

Thinking Outside the Hat

Parent Notes



Bringing out the *STAR* in kids!

Abra-Kid-Abra

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Thanks for having your child participate in our Thinking Outside the Hat program. These notes are provided to help you assist you child in mastering the tricks. The notes are based on our 8 hour class. 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!

Spots Before Your Eyes

Effect: Magician tells a story about a visit to her eye doctor. The doctor gave her an eye exam, asking how many spots she saw on a card. She saw 1 on 1 side, 4 on another. But then she saw 3 and 6 when he showed the card again!

Props: Card with 2 spots on 1 side & 5 on the other.

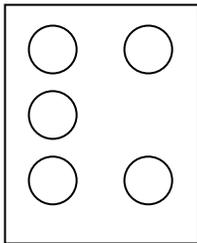
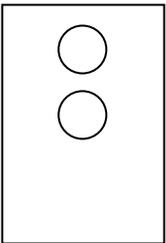
Secret:

When you hold your hand over the top spot, side A appears to have 1 spot. When you hold it beneath the dot in the middle, it appears to have 3 dots—as though you're covering one.

Similarly, side B appears to have 4 or 6 spots, depending on whether your hand is covering the middle spot (4), or the empty space beside the middle spot (6—seemingly your hand is covering a spot).

Side A

Side B



Mechanics:

1. The right hand does the same thing each time. When side A is facing you, it holds the card at the bottom, fingers pointing up, on your side of the card, thumb pointing up on the audience side of the card (photo 1). It turns to the right, turning the card around (photo 2). Repeat this move several times to get it down.
2. The left hand also does the same thing each time. Let's practice its move. When side B is facing you, it holds the card in the middle of the left side, fingers pointing to the right on your side of the card, thumb also pointing to the right on the audience's side of the card (photo 3). Left hand turns the card over top to bottom, finishing with left palm facing you (photo 4). Repeat this several times to get it down.
3. Practice the sequence of both motions—right, left, right, left, ...--with card in hand a number of times, turning the card over. Get the mechanics down well so you don't need to think much about them, and can concentrate on presentation.

Presentation: “The other day I went to the eye doctor. He showed me a card and asked how many spots did I see. I said ‘Isn't there supposed to be a chart with a big E?’ He said ‘No, we don't use that one anymore. How many spots do you see?’ I said 1. He said how many over here? I said 4. So far the test was going pretty well. But then when he turned the card around again, I saw 3 spots, and when he turned it again, I saw 6. 1-4-3-6, 1-4-3-6 (Here you show the 4 sides of the card as you say these #s.) I was seeing fine BEFORE I came in. I got out of there quickly before things got any worse!”



pp



Ab



4-9



Mental Choice

Effect: You lay 3 cards on the table in a row--yellow, red, & green. You ask a spectator to think of one of the cards, & set a pencil on the one he is thinking of. You then reveal a prediction of which card he would choose!

Props: Magic Prediction envelope with: green, yellow, & red cards; pencil; & white prediction card. (photo 1)

Secret: There are 3 different predictions, 1 for each color. You reveal only 1 of these predictions, based on which color was selected. If yellow is chosen, you ask the spectator to turn over the yellow card & read out loud what it says. (“You will choose yellow.”) The spectator or you turn over the other cards to show that their backs are blank.

If green is chosen, ask the spectator to look at the pencil closely & read out loud what it says. (“You will choose green.”)

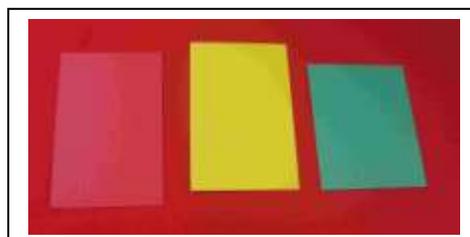
If red: Pick up the envelope from which you pulled out the cards & pencil, and asks the spectator to reach inside and read out loud what it says on the card. (“You will choose red.”) Without making a big deal out of it, open the envelope wide so it’s evident that there is only 1 prediction card in there.

Performance:

- Set the cards on the table, with yellow in the middle. (photo 2) Be sure the audience doesn’t see the back of the yellow card or the prediction card in the envelope. Handle things casually. Set the pencil on the table to the side.
- Ask the spectator to think of 1 of the cards, but not to tell you. Do you have one in mind?
- Ask the spectator to set the pencil on the color he is thinking of. (Hold pencil with the wording down. Direct spectator’s attention to the cards, pointing to them, and away from the pencil, as though it’s just a marker.)
- When the spectator sets the pencil on a card, ask, “Are you sure you don’t want to change your mind? Nobody ever chooses that one.”
- “I knew you were going to choose _____ (red—or whatever color they picked). In fact, I had taken the liberty of making a prediction. Would you _____ (reveal the appropriate prediction).
- Quickly & casually put the other items away so they don’t find your other predictions. E.g. if they pick yellow, put the pencil back in the envelope. If red, put cards & pencil back in envelope. Green: Gather up cards & put back in envelope.

Notes:

- This is a great trick. Obviously, it can only be done 1x for the same audience.



Nails

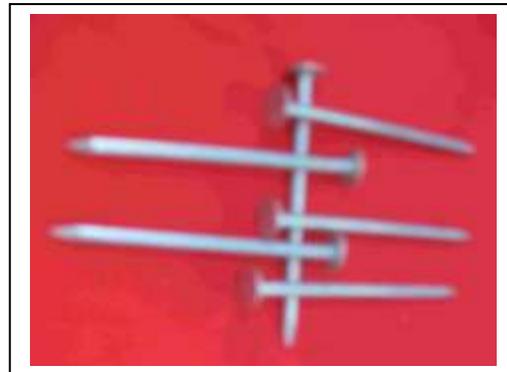
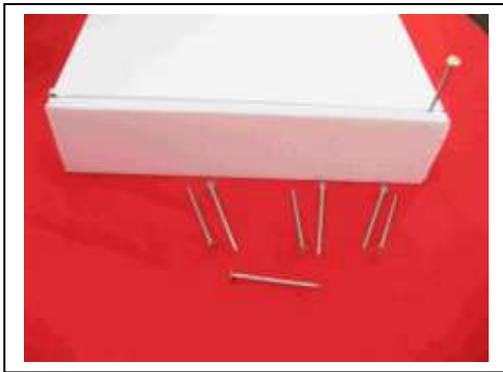
Effect: You ask a spectator if he can balance 7 nails on the head of 1. The 1 is wedged between the side and top of the box, standing vertically (photo 1). The 7 nails cannot touch the box or the table. Although it sounds impossible, you do it!

Props: 8 nails, a rubber band (to keep the nails orderly in your box), and your magic box.

Presentation: Present this challenge to the audience. Let them struggle with it for a bit. Then show them the solution.

1. Stand 1 nail going up and down, wedging it between the top and side of the box (photo 1).
2. Lay 1 nail on the table. Interlace 5 nails perpendicular to it (photo 2).
3. Lay the last nail on top of the 5 interlaced nails (photo 3). Note that the head of the top and bottom nails are at opposite ends.
4. Carefully lift up the scaffolding you've created. Hold it by the top and bottom nails on each end, letting the 5 interlaced nails hang down. Set this scaffolding carefully on the head of the vertical nail in the box! (photo 4)

Note: If you don't have a box, you can have a spectator hold the vertical nail. However, it is a little steadier if it is held by the box or something else.



Hypnotizing with Clapter

Effect: Spectator, sitting in a chair facing the audience, puts an object in magician's shirt pocket. Magician says he'll hypnotize her by clapping. Magician claps while walking around the spectator. Spectator then finds that the object is now in a different pocket—even though the magician's hands were occupied clapping!

Props: An object—coin, watch, dollar bill, etc.

Secret: When the magician is behind the spectator & out of her sight, he starts clapping 1 hand against his cheek. This sounds the same as clapping hands, and enables the freed up hand to transfer the object from the shirt pocket to pants pocket. Once this is done, the hands resume clapping.

Presentation: “Did you know that, in addition to being a magician, I'm also a hypnotist? I hypnotize people by clapping. Let me show you. Can you take this watch & put it in my shirt pocket. Thank you. By the way, if any of you in the audience see how this works, don't say anything! (To spectator) Now, relax and listen to the sound of my clapping. (Walk around spectator. When out of her sight, switch to clapping 1 hand against your cheek, while other hand moves the watch to your pant pocket. Then switch back to 2 hand clapping as you come into spectator's view.) You will now come out of your trance. Don't come out too quickly! Can you take out the watch & hand it to me. (Spec reaches in your shirt pocket, doesn't find it.) I hypnotized you to think you put it in my shirt pocket. But you actually put it in my pant pocket. (Reach in with empty hand & pull it out.)

Cops & Robbers

Effect: 3 robbers (Jacks) set out to rob a house (card deck). They enter the house in different places—the basement (bottom of the deck), the back door (middle of deck), and the attic (top of deck). They didn't count on Sherlock Holmes (a king) being there (on top). The robbers ran around the block (cut the deck) 3x, trying to get away. But sure enough, Holmes, being the great detective that he is, captured them all! (Spread the deck face up to show Holmes in the middle with the 3 jacks.)

Props: Deck of cards.

Secret: To start, the 4th jack is secretly on the top of the deck. When you put a jack on the top, middle, & bottom (plus having the 4th jack on top), when you cut the cards (no matter how many times), 3 of the jacks will be together. (The bottom one winds up next to the 2 on top. The middle jack gets lost in the deck.)

Preparation: Put the 4 jacks on top of the (face down) deck. Set a king face down on the table.

Presentation: “Did you see the story on the news the other night about the big robbery? There were 3 robbers (show 3 jacks) who decided to rob a house. The first robber crawled in through the basement. (Put jack on bottom of deck.) The 2nd one picked the lock and went in through the back door (put 2nd jack in middle). The last jack slipped in through the attic (put him on top of the deck). Everything was going smoothly except for 1 thing. They didn't count on Sherlock Holmes, the famous detective, showing up (pick up and show the king.) Holmes started chasing the robbers. (Put king on top.) The robbers ran 1-2-and 3 blocks (single cut the cards 3x as you say this). Did they get away? (Spread cards face up on the table, looking for the 3 jacks together with the king.) No, there is Holmes and he caught all of the robbers!”

Tips:

- Hold the 3 jacks up--in a little spread--so the audience can see them at the beginning.

Magician on Holiday Card Trick

Effect: The magician lets the spectator do most of the trick, and it works! Magician spreads the deck face down and asks spectator to pick out the Ace of clubs, the 3 of hearts, then the magician takes the 8 spades. The magician turns the 3 cards over to show that those were the 3 cards chosen!

Props: Deck of cards.

Secret: This uses the 1-ahead principle, a popular principle in magic.

Presentation: The magician secretly glances at top card before the trick starts. Suppose it is the ace of clubs. The magician asks the spectator to touch the ace of clubs. Spectator touches a face down card. Magician looks at it & says she did very well. Actually, it is not the ace of clubs, as that's the top card. Magician sees what card spectator did choose—suppose it's the 3 of hearts—and asks her to choose another card, this time the 3 of hearts. Spectator touches another, which magician looks at, noting which it is. Suppose it is the 8 of spades. Magician says that now he'll choose a card, which'll be the 8 of spades. He draws the top card (which he knows is the ace of clubs), which completes the circle.

At this point, the magician does hold the 3 cards he called, but they are in a different order than he called them. So, casually mix up the cards a bit, ask the spectator if they remember what the cards were that were drawn. Help the spectator recall them, if need be, and one at a time, turn them face up as they are named, showing that the spectator (and you) picked the right cards!

Patter: “I need an assistant for this trick. How about you? Is it true that you have great mental powers? I've heard that you do. Let's try a little experiment. I will spread out these cards. Without looking at them, can you touch the ace of clubs. (look at it) Great! Maybe that was just lucky, so let's try another one. Can you touch...the 3 of hearts. (look at it) Incredible! You are good at this. I think your powers are rubbing off on me, so I'll try touching one—the 8 of spades. Now, what cards did we touch? Ace of clubs (show it), 3 of hearts (show it), and 8 of spades (show it). You really do have great mental powers. Well done!”

Notes:

- You may want to have the spectator write down each card so they remember them when you show them at the end. Or, have 2 different spectators each touch 1 card and remember it, since 1 card is more easily remembered than 2-3.
- What if the spectator chooses the top card? Great, end the trick right there & you have a miracle. Turn the top card over and show it's the one you requested! Or if you're on the 2nd card & he picks the top one, put the 2 together, turn them over, & show he got them both!

2 Card Monte

Effect: You show 2 different cards. You place 1 behind your back. The 2 cards change places. You can repeat this 2-3x.

Props: 2 cards. 1 double-faced and 1 double-backed.

Secret: You use trick cards. One is double faced & the other is double backed.

Performance:

- Fan out the 2 cards. “I have an 8 of diamonds and a Queen of spades (calling whatever they are).”
- As you show the queen, you lift the 2 cards to show the other side. As you do, with your fingers holding the cards, reverse the 2 cards’ position in the fan, putting 1 that was on the left now on the right, & vice versa. If you don’t do this, it could be apparent that you’re using trick cards.
- “If I place the queen of spades behind my back” (do so), what would that leave here (indicating the double back card you’re holding in front of you)? Spectator says the 8 of diamonds.
- “Right. But you see, the odd thing is that the 8 of diamonds is behind my back (bring out card from behind your back, showing 8 of diamonds, having turned it over behind your back), and the queen of spades is here. (Add 8 of diamonds to the other card, in a fan, turn the fan over to the other side, & do switch move, showing queen of spades.)
- You can do this 1 or 2 more times if you wish.



Duck and Deal

Effect: You show 9 cards numbered 1 through 9, and you give them a mix. You hold the stack face down in dealing position and proceed to deal the cards singly into a face down pile on the table. With each card, you give the spectator a choice saying “duck” or “deal”. “Deal” means you deal the card onto the tabled pile. “Duck” means you duck it under the next card, then deal both onto the tabled pile. You deal however the spectator requests. You then turn the cards face up, showing that they are in ace through 9 order!

Props: 9 cards, ace through 9. If they are the same suit, so much the better.

Secret: This is a simple but very effective deception! Although it seems like the order in which the cards are dealt varies with “duck” vs. “deal”, in fact, it’s the same either way!

At the beginning, the cards are in Ace through 9 order. When you mix them, give them a series of casual, single cuts, holding the faces of toward you. On the last cut, cut the ace to the end.

Presentation: “We have the ace through 9. (Spread cards face up in your hands, showing them in order.) Would you like to examine them? (Offer cards to the spectator. As he reaches for them, pull them back toward you, saying) Thank you very much.

I will mix them up a bit. (Hold them faces toward you, giving them a few casual single cuts. On the last one, cut the ace to one end, bringing the cards back to ace through 9 order.) I’ve heard that you have great intuition. Is that true? Well, let’s find out. I will deal the cards onto the table. With each card, you say ‘deal’, in which case I’ll deal it face down onto the table like this. Or ‘duck’, in which case I’ll duck (slide the top card under the 2nd card and set both onto the table) like this. Ready? (Spectator directs whether you deal or duck each card until you’ve put all 9 in a pile on the table.)

Now you decided each time whether to deal or duck, right? What I can’t figure out is how you got them in perfect order! (As you say this, deal the cards face up 1 at a time in a row, showing them in ace through 9 order.)

Challenge Versions: 1. You can use ace through king, which makes it a little more robust. 2. You can go through the packet twice before showing the cards in order. (I.e. after the packet has been dealt, pick it up and repeat the deal or duck procedure.) 3. Use 2 packets of ace through 9. Start with each in the same order. Set 1 aside. The other, have spectator go through deal or duck twice. Then each of you takes a packet and simultaneously deal each card face up, showing that both packets are in identical order.

Topsy Turvy George

Effect: To a cute story, you fold a dollar bill. When you unfold it, George has turned upside down.

Props: A dollar bill (can be real or play money).

Secret: It is in the folding. See mechanics.

Mechanics:

1. Start with George Washington facing the audience, face up. (photo 1)
2. Fold the bottom away from you to the top, with George inside. (photo 2)
3. Fold the right side so it comes toward you to the left edge. (The bill is now folded in quarters.) (photo 3)
4. Open the front part away from you and to the right. (photo 4)
5. Unfold the front edge down. George is now upside down, and facing the audience. (photo 5)

Presentation:

“Did you know that George Washington was an acrobat? That’s right. I had to do a lot of research to find that out! Here, let me show you. If we fold George in half, then in half again. He was quite a contortionist as well. When we unfold him, George is standing on his head. See, I told you he was an acrobat!”

Note: This trick is fairly quick for most kids to grasp, which enables them to concentrate on their story.



Chinese Ring Illusion

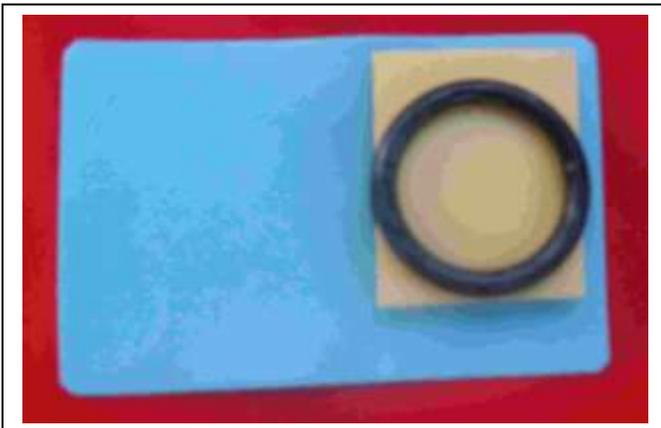
Effect: Magician shows a small close-up mat on which he sets a coin. He covers it with a sandwich of 2 rings and a card. When he takes apart the sandwich, the coin has vanished! He reconstructs the sandwich, lifts it up, and the coin returns!

Props: red close-up mat, black plastic ring, coin, Chinese card, and plastic ring with red close-up mat material glued to it. Plus a penny or play coin.

Secret: The coin is beneath the plastic ring with the red close-up mat material. It looks like an empty ring, but really the coin is hidden beneath it.

Presentation: Start with coin on 1 side of the mat, and the 2 rings stacked up, red mat ring on bottom. Chinese card is next to the mat.

“I’m going to try to make this coin disappear. If I put my hand over it (do so), you may think that I use some sort of sleight of hand. So to make sure I don’t, we’ll put this card between these 2 rings and cover the coin. (Do so.) Can you say ‘Abra-Kid-Abra’. We’ll lift off the top ring, then the card, and the coin has vanished! Can you say ‘Abra-Kid-Abra again? (Build card & ring sandwich again. After spec says it, lift off sandwich, showing coin has returned.)”



Changing a \$1 Bill into a 5

Challenge: Ask a spectator if they can turn a 1 dollar bill into a 5. (They cannot cut or tear the bill, of course.)

Props: A \$1 bill. (You can use the one from Picking up the Lunch Check.)

Solution: Roll up the \$1 bill in a long, thin tube. (Roll from 1 long edge to the other.) Form the tube into the shape of a “5”!

This solution requires some out of the box thinking. Most will think that you mean changing the \$1 bill into a \$5 bill.



Number Soothsayer

Effect: Magician asks for 3 volunteers. Magician turns her back, and Volunteers A & B each hold out a hand with any number of fingers showing. Volunteer C announces the total—at which point the magician mind reads how many fingers A has showing & how many B has showing. This is repeated 2 more times.

Props: None

Secret: Volunteer B is a confederate. He puts up 3 fingers the first round, and in subsequent rounds, however many Volunteer A had the previous round. The magician, then, is able to know how many fingers each has up. E.g. Round #1 suppose A shows 2 & B 3. C announces 5. Magician knows B has 3, so A must have $5-3=2$. Round #2, B shows 2 & suppose A shows 4. C announces 6. Magician knows that B has 2, so A must have $6-2=4$.

Math Learning: Adding (the total of the numbers on both hands). Subtracting. The magician must subtract the confederate's number from the total to arrive at the other spectator's number. This adding & subtracting must be done quickly, in their heads, and with a variety of small number combinations.

That's Amazing!

Effect: Magician jots a prediction on a slip of paper, which she sets aside. Then she shows spectator a card with 16 different symbols. Spectator is asked for a number from 1-16. Magician counts to that number, arriving at a particular symbol. That symbol matches the prediction!

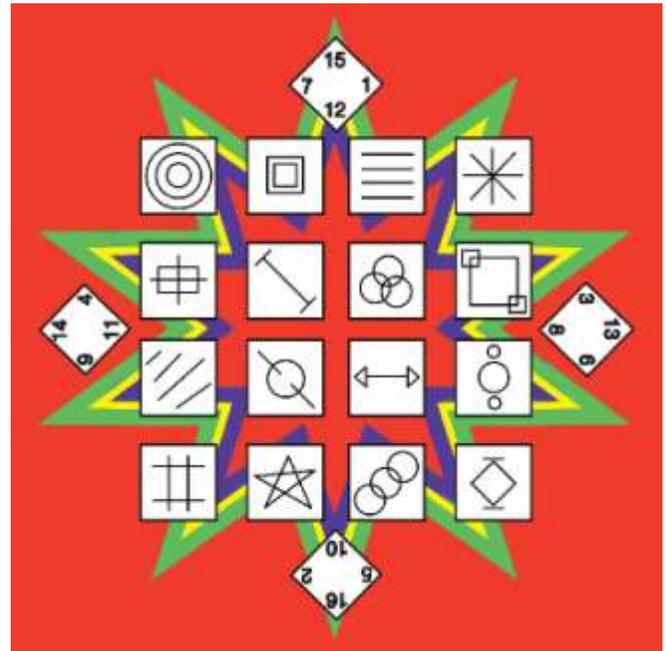
Props: For each child: That's Amazing card, pen, & pad of paper. For the show: one 11"x11" laminated card.

Secret: Your prediction says "You will choose the 3 circles". Although each symbol is different, 4 of them have 3 circles.

How do you arrive at one of these 4 from the spectator's number? There are 4 diamonds on the card, each of which has 4 different numbers. Whichever number spectator names, casually turn the card so that number is on top of the card. This insures that when you count to that number, you'll arrive at a 3 circles symbol.

Note: Count in this order:

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16



Presentation: "Do you believe in ESP? I am going to jot down a prediction on a slip of paper, which we'll set on the table. On this card, you'll notice there are 16 symbols. Each is different. Can you name a number between 1-16. (Hold card toward you as you ask this. Suppose spectator says 5.) Any particular reason you selected that number? (Asking this gives you time to look for the diamond with 5 and turn it so that diamond is facing up.) Let's count. 1-2-3-4-5. You chose the one with 3 circles. You could have picked any of the 16 different symbols, but you selected the 3 circles. You remember that before we started, I made a prediction. Would you read it out loud?"

Tips:

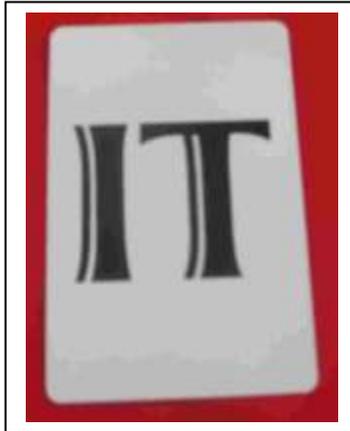
- When spectator names a number, ask "Is there any particular reason you chose that number?" This gives you a moment to find their number. As you ask this question, the card is facing you. Casually turn it so that number is on the top.

It Card

Effect: You ask a spectator to think of any card in the deck. You show a card face down on the table. “Whatever card you are thinking of”, you announce, “this card is it. Which card are you thinking of?” Spectator names her card. You turn over your card and it says...”It”!

Props: Card with “It” on it.

Notes: This is, of course, a gag. That you would know the card a spectator is merely thinking of sounds impossible. Yet you pull off the trick—through some out of the box thinking. A different way of looking at the meaning of “this card is it”!



The Slippery Witch

Effect: Spectator holds a block in her fist with 2 cords running through it. Magician ties 2 of the cords in a knot and pulls. The cords penetrate the block as well as the spectator's hand!

Props: 1 block & 2 cords.

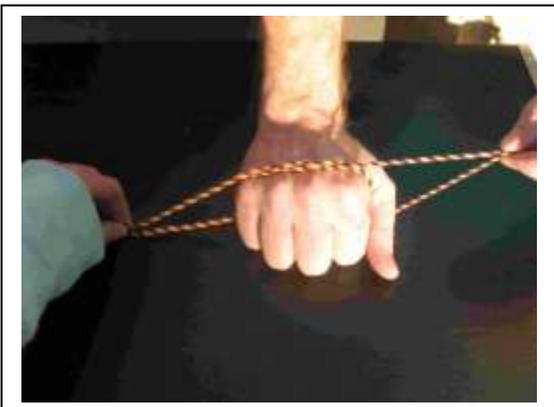
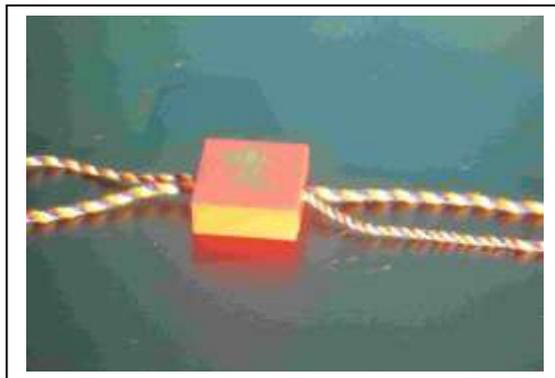
Secret: The 2 cords are each doubled.

Preparation: Fold 1 cord (we'll call it cord #1) in half. Feed its ends into the hole in the block and push it in until the ends come out the other side. Pull it through the block, leaving a loop protruding approx 1/2" from the block. Fold cord #2 in half and insert its loop into loop 1 (photo 1). The top of loop 2 should line up with the top edge of cord #1. Pull cord #1's ends, pulling the loops into the middle of the block, with 2 cords sticking out each hole. (photo 2)

Presentation: "This stone belonged to a witch. She's not with us any more, but the stone still has magic powers. Let's see if we can summon them. Can you hold this stone in your palm and close it in a fist (put the back of their fist facing up). Do you feel anything magical? Just checking. I will tie a knot in the ropes. (Take 1 cord from each end & tie an overhand knot.) On the count of 3, I'll pull." 1-2-3. (Pull & the cords come free of the stone & the spectator's hand!

Teaching Points:

- Don't double loop the centers, otherwise you'll have to pull really hard to have the cords release & it'll hurt the spectator.



Houdini Ropes

Effect: You unlink 2 ropes that seemingly cannot be unlinked.

Setup: Get 2 pieces of rope, each approx 4' long. You'll do the same to each. Tie a loop at each end with a square (or sliding) knot, large enough for someone to slip their hand in. The result is 2 ropes, each of which has a loop on each end, & a couple feet of rope in the middle between the 2 loops. Set these on the table.

Performance:

- Call up 2 volunteers. Have the first one take 1 rope and slip his hands in the loops. Take the 2nd rope, link it over the first rope, and ask the 2nd volunteer to put her hands in the loops. The result is that the 2 ropes are linked.
- Tell them that the challenge is to unlink the ropes without cutting them or slipping their hands out of the loops. Give them a couple minutes to do this.
- Often, they will try a variety of pretzel-like contortions—putting the rope over the other's head, stepping through it, etc. It is funny because they get all tangled up, and no closer to getting out.
- If they succeed in meeting the challenge, great. Applaud. If they don't (which is the case 95% of the time), you unlink them.
- Unlinking them is simple, but hard to describe in words. I'll try.
 - Have #1 hold their rope horizontally between their hands, & #2 vertically, so that her right hand is on top. So the ropes are perpendicular. (photo 1)
 - Grab the middle of #2's rope & form a loop (we'll call it a "bite" to distinguish it from the 2 loops at the ends of the rope into which the people slide their hands).
 - Put the bite thru the loop on #1's right wrist (palm side). (photo 2) Note that as the bite goes in the loop, the bite goes from the wrist toward the fingers.
 - Have #1 put his R hand thru the bite. (photo 3)
 - The 2 ropes are now unlinked! (photo 4)
 - Note: If #2's left hand is on top, put the bite thru #1's left loop. (If you get this reversed, it won't work.)

Teaching Points:

- The fun part of this challenge is that it is really funny when the 2 people do pretzel-like contortions, trying to unlink their ropes. Choose volunteers who are spry enough to be able to do this.



Knot Zapper

Effect: A rope with a single overhand knot in the middle is lowered into a cardboard tube (photo 1). Both ends of the rope are visible. When the rope is pulled out of the tube, the knot is gone! (photo 3)

Props: 8.5 x 11 sheet of card stock with 1.5” hole in the middle; a rope ~3’ long, a rubber band, & crayons.

Secret: Unknown to the audience, there is a hole in the back of the tube. The knot is loosely tied—loose enough so when you lower the knot in the tube, you can secretly insert your first finger through the hole & in the middle of the loop. When you pull the rope up & out of the tube, your finger causes the knot to unravel. (Photo 2 shows this without the tube.) Note: When holding the rope so it’s hanging down, the loop should be on the left of the rope. It’s easier to slide the knot out that way, vs. if it is on the right.

To Make It: Decorate 1 side (which’ll be the outside) of your paper. Roll the paper into a tube 8.5” long (i.e. not 11” long as it’d be too skinny) & rubber band.

Presentation: “Have you ever seen a bug zapper? When bugs fly near it, it zaps them. Well I have a rope with a knot in it (hold it up) and a tube (casually show it empty, holding your hand that holds the tube over the hole and panning the audience briefly with the tube. Tilt it upward a little so they can’t get a good look & see your hand thru the hole.) This tube is a knot zapper. Let me demonstrate how it works. First, you lower the knot into the tube. Can everyone say the magic word, “zap”! And (pull out the rope, with knot still being there) the knot completely disappears, thank you very much. For my next trick, . . . what’s that? It’s still there? No, it’s not still there, the knot is gone. No, this trick always works, I know the knot is gone, i---(you see the knot is still there & look baffled). Wait a minute, I know the problem. We have to say the magic words a little louder. Can everyone say “zap”! (Pull rope out, showing knot gone.) Now the knot is gone, you did it! Well done!”

Teaching Points:

- When showing the tube empty, don’t say that it’s empty, or you’ll call suspicion to it.
- As you show the tube, your hand, as it holds the tube, covers the hole. Show the tube around fairly quickly so they don’t have enough time to notice your hand thru the hole. Perhaps even angle the far end of the telescope downward a little so they can’t see in it very well, but you apparently have quickly shown it around.
- To make it easier, tie the knot 1/3 of the way from the bottom, so there is less to pull out.
- If they have trouble unraveling the knot, try it without the tube a few times to get down the mechanics. Then add the tube.
- Can you invent your own story?
- An alternate patter idea is to explain that the tube is a magic zapper and zaps anything you put into it. You demonstrate with a knot. After the knot has been zapped, you ask if anyone would like to get into the tube themselves!
- Alternate patter idea #2: There is a little man in this tube who loves to untie knots.



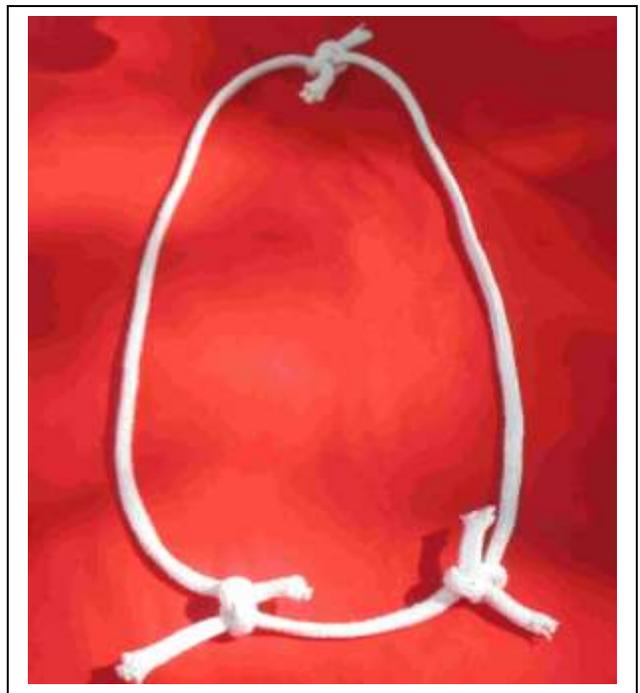
Rope Puzzler

Challenge: You show 2 ropes that are tied together, and a third loose smaller piece of rope. (photo 1) Ask a spectator if they can tie the third rope between the other two—without untying the knot!

Props: 3 ropes. Use the 2 ropes from Houdini Rope trick, plus a third piece approx 8-10 inches.

Solution: After the spectator has tussled with this for a bit, reveal the solution. Tie the third piece to the **bottom ends** of the 2 ropes (photo 2)!

Teaching Point: People usually focus on the top ends of the rope where the knot is. This solution involves thinking out of the box and utilizing the bottom ends!



Two Rope Trick

Effect: Two ropes are tied together, then change into 1 piece.

Props: Two ropes. One is short (~7.5"), one is long (~19.5").

Secret/Mechanics: When you display the ropes, it looks like they are approximately the same size (photo 1). Actually, 1 is small, 1 is large, & they are doubled and linked (photo 2). When you appear to tie a knot (photo 3), actually you're tying the small rope around the large one. You secretly slide the knot off as you wrap the rope around your hand (photo 4), and ditch it as you go to your pocket for magic woofle dust. Sprinkle the imaginary woofle dust over your hand, then show the rope has restored to 1 piece (photo 5)!

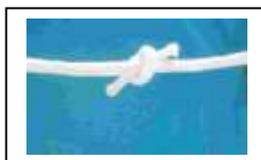
Preparation: Double the ropes, link them, and hold the link in your left hand. The small rope should be in a U shape coming out the top of your loose fist, and the large rope in a U shape coming out the bottom of your loose fist. It should look like you have 2 ropes approximately the same size. Pull 1 end of the long one a little so 1 end is approximately 1" longer than the other.

Presentation: "Which of these ropes is longer, this one or that one? Right. So if I tie a knot in the rope (do so, tying small rope around the large one), it isn't exactly in the middle, but it is slightly off to one side. (Hold rope at end in right hand.)

I will wrap this rope around my (right) hand (as you wrap it around your right hand, secretly slide the knot off with the left), and sprinkle some magic woofle dust. (As you go for the imaginary woofle dust in your left pocket, or your box if you don't have a pocket, the left hand ditches the knot! Left hand comes out and sprinkles the imaginary dust over the right fist with rope wrapped around it.) We say "Abra-Kid-Abra" and (unwrap the rope from your hand to show that) the 2 ropes meld into one!"

Teaching Points:

- The business of 1 rope being a little longer than the other is just to give them something else to focus on to throw them off.
- An alternate handling: You can visibly slide the knot to 2-3 different points on the rope. Then slide it off the rope entirely!



Spring Puzzle

Effect: You show a 2” long spring with a ring hanging from it. Spectators cannot get the ring off the spring—but you can!

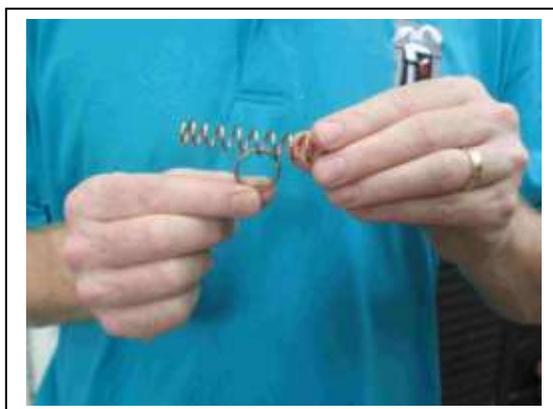
Props: Spring and ring.

Secret: Put the ring on the spring. Give it a half turn and the ring won’t come off the spring! Give the ring a half turn the other direction and it unlocks, enabling you to easily remove the ring from the spring.

Presentation:

“This ring is Houdini, and Houdini is all wound up in this tube, and cannot escape. Can you make Houdini escape from this spring? (Let spectator try—he can’t.) If we say the magic words, Abra-Kid-Abra, Houdini escapes from the spring!”

Note: You can also put the spring behind your back, unlink the ring, and bring it out showing you unlinked it. See if a spectator can remove the ring.



Pushing Quarter Through Hole / Making the Equation Make Sense

Your card has 1 of these tricks on each side.

Pushing a Quarter Through a Small Hole

Ask a spectator if they can push a quarter through the (small) hole in the card. They cannot tear the card or hole.

Let them struggle with this for a bit. Then show them that you can do it. As is shown in the photo, put the tip of a pen or pencil through the hole and push the coin!

This solution entails thinking out of the box. Rather than thinking of making the coin physically go through the small hole, you push the coin (with a stick that is going) through the hole!



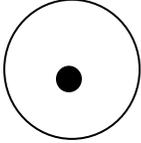
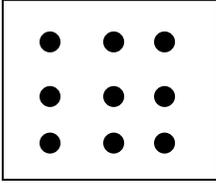
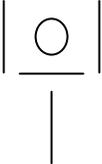
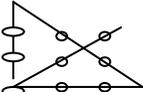
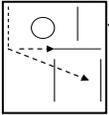
Making the Equation Make Sense

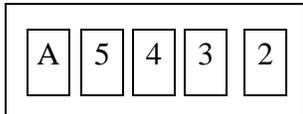
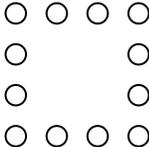
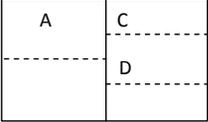
The other side of your card shows the following equation:

$$\mathbf{IX=X+I}$$

In Roman numerals, this says: $9 = 10 + 1$ which, of course, is not correct. Challenge your spectator to make the equation right in 1 move. She cannot write on the card.

After she has pondered for a bit, reveal the solution: turn the equation upside down. It then says: $I+X=XI$ ($1 + 10 = 11$), which is correct!

<p>1. Writing with Your Elbow</p> <p>Announce that you can write with your elbow! Ask your audience if they believe that.</p> <p>Show them you can. How do you do it?</p> <p>www.abrakid.com © 2011</p>	<p>2. Draw without Lifting Pen from Paper</p>  <p>Can you draw the above diagram on paper without your pen leaving the paper? It must make a mark whenever it touches—i.e. the pen cannot skim across the page without leaving a mark.</p> <p>www.abrakid.com © 2011</p>	<p>3. Nine Dot Puzzle</p>  <p>Can you connect the 9 dots with 4 straight lines, and the pencil does not leave the paper?</p> <p>www.abrakid.com © 2011</p>	<p>4. Pen Writes Any Color</p> <p>Mention that you have a pen that can write any color. Have someone name a color. Show that your pen can write it! How do you do this?</p> <p>www.abrakid.com © 2011</p>																
<p>5. What's On It?</p> <p>Ask someone to write any word on a paper. So that you can't see what was written, they should put their hand on top of the paper.</p> <p>You tell them what's on the paper. How?</p> <p>www.abrakid.com © 2011</p>	<p>6. Glass & Boba</p>  <p>Create the above shape with 4 toothpicks & a penny—a glass with a boba in it. Challenge: Get the boba out of the glass moving just 2 toothpicks. The glass must retain its same shape.</p> <p>www.abrakid.com © 2011</p>	<p>7. Glass & Boba II</p>  <p>Put 3 toothpicks & a penny in a Y shape as above to form a glass with a boba inside.</p> <p>Challenge: without touching the boba, what is the least # of toothpicks you can move to get the boba out of the glass?</p> <p>www.abrakid.com © 2011</p>	<p>8. Opposites</p> <table border="1" data-bbox="1227 804 1474 947"> <tbody> <tr><td>1</td><td></td><td></td><td></td></tr> <tr><td>2</td><td></td><td></td><td></td></tr> <tr><td>3</td><td></td><td></td><td></td></tr> <tr><td>4</td><td></td><td></td><td></td></tr> </tbody> </table> <ol style="list-style-type: none"> Shrink, wither Green (e.g. banana) Shut Came <p>Fill in opposites to the above clues. Can you end</p>	1				2				3				4			
1																			
2																			
3																			
4																			
<p>9. Eat the Spinach</p> <p>Put 15 toothpicks in a row. Two players alternate turns, each taking 1,2, or 3 toothpicks. The object of the game is not to take the last toothpick. It is spinach, and whoever is left with it has to “eat the spinach”.</p> <p>What is a strategy to win, if you go first?</p> <p>www.abrakid.com © 2011</p>	<p>10. Eleven</p> <p>This has 4 parts. Set out 19 toothpicks.</p> <ol style="list-style-type: none"> Make 11 out of them. No bending or breaking. Must use all. Take 13 away, leaving 6. Now make 11. Take 2 more away, leaving 4. Now make 11. Take 1 away, leaving 3. Now make 11. <p>www.abrakid.com © 2011</p>	<p>Solutions 1A</p> <ol style="list-style-type: none"> Write “with my elbow”!  <p>Fold a corner into the middle. Draw the dot.</p> <p>Move the pen onto the folded corner. Draw the circle. Lift the corner to complete the circle.</p> Draw out of the box! 	<p>Solutions 1B</p> <ol style="list-style-type: none">  <p>0. Look at from different angle.</p> <table border="1" data-bbox="1240 1541 1438 1646"> <tbody> <tr><td>G</td><td>R</td><td>O</td><td>W</td></tr> <tr><td>R</td><td>I</td><td>P</td><td>E</td></tr> <tr><td>O</td><td>P</td><td>E</td><td>N</td></tr> <tr><td>W</td><td>E</td><td>N</td><td>T</td></tr> </tbody> </table> Take 2 to start. Then, however many your opponent takes, subtract from 4 & take that many. Get #2,6,& 10 & you'll win! <ol style="list-style-type: none"> Spell “ELEVEN” roman numeral XI. Use 4 to make the x, 2 for I. 11. Use 2 to make ea 1. 	G	R	O	W	R	I	P	E	O	P	E	N	W	E	N	T
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<p>11. Pushing a Big Coin Thru a Small Hole</p> <p>Create a small slip of paper with a penny-size hole in the middle. Draw around a penny, fold the paper in half along the middle of the penny, and cut the C-shape to make a penny-size hole.</p> <p>Challenge: Can you push a quarter through this hole?</p> <p>www.abrakid.com © 2011</p>	<p>12. What's the Deal?</p>  <p>Set out 5 cards in the above order. If you added a 6, where would it go? Why? (What is the order?)</p> <p>www.abrakid.com © 2011</p>	<p>13. Dropping a Paper On its Edge</p> <p>When you drop a piece of paper on the table, it lands on 1 side or the other.</p> <p>Challenge: Can you drop a piece of paper such that it lands on its edge?</p> <p>www.abrakid.com © 2011</p>	<p>14. Heads & Tails</p> <p>Draw a line on a sheet of paper (see below). You'll need 3 coins.</p> <p>Challenge: Can you set the 3 coins on the paper so there are an equal number of heads and tails on each side of the line?</p>  <p>www.abrakid.com © 2011</p>
<p>15. Twelve Coin Square</p>  <p>Arrange 12 coins in a square as above—4 coins per side.</p> <p>Using only these coins, can you make each side have 5 coins?</p> <p>www.abrakid.com © 2011</p>	<p>16. Singing Underwater</p> <p>Claim that you can sing under water. Then, proceed to demonstrate.</p> <p>How can you do this?</p> <p>www.abrakid.com © 2011</p>	<p>17. How Many?</p> <p>Arrange approx 10 coins (or any objects) on the table. Place your hands on either side of the coins, palms down. Say "this is 10". Rearrange the coins in a different pattern. Now set your hands on either side palm down with just 7 fingers showing. Say this is 7. Do this a few times with different numbers. See if the spectator can catch on. They will think it's the pattern of coins, but really this has nothing to do with it. The number is how many fingers are showing!</p> <p>www.abrakid.com © 2011</p>	<p>18. Jumping Over a Paper</p> <p>Set down a sheet of paper on the floor. Have a spectator jump over it. (He starts on 1 side of the paper and jumps over it to the opposite side.) Say you'll hypnotize him so cannot jump over the paper. How do you do that?</p> <p>www.abrakid.com © 2011</p>
<p>19. Challenging Questions</p> <p>A. What color is a white rhinoceros? B. Who wrote Bethoven's 10th Symphony? C. How many animals of each kind did Moses take aboard the ark?</p> <p>www.abrakid.com © 2011</p>	<p>20. Impossible Paper?</p> <p>Look at the accompanying sheet of paper, but don't touch.</p> <p>Can you take a sheet of paper and make a duplicate of this?</p> <p>www.abrakid.com © 2011</p>	<p>Solutions 2A</p> <p>11. 2 ways. a) put a pencil thru the hole & push the qtr. b) fold paper in half with qtr inside. Put 4 corners together & qtr comes out! 12. Alphabetical order. A54632. 13. Bend in half & drop on table. 14. Set a head & a tail on each side of the line. Stand the 3rd coin on edge on the line, between the other 2. 15. Make a square with 3 coins/side, & put a 2 coin stack at each corner. 16. Hold a water cup above your head & sing. Or sing "underwater". 18. Put the paper in the corner!</p> <p>www.abrakid.com © 2011</p>	<p>Solutions 2B</p> <p>19. A. gray B. Brahms C. O. Noah took them, not Moses.</p> <p>20.</p>  <ul style="list-style-type: none"> • Fold paper in half along middle vertical line. • Make 3 cuts, as shown in dotted lines. 1 cut is in the middle. The other 2 are ¼ way from the ends. • Fold D so it points up. • Rotate A & C 180 degrees (i.e. they swap places). • You've done it! The shape now looks impossible! <p>www.abrakid.com © 2011</p>

