paper dinner napkin if no hank.)

Secret: The handle of the spoon is placed between the tines of the fork, which hold the spoon to the fork. The magician manipulates the hidden fork behind the napkin to control the spoon.

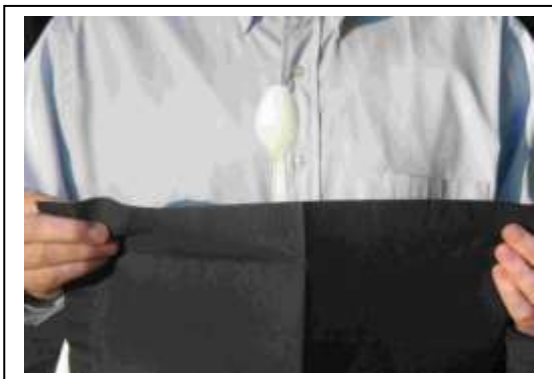
Mechanics/Teaching Sequence:

1. Put the handle of the spoon securely in the tines of the fork, so it won't easily come loose.
2. Hold the napkin at the top corners with your hands, so the napkin forms a wall between you and the audience. The right fingers hold the napkin between 1st & 2nd finger. This will free up the thumb & 1st finger to hold the fork & manipulate it. Be sure the students have this grip.
3. Right thumb & 1st finger picks up the handle of the fork. Here are 4 moves to cause the spoon to float.
Have the students build a routine:
 - a. Put the bowl of the spoon in the center of the napkin, and move it forward, causing the napkin to bulge mysteriously in the middle. Make the spoon propel the napkin around the room, with you chasing it, the spoon seeming to move on its own, out of control!
 - b. Have the bowl of the spoon peek out over the top of the napkin.
 - c. Have the spoon take a bow, as you turn the fork, rotating the spoon down & toward the audience. Then back up to its "standing" position.
 - d. This one is more difficult. When the spoon is peeking out over the top, the fork rests along the top of the napkin. With your thumbs, pull up a fold in the napkin to hide the fork. Spin around and show the back of the napkin.
4. Finish the routine by bringing the spoon back to the table beneath the napkin. Set the napkin on top of the spoon (and fork), and take your bow.

Presentation: "Did you know that the material used to make spoons is the same that is used to make space ships. That's right. In fact, sometimes if you hold the napkin in front of the spoon, it thinks it is a spaceship and starts flying around! Hey, get back here. Easy does it. There it is. (Show it atop napkin). That's it, nice and calm. (It starts darting again.) Oh no, not again! Get back here you rascal. It's time for you to go to bed!"

Teaching Points:

- This is a good dinner table trick. You can also use a dinner roll instead of a spoon.
- If the fork tines won't securely hold the spoon, pitch it & try another fork. Some forks don't hold the spoons well, but most do. You can also try taping or rubber banding the spoon in the fork.



Nose Blowing Gag

Effect: In this gag, you blow your nose in the handkerchief (or napkin) and it appears that your nose blow is a gale force, as the napkin shoots way out!

Secret: You secretly hold a straw (or plastic knife) behind the handkerchief, and flip it out horizontally when you supposedly sneeze.

Props: Handkerchief (or paper napkin); straw (or plastic knife or pencil).

Mechanics:

1. Hold the hank between your hands at the top corners.
2. Your right hand holds the straw secretly behind the hank.
3. Put the hank up in front of your nose, as though to blow your nose.
4. Make a raspberry sound with your lips (if possible) and flick out the straw, away from you, parallel to the floor, causing the middle of the hank to blow way out. Hold it there for a moment. Then let the straw fall back to its normal vertical position.
5. You can repeat if you like.

Presentation:

I am going to show you a trick with this handkerchief. Excuse me a moment, I have to blow my nose. (Do so 2x) On 2nd thought, it's probably not such a great idea to do a trick with this handkerchief at this time! (Put hank—and secret straw—away in your case.)

Sticky Fingers (extra)

Effect: Magician comes out with a bunch of cards on his magic box, and his hand on top of the cards (photo 1). He says Abra-kid-Abra, lifts his right palm, & the cards stick to his hand!

Props: 6-8 playing cards, a finger ring, & a toothpick. (Students use cards from their deck.) At dinner table, can use sugar packets. Here we'll use cards.

Secret: Magician wears a ring on his finger with a toothpick wedged between the ring & his finger, hidden under his finger. The cards are held to the hand by the toothpick & the other cards.

Mechanics: Put 1 card in on the finger tip side of the ring. Push a 2nd card in on the opposite side of the ring. Then push a couple cards between your fingers & these 2 “anchor” cards. Lift your right hand a few inches off the table & the cards (or at least most of them) should stick to your hand.

Hint: ring should be right in the middle of the toothpick. If not, the toothpick tends to move & the cards slip out.

Presentation:

“The other day, there were cards all over the table, and my mom asked me to pick them up. I put my hand on them and when I lifted it up, they all stuck to my hand! Then I woke up (put hand back on the table, take out cards), and it was all a dream. So I had to clean up after all.” (Lift up right hand & cards don't stick to it.)

Teaching Points:

- It takes practice to be able to hold several cards. Tell the kids not to get frustrated if it doesn't work the first time or two.
- Use ring from the telekinetic ring.
- You can wedge the cards under the toothpick as you are talking, but this can take a moment, so better to have this done beforehand.



3 Card Monte (art project)

Effect: Magician shows a fan of 3 cards—e.g. Two black threes and a red ten in the middle. (photo 1) The magician turns the cards face down, and the red ten is seen to be the only card with a different colored back. (photo 2) Spectator is asked to pull out the red ten. He does, but it is a black three!

Props: 3 cards, 1 flap card, and scotch tape. The 3 cards are all the same on the face (e.g. 3♣). Two have the same color back (say, blue), and the 3rd has a different color back (say, red). The face of the flap card—a cut out piece of card—is a different color from the 3 same cards (e.g. a red ten in this example). (The color of the back of the flap card makes no difference—it won't be seen.) So you'll need 3 decks: e.g. 2 blue back & 1 red back.

Secret: One of the cards has a flap taped to it (photo 3). In a fan, you see the flap, & the 3rd matching card is not visible.



Presentation: (Show fan of 3 cards face up as you say) “We have 3 cards. What are they? (Spectator says 2 black threes and a red ten.) Good. (Turn fan face down. The middle card is now seen to have a different color back as well.) Would you touch the red ten. (Spectator touches the middle card. You slide it face down on the table. Turn the other 2 face toward you and casually adjust them in a spread to be sure the flap card is not visible, as you talk.) How did you know that was the red ten? Have you seen this trick before? Do you know what is odd about this card? (Gesture toward the card on the table with the other 2, face up cards, casually showing two black threes. Photo 6. Then put them away.) Turn it over. It is also a black three. The red ten was a figment of your imagination!”



photo 2



photo 3

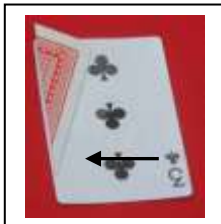


photo 4

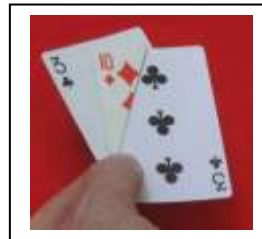


photo 5



photo 6

X-ray Glasses (art project)

Effect: Spectator selects a card. After failing to name it a couple times, the name of the card appears on a pair of sunglasses the magician is wearing! (photo #4)

Secret: You force a card that matches the one on the glasses.

Props: Deck of cards (use slit case deck from card tricks), sunglasses, number & suit stickers.

Preparation: Before the show, put the card you want them to pick on top of the deck. (If you aren't able to do this beforehand, spread the cards between your hands as you're talking, or as you're showing that you use an ordinary deck of marked cards. Locate the card and casually cut it to the top.)

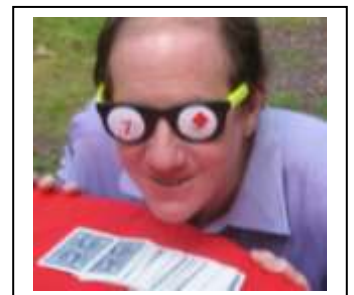
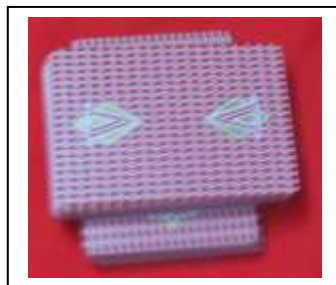
Presentation: "I have an ordinary deck of marked cards. Would you like to examine them? (offer to a spectator. As he reaches out to receive them, pull them back, saying) Thank you very much." Invite a spectator up from the audience. Have him come around to the same side of the table as you, facing the audience. Ask him to cut the cards. (photo #1) Say that you'll mark the cut by putting the bottom half sideways on top of the half he cut off. (photo #2)

"Have you ever been to Las Vegas? The last time I was there, I got this special pair of glasses that enable me to read the backs of the cards." Pull out glasses, folded up. Lift up the top half of the deck, and hand top card of bottom half to spectator. "Take the card that you cut to and show it around without letting me see it. Then put it back on the deck." (His card is the one you forced that was on top of the deck!) Put your half on top of his card, burying his card in the center. Ribbon spread the cards on the table face down.

"All I have to do is look at the cards with these glasses (bend your head down, facing the table and put the glasses on. You're looking down at the cards & no one should see the frames yet—photo #3) and immediately I can tell that you selected a black card, a club, the 7 of clubs! Was that right? (no) Oh, I mean it was the 3 of spades! Right? (no) What was the card?" (As you say this, stand up, look at the audience, then the spectator, so they see the 5 and heart on the glasses!)

Notes:

- After you mark the cut, fill some time by introducing the glasses. Then come back to the deck & they won't realize that you're giving them the original top card instead of the card they cut to.



Cord Thru Arm (art project)

Effect: You magically pull a cord through someone's arm.

Secret: 2 beads slide along the cord. You hold onto the beads, causing the cord to go quickly around his arm.

Props: A piece of cord ~2.5' long, and 2 beads.

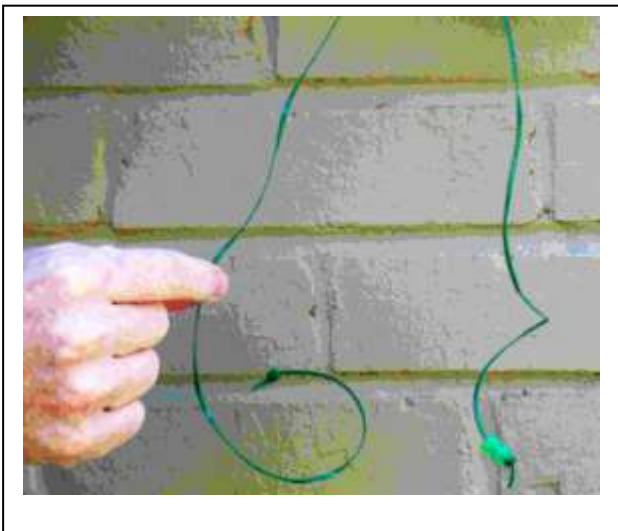
Preparation: Cut each child a piece of cord approximately 2.5' long. Knot 1 end of the cord, thread 2 beads, then knot the other end. The knots prevent the beads from coming off.

Presentation: Both beads are at 1 end of the cord. (photo #1) Ask a volunteer to clasp his hands. Thread your cord through his arms, so the middle is toward him, the 2 ends in your hands are toward you, and the beads are in your right hand (photo #2). Ask spectator if the middle of the cord is on his side or yours. As he answers (his side), pull it through his arm, timing it so that as he answers, the rope has melted through to your side. To do this, left hand grabs 2nd bead from the end, lets go of its end, and slides the bead all the way down, stopping when it gets to the end. Done fast, it seems like the rope melts thru his arms!

Say you'll explain how it's done. Have him hold out 1 arm, hand facing up. As before, loop the middle around his arm, both beads in right hand, 1 end held in each hand (photo #2). Tell him you'll do it in slow motion. Count 1,2. Each time, pull on cord, so your hands come close to each other. On 3, slowly pull loop up over his hand, then down on the other side of his hand, explaining that you go over his hand. Now, put cord around his arm again. Say, "Of course, when I do it quickly, you don't see it." As you say this, pull cord through his arm as before!

Another idea: Borrow a solid finger ring, thread the cord thru it, & have your cord penetrate the ring.

Note: Slide the bead along the cord in the off beat. I.e. don't go 1-2-3 and pull it just before or as you say "3"--they'll be watching! Rather, do something like: 1-2-then ask a question. E.g. "Are you sure you want me to do this?" Look at them as you ask the question. Then, casually slide it & say "3!"



T-Shirt Card Trick (Art Project)

Effect: Spectator selects a card. Amidst clever patter (see presentation), magician reveals the card on the label inside his collar!

Props: T-shirt with rabbit in hat drawing; box of fabric-marking crayons; card deck; Black marker or printed sticker that says “2♣”; ¼ page sheet with instructions for washing the shirt.

Secret: Although it seems as though the spectator has a free choice, you actually force him to choose the card on your label, using the cross cut force. This is explained in the glasses trick instructions.



Preparation:

Have the 2 ♣ secretly on top of the (face down) deck.

Presentation: “I need a volunteer from the audience. Thank you. Would you cut the cards approximately in half. I’ll mark your cut.

(Divert attention for a moment.) Incidentally, do you play card very much? What sort of cards do you play? Very interesting. Take the card that you cut to (lift off top half, handing him the force card—supposedly the “free choice” he cut to), show it around, and don’t let me see it. Did everyone see it? Put it back in the middle of the deck.

I am going to see if I can guess the name of your card. In fact, I’m so sure I can that if I’m wrong, I’ll give you, ah—well, how about the shirt off my back! I will look through the cards (hold them between your hands, spread them faces toward you, & pull 1 out—not his!), and here is your card, the 8 of hearts! Right? (no) Oh. Well, sometimes it takes me 2 tries. The 7 of spades! (No) What was your card? (2 of clubs) Well, I guess I have to give you my shirt. Sorry it’s not cleaner; though it is 100% cotton—I think. Can you read what it says on the label? (Pull out the label. Have him read out “2 of clubs”!)

Comedy Water on the Head (Skit)

Effect: Magician “hypnotizes” a spectator who is sitting on stage in a chair holding a glass of water atop her head. An assistant sneaks up behind the spectator & drinks the water with a straw. The audience sees this but spectator does not. Spectator wonders where the water went!

Props: A cup of water, 2 straws (1 is a backup), & a chair. Use 16 oz clear cup from Dancing Bill in Cup.

Setup: Arrange a tall assistant prior to drink the water. (Tall so he can reach the water atop the spectator’s head. If necessary, he can stand on a chair.) Give him a straw, which he should hide in his pocket. Keep an backup straw nearby out of view. Tell him to drink quietly & quickly, & not to slurp at the bottom, or the spectator will hear. Leave a little in there to avoid slurping.

Performance:

- Ask for a “victim—I mean ‘volunteer’” from the audience. Seat them in a chair, facing 45 degrees to the audience.
- Show them the glass of water. Do the gag where they keep reaching for it & you take it away 3x. I.e. “We are going to do a trick with a glass of water.” (hand it to spectator. As she reaches for it, pull it away, seemingly unaware that she was reaching for it. Continue talking.) This particular trick I have not performed before. (Again, hand to spectator, pull it away as she reaches, continuing:) However, I have been practicing & look forward to presenting it today.”
- “We won’t need this water just yet. There’s not room on the table, so let’s put it on top of your head. (set it atop her head, holding it securely) Hold it with both hands so it doesn’t spill. (Make sure she has it securely with both hands.)
- “I’m still a little concerned. Sir, would you mind standing behind her & if anything at all starts to spill, you catch it.” (motion to him to start drinking)
- (Start to wiggle your fingers hypnotically.) “Your eyes are getting heavier. Heavier. Your nose is getting heavier. Your little finger is getting heavier. Are you feeling any sleepier? Have you ever been hypnotized before? (Fill time til the water is nearly gone. If the drinking is going slow, say to the drinker—‘Faster’. Then explain to spectator ‘I’m going to hypnotize you a little faster’)
- “When I count to 3 & snap my fingers, you will wake up. 1-2-(if water isn’t drunk yet, 2.5, 2.75...)-3! Stand up slowly. (Motion assistant to quietly go back to his seat, out of spectator’s view. If he leaves the straw in the glass, remove it so spectator doesn’t see.) Step over this way a few steps. (Hopefully she steps real slowly. Whisper to spectator “slower!” so she is more likely to go slow, which the audience finds funny—it seems like she’s worried about spilling it.)
- “Now carefully take the water off your head & hand it to me so we can do a trick with it.” (Hopefully she is surprised that it’s gone. If not, it’s still fun for the audience. Turn your back partially toward audience & whisper ‘Feel your back’. Audience thinks she’s seeing if her back is wet, which they find funny.) Well, I don’t know what you did with it, but how about a round of applause for her.”



Gags To Use When You Call Up Assistants

Props: None

Funny Handshakes

- Assistant Keeps Missing Your Hand. Hold out your hand to shake. When assistant puts her hand out, put yours behind hers. When she moves to shake, move yours behind hers again, so she keeps missing. Do this 2-3x. Then shake.
- Assistant Keeps Putting Arm Up To Shake. Have assistant stand on your left, facing audience. Shake hands. Put your left hand on their right elbow—your left thumb on the elbow crease & your fingers on their elbow. Look at audience, start to talk, then with your left fingers, push assistant's arm up, as though she wants to shake again. Stop mid sentence, notice her hand sticking up, & shake again, looking at her as though "Didn't we already shake hands before?" Pop her hand up 3x. The last time, to end it, you can do the following hand shake gag:
- Assistant Won't Let Go of Your Hand. Shake assistant's hand, and keep shaking. Say "Hey. Hey! Will you please let go of my hand!" When she wants to let go, let go; otherwise, she may get upset that she's not in control.

Step Over Here Gag. Have assistant face the audience, standing on your left. "Thanks for coming up to assist me. Would you please stand right over here." Move them back ~3 steps, positioning them with your hands on their shoulders and back. Your left hand is behind their back, outstretched. Having positioned the assistant, you look at the audience & start to walk forward & a little to your right ~3 steps. "We're going to try a trick where we—" Look to your right, noticing that the assistant has walked upstage with you (because your left arm behind them pushed them up. This isn't visible to the audience, though they may guess that's why he moved, which is fine.) "No, no. Would you please stand right over here." Walk the assistant back a few steps to his original spot. Repeat, doing this gag 3x.

Never Met Before. "You will verify to the audience that you and I have never met before." (right) You seem rather proud of that."

Trap Door

This isn't a show item, but the young ones, particularly, have fun with it if you have some extra minutes.

Stand behind a desk, draped table, or solid object of some sort that blocks your lower half when you stand behind it. "Do you see that button over there? (point to something nearby the kids) Whatever you do, don't press that button. It opens the trap door." If necessary, egg them on until someone does press it, at which time you fall to the floor. Pull yourself up, 1 arm at a time, brushing yourself off as though you took a tough fall. If they press it again, drop down again.

Let the kids each try it. Have a few get in line, do this with the talking, & let them fall through the trap door. Ask where in their house they can try this—behind a bed, a kitchen counter,...

Down the Steps

Say you need to get something. As you walk behind a draped table, make it look like you're going down steps, as you keep crouching down by bending your knees, but keep your upper body straight. You can go down a circular staircase if you like. Go down until you're out of view. Then reverse & come back up the stairs, then out from behind the table. Let the kids try it. Try some variations: Escalator. Elevator. In a canoe paddling.

Ugliest Person In The World Skit

Props: One sheet

of Participants: 4-8: Emcee, ugly person, & 2 groups of brave people. The groups can be 1-3 people each.

Routine :

(Two people walk out one is covered by a sheet. The other participants are sitting in the audience)

“Ladies and Gentlemen I present to you the ugliest person in the world. A person so hideous that the mere sight of them will kill you instantly. Is there any one brave enough to come before us and survive looking at the ugliest person in the world.(One of the plants (or group of plants) in the audience raises their hand and comes forward. They lift the sheet, peek under it, yell, & fall dead on the floor.)

Is there anyone else brave enough to try. (The other plant(s) in the audience raises their hand and comes forward. They peek under the sheet, let out a yell, and immediately drop dead on the floor.)

See, I told you he was ugly, but no one believes me. Is there anyone else brave enough to look under this sheet? (Call on an adult you pick at random. When the adult peeks under the sheet, the ugliest person in the world yells and falls dead!)

Teaching Points:

- The students should be careful when they fall back and die that there is nothing around them to hit themselves on.
- When they peek under the blanket, be sure they just pick it up a little, so as not to expose the person under the sheet.
- Choose an emcee who is a good talker and who is loud.
- When the adult peeks under the sheet, the ugliest person needs to yell quickly—before the adult possibly tries to die—and loud.

Comedy Game Show Skit

Effect: Two teams of 3 compete in a game show—3 questions for each team. Team #1 seems like their answers should be correct—but they are not. Team #2 gives dumb answers which always turn out to be right!

What's Needed: 1 Comedy Game Show Skit Sheet (with Qs & As), and 7 people: a host, and two teams of three.

Logistics: The game show host goes back and forth, asking each team 3 questions. A different person from each team answers each, so everyone participates. The host can mention the score during the game, make humorous comments, etc. The host can refer to the sheet if necessary during the skit. The teams should memorize their answers, which are short.

Presentation:

Host: Welcome to the Big Game Show. We have an exciting show today. Over here, our defending champions. Three very brilliant minds. (Introduce them by name.) Let's have a hand for Team A!

And over here, the challengers. This is their first time on the show. (Introduce by name.) Welcome!

And we say hello to those of you at home watching on TV.

Contestants, are you ready for the first round of questions?

1a. Host: Team A, what color is an orange blossom?

Team A: Orange!

Host: No, I'm sorry, the correct answer is white.

1b. Host: Team B, Who invented the steam engine?

Team B: What?

Host: Correct, James Watt. Very good!

2a. Host: Team A, what animals are the Canary Islands named for?

Team A: Canaries!

Host: No, I'm sorry, the correct answer is dogs—canines.

2b. Host: Team B, what do people wear under their clothes?

Team B: Under where?

Host: Brilliant! Underwear. Is there no stumping this team!

3a. Host: Team A, final question. How much tea is in an average size tea kettle?

Team A: (Person confers with his teammates. Finally answers) "2 quarts!"

Host: I'm sorry, the answer is 0. A tea kettle doesn't hold tea, it holds water!

3b. Host: Team B, what did Sherlock Holmes, the Famous Scotland Yard Detective, say when asked who kidnapped the Prime Minister?

Team B: (contestant looks worried. He doesn't know. He whispers to his colleagues, asking if they know, but they don't. Host may comment that things are not looking good. Team B's perfect record is in danger of being broken! Finally the contestant says) "I haven't a clue."

Host: That's right! He said "I haven't a clue!" Team B is the winner! A round of applause for both of our teams!

Mind Reader (Skit)

Effect: This is a comedy mind reading skit that's fun to do.

Props: 2 pens, & 2 8.5x11 pads of paper.

Presentation:

Mind Reader: I can read minds!

Assistant: Don't you **need** a mind to be able to read minds?

Mind Reader: Oh, be quiet. I'll prove I can read minds. (Call up a boy from the audience—preferably 7-13 years old.) You whisper to her your favorite hobby, & I will read your mind & tell you what it is!

(Assistant, standing away from Mind Reader, has the boy whisper in her ear his favorite hobby, then writes it on her paper. Meanwhile, you write "Kissing Girls" on her paper.)

Let me ask you a few questions. Where do you do this? Do you practice a lot? (Every couple questions, flash your sign to the audience, so they—not the boy—see it.) Do you like doing this? Do you do this often? Are you good at it? I know what your hobby is. It is Kissing Girls! (Show audience and the boy your prediction, with boy facing the audience so they can see his reaction.) Oh that wasn't it? I thought it was. (Assistant shows her paper with what the hobby actually was.) Oh well. Let's give him a round of applause for being a good sport!

Puzzles B for Levitation Camp

1. Can you say these 3 times in a row?

- Six thin thistle sticks.
- Rubber baby buggy bumpers.
- He threw three free throws.
- Singing Sally Sat on the Sidelines.

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2. Can you say these 3 times in a row?

- Blame the big bleak black book
- Red leather, yellow leather
- Old oily Ollie oils oily autos
- The sixth sheik's sixth sheep's sick

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3. Hand Tricks

- Levitating Finger: Hold your 1st fingers ¼" apart. Bring them up a few inches from your eyes. Does it look like a 3rd piece of finger is floating between the 2?
- Hole in Your Hand: Roll a paper tube 11" long. Look in it with 1 eye. Keep both eyes open. Look thru the tube at your palm. Does it look like your palm has a hole in it?

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4. Straw Puzzler

Tell someone you're going to have them put 2 straws in their mouth. The end of 1 will be in a cup of water. The end of the other will be in the air. When they try to suck the water, they won't be able to!

Sounds odd, but it works, try it!

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5. Drops of Water on a Penny

How many drops of water will fit on a penny?

Jot down people's guesses. Then try it, using a penny, a cup of water, and a straw with your thumb on top to regulate droplets of water going onto the penny 1 at a time. You probably can put more drops than you'd think!

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6. 3 Questions

I'll ask you 3 questions. If you answer incorrectly, you owe me \$1. However, I'll tell you the answers beforehand. OK? The answer to each Q is: "3 wads of paper". Ready?

1. In your spare time, what do you like to play with?
2. What is your favorite after school snack?
3. What will you take in trade for your dollar?

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7. Can You Balance a Coin on the Edge of a Bill?

Props: play bill & play dime (or penny)

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8. Can you Make George Frown? Smile?

Here's how:

1. Crease the bill on either side of George's mouth. George is on the outside.
2. Make a valley fold between the 2 creases (see diagram).
3. Stretch the bill out and stare at George's eyes. Tilt the bill forward & George seems to frown. Tilt it backwards and he seems to smile! Works with any bill.

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9. Changing \$1 into 5

Can you change a \$1 into 5? (Use a play \$1 for this.)

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10. Date Revelation Betcha

Ask a spectator to take out a coin. Say, "If I can tell you the date, I get to keep it." How do you guess the date correctly?

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Solutions 1-10A

7. Fold a crisp bill in half, then in half again the other way. Make a 90° angle, balance dime on top at apex, then slowly pull ends, straightening out. The coin will balance!

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Solutions 1-10B

9. Roll the bill into a spaghetti string & fashion it into the # 5.
10. Say today's date!

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11. 4 Coin Betcha

Show 3 coins in your palm. Say that you have 4 coins in your hand. If I'm wrong, would you be willing to give me a dollar? How do you get the dollar?

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12. Puzzling Pair

1. A sign says in the restaurant window:
"NOBODY EATS
OUR PIES".
Is this right? Is a letter burnt out? If so, which?
2. What are the next 2 letters in this sequence?
The 95th?

OTTFSS

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13. Do As I Do

Tell the spectator to do the same as you do. Each of you has a cup of water.

1. Lift it up, toast, drink.
2. Lift it up, toast to left, toast to right, drink.
3. Spit water from your mouth back in to the cup! Spectator will have drank her water, so cannot do this!

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14. Circumference Vs. Height

What's bigger, you ask a spectator, the circumference of the cup or the height of the cup? Put something under the cup to raise the height from the table. Ask again. Keep raising height & asking until spectator says the height is bigger. Pull out a string or paper & show that circumference is bigger.

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15. Drinking Under the Table

Cover a cup of water with something (e.g. a handkerchief). Bet that you can drink the water without touching the handkerchief.

Go under the table and make a noise as though you are drinking the water. Tell the spectator that you drank the water. How does this meet the challenge above?

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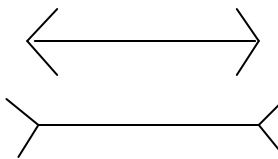
16. Dollar Bill Bridge

On the table are 3 paper cups and a dollar bill.

Challenge: Can you set the bill atop 2 of the cups, and balance the 3rd cup between the other 2, on top of the bill? (The 3rd cup must rest completely on the bill, not on the cups.)

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17. Which Line is Longer?

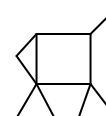


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18. Making a Dog Look the Other Way

Make the below dog using 11 toothpicks.

Challenge: can you make the dog look the other way by moving only 2 toothpicks?

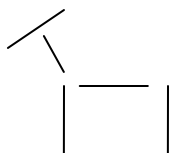


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19. Leaning Giraffe

Using 5 toothpicks, make a giraffe as below. The giraffe is leaning to the left.

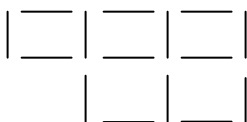
Challenge: Can you make the giraffe lean to the right, moving only 1 toothpick?



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20. Turning 5 Squares into 3

Put 15 toothpicks in the below configuration. Challenge: Can you remove 3 toothpicks and leave 3 squares?

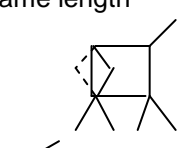
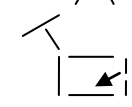


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Solutions 11-20A

11. You are wrong—there are only 3 coins. So you get the dollar!
- 12a. The "B" is burnt out in "BEATS". b. These are the 1st letters of 1,2,3,4,... So EN is next (8,9) & N is 95th.
14. Beforehand measure both with a string, to see how high you can raise it & still have circumference be greater.
15. When he lifts the hank to see if water is still there, lift the cup & drink it—without touching the hank!

Solutions 11-20B

16. Accordion pleat the bill lengthwise, then set it atop the 2 end cups. Set the middle cup atop the bill.
17. Both lines are the same length
18. 
19. 
20. 