

# Giant Wand Magic Set

## Written Instructions



Abra-Kid-Abra

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# Thanks for Your Interest in Learning Magic!

We are pleased to present instructions for 67 of our favorite tricks! Plus you'll find a booklet in your kit with instructions for 50 more tricks you can do.

As you learn and have fun performing these tricks, keep in mind the 3 Rules of Magic:

- 1) Never reveal your secrets to anyone.
- 2) Practice. Like anything, magic takes practice. Don't get frustrated if you don't get a trick in just 3 or 4 tries. Keep at it and your persistence will be rewarded.
- 3) Don't repeat a trick before the same audience. There are a few exceptions, but this is a good general rule.

For additional free tricks, sign up for our monthly newsletter at [www.abrakid.com/blog](http://www.abrakid.com/blog) Thanks again and have fun!

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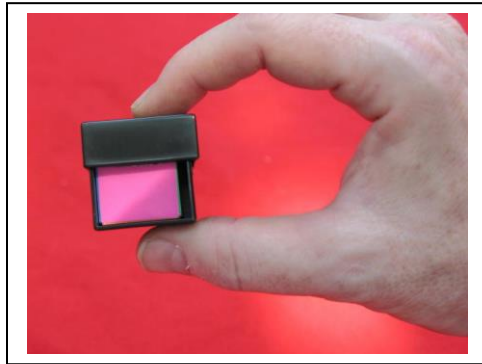
# **Prop Tricks Magic**

# Color Vision Box

**Effect:** Show a box in which there is a cube with a different color on each side. While your back is turned, spectator is asked to put the cube in the box such that a color of spectator's choice is on top. Then close the lid. You put the box behind his back, shaking the box, then hold it up to his ear to hear the color. You then put the box behind his back and correctly announce the chosen color!

**Props:** Color vision box and cube.

**Secret:** Behind your back, you remove the lid and put it on a different side of the box. (See diagram.) When you shake it by your ear, you see the chosen color, though to the audience, nothing appears awry. When you put the box back behind your back, close up the lid, so all will be normal when you bring it back out.



**Presentation:** “Inside this box is a cube with 6 different colors. I’m going to turn around. Would you select 1 of the colors, show it to the audience, put the cube in the box so your color is facing up, then put the lid on the box. Let me know when you are done. (Take the box from spectator. Start shaking it as you put it behind your back & move the lid to a different side.) Did you know that different colors have a different sound? I have a very well developed sense of hearing. I’m going to listen to the box. (Put it by your ear, glancing casually at the color.) Ah ha, very interesting. (Put it back behind your back & put the lid back on the normal side.) Was it...green (name the color you saw)? Thank you.

## Teaching Tips:

- When bringing the box out from behind your back to glimpse the color, pass it in front of your eyes en route to your ear, so you'll easily see it. (I.e. if box is in your right hand, pass it front of your eyes and shake it in your left ear.)
- Be sure as you bring it behind your back not to flash the color visible on the cube.
- You can repeat this trick.

# Chinese Wallet

With the Chinese Wallet, you can change 1 item into another, make something magically appear, or disappear! The routine described here is changing a penny and a dime into a quarter.

Effect: You put a play penny & dime into a wallet. They change into a quarter, thereby proving that  $1+10=25!$

Props: Chinese wallet, and a penny, dime, & quarter.

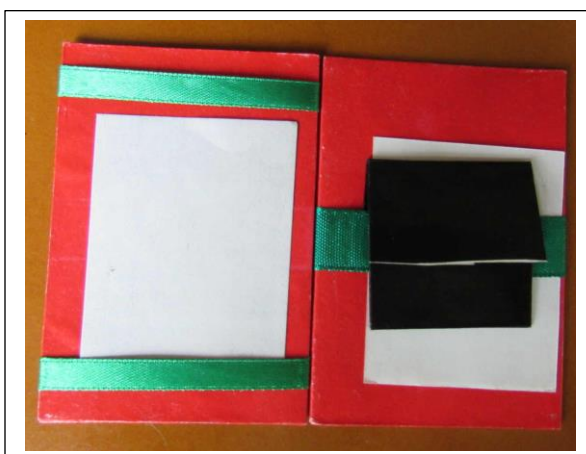
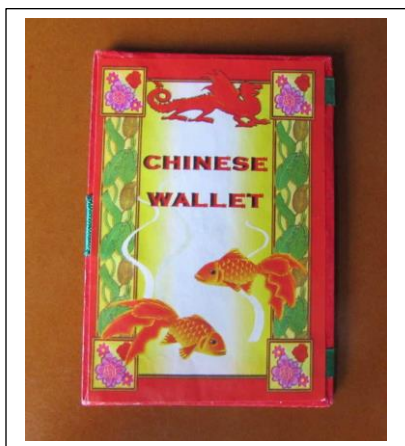
Secret/Prep: The wallet has 2 identical sides. Before the trick starts, put the quarter in one side. During the trick, put the penny & dime in the other side. You secretly flip it over to make the switch. Put a small pen dot on the quarter side of the wallet that only you will notice. This helps you know if the wallet is quarter side up or the other side up.

Handling: Switch sides naturally and unnoticeably. Here is a good way. Wallet is in your right hand. Open it like you are opening the front cover of a book (to the empty side). Put the penny & dime in. Close the back cover of the book, which secretly flips over the wallet. Distract their attention for a moment by having them tap the wallet or say some magic words. Open the book again from the front cover and you should find the quarter!

Presentation: “What is  $1+10$ ? (Spectator says 11) No, it’s 25. I’ll prove it. Here is a penny & a dime. I’ll put them in my wallet. Can you say Abra-Kid-Abra? (Switch sides of the wallet, as above.) I’ll tap it 2 times. When we open it, the coins have changed to a quarter. Which goes to show that  $1+10=25!$ ”

## Additional Thoughts:

- Put the penny & dime diagonally side by side, not on top of each other; otherwise the wallet gets too thick.
- You can use other combos. E.g.  $1+5=10$  (penny & nickel change to dime).
- The patter insures, and reinforces, that the students know  $1+10=11$ . They are just pulling someone’s leg by claiming it equals 25.



# Befuddling Snapper

Effect: You demonstrate a snapper—a 2 piece unit where 1 piece slides into the other, and snaps back when you pull it out. You give it to the spectator, who cannot get it to snap back. This can be repeated where you get it to snap back, but spectator cannot. Sometimes 1 spectator does get it, but another, repeatedly, cannot!

Props: Snapper (2 pieces).

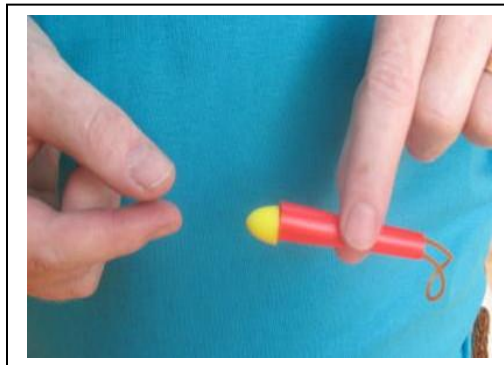
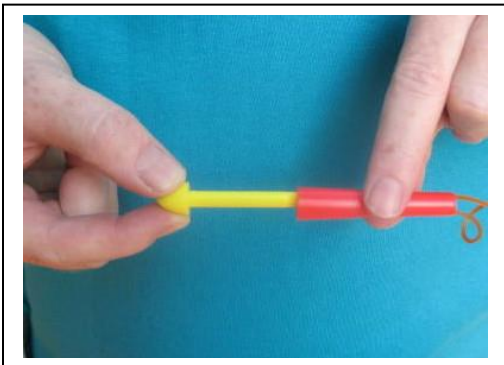
Secret: Spectators see a rubber band protruding from the end of the snapper (the outer piece), and think there's a rubber band inside that the inside piece catches, causing it to snap back. This is incorrect—the rubber band is there to make the spectators think this. Actually, you squirt the inside piece into the outside piece (like squirting a marble in a game of marbles, or squeezing a bean out of a peapod). The spectator doesn't notice this squirting, as it is not very visible.

Presentation: “Have you ever seen one of these? When you pull it out, it snaps back in. (Demo this a couple times.) Would you like to try it? (Spectator tries but can't get it.) Let me see it. (Look inside the outer piece to see what's wrong.) Oh, I see. You have to turn it (the inside piece—do so). Then it works. (Demo it working a couple times.) Now try it. (Hand to spectator, who can't get it working again.)...

You can do this again. Perhaps show that it needs to be turned 3x. Then spectator tries but, again, can't do it! A fun thing is to hand it to a few spectators to try it. Sometimes one will catch on, but won't let on what the secret is. But your original spectator still can't get it! Sometimes you can whisper/demo the secret to a spectator who you think will catch on quickly. He tries it, gets it. Then you can say to the first spectator, “See, just twist 3x. You try it.”

This is a fun trick to drive people crazy with!

Tip: Make sure the snapper is held horizontally, as in the photos. You don't want a spectator holding it up and down, and just dropping the yellow piece in, thinking that she got it.



# Rattlesnake Eggs

Effect: You hand a spectator an envelope that says it has rattlesnake eggs inside. The spectator opens the envelope and is startled when it rattles!

Props: Rattlesnake envelope with rubber band & washer attached to U-shaped paper clip.

Preparation: Wind the washer a bunch of times until the rubber band is fairly taut. Slide the contraption (rubber band with washer on a paper clip) into the envelope.

Presentation: This is a gag. Hand the envelope to the spectator, asking if he's ever seen rattlesnake eggs before. Wait for him to open the envelope. Egg him on a little if necessary.

Tip: The more you wind it, the more it rattles!





# A Flea Walks a Tightrope

Effect: You show a “tightrope” held between your hands with a bead threaded on at one end (photo 1). You put your magical flea inside the bead and he pulls the bead up the tightrope without your hands moving at all! (photo 2)

Props: Rubber band and bead.

Preparation:

1. Cut the rubber band so it becomes a strand rather than a loop.
2. Tie a single overhand knot at 1 end. Pull it tight.
3. Thread the bead onto the band.

Secret/Mechanics:

Photo 3 shows things from your viewpoint. The audience presumes you are holding the “tightrope” at the ends. Actually your left hand holds the end but your right hand holds the middle. Your right thumb and first finger slowly release the band, causing it to slide through your fingers. It looks like the bead is traveling by itself up the tightrope! When you get to the end, you’ll feel the knot, so you know that is the end, and as far as you can go.

Tips:

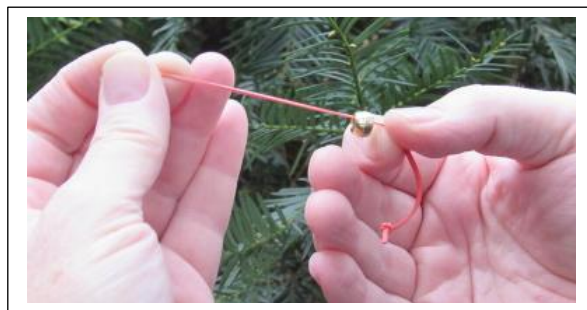
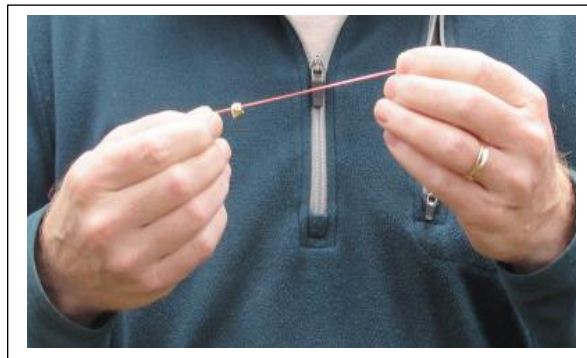
1. Hold both hands steady throughout the trick. They should not come together or go apart. Just the rubber band (secretly) moves.
2. Hold the band with thumb and first finger of each hand.
3. Hold the band at a 45 degree angle, with your right hand & bead at the bottom. The bead will seem to climb up.

Presentation:

To start, your right thumb and first finger grasp the middle of the band, and the bead. Right hand is down at your side. This way, you are already partly in position, just needing left hand to grab the end of the band to be ready. If you prefer, you can set it in your pocket or behind something and then get in position.

“I would like you to introduce you to a friend of mine, Sam the Flea! (Hold out you left palm, supposedly showing your (very hard to see) flea.) Over the last several years, I have trained Sam to do tricks. Sam, do a somersault in mid air! (Toss him up. Follow with your eyes & head as he does a flip in the air, then lands back in your hand.) Pretty impressive, huh? He can also do a double flip! (Toss him up, follow with your eyes and head a double flip. This time, he accidentally lands on the spectator’s head. You fish him out.) Sorry about that, he landed on your head. Let me get him. There seem to be several fleas in there, hopefully I got the right one!

(Hold up right hand, showing tightrope with bead threaded on.) I’m going to put Sam inside this bead. (Pretend to do so, then left thumb & first fingers hold end of tightrope angled up, with bead next to right thumb & first finger at bottom.) Sam is very strong, and even though the bead weighs 10x more than he does, he is going to attempt to pull the bead up the tightrope. Do you think he can do that? May I have a drumroll, please! (Bead starts to move up the tightrope slowly.) Ladies and gentleman, Sam is pulling the bead right up the tightrope. Without a safety net, nonetheless! Come on, Sam, a little more. That’s it. (Bead gets to middle—as far as it can go, with the knot against your right thumb & first finger.) A round of applause for Sam, the Amazing Flea!”





# Vanishing Quarter

**Effect:** Spectator holds a coin through a cloth and drops it into a cup of water. The coin disappears!

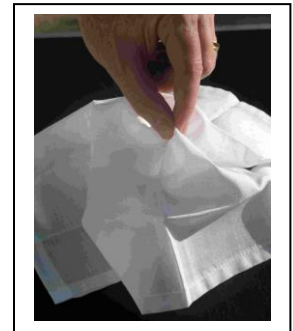
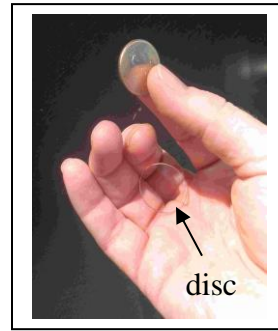
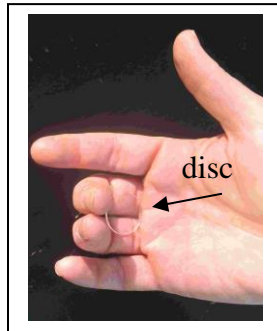
**Props:** Clear plastic cup, quarter, quarter-sized clear plastic disc, and a cloth of some sort. This can be a towel, handkerchief, bandana, etc.

**Secret:** Spectator thinks she is holding a coin, but actually she is holding a plastic disc. When she drops it into the cup of water, the disc settles against the bottom of the cup and is not visible.

## Handling:

- Starting Position: Cup filled halfway with water on table. Bandana on table. Disc in right pants pocket, coin in left pants pocket. If you don't have pockets, put coin & disc in your briefcase.
- Show cup of water. Have spectator hold it.
- Show bandana and drape it over the cup. Center of it should be over mouth of the cup.
- Reach in your pockets looking for a coin. Ask if anyone has a quarter you can borrow. Right hand finger palms disc. (Photo 1) If spectator has a quarter, use it. If not, pull out the coin in your left pocket and hold it with right thumb, 1<sup>st</sup> & 2<sup>nd</sup> fingers--concealing the disc in right finger palm (photo 2).
- Left hand lifts up the bandana as right hand goes underneath it, near the middle, palm up.
- Left hand, through the bandana, grabs the plastic disc, and asks spectator to hold it through the bandana. The disc should be right above the cup. (Spectator thinks she is holding the quarter.) Photo 3.
- Right hand drops grabs the corner of the bandana nearest you, in preparation to whisk it away. This gives it a reason to be closed, concealing the finger palmed quarter.
- Tell spectator--on 3--to drop the coin in the cup. 1-2-3! If it made a clink (as usual), ask if the spectator heard it fall in the cup. Right hand whisks the bandana away to show the coin has vanished.
- You can reproduce the coin in your pocket. Just set the bandana in your briefcase, reach in your pants pocket with right hand & come out with the quarter!

**Finger Palm:** The coin rests at the base of the 2<sup>nd</sup> & 3<sup>rd</sup> fingers. The hand is held naturally at the side, slightly cupped, arm dangling casually.



**Note:** You may want to get a ziplock bag and store your props in it so you don't lose them.

**Presentation:** "I brought with me a cup of water. Would you hold it, please. Don't drink it! We will drape this bandana over the cup. Does anyone have a quarter I can borrow? Thank you. I'll put it under the bandana and just so there can be no funny business, I would like you to hold the quarter over the glass. Do you have it? Good. On the count of 3, I'd like you to drop the quarter into the cup. Ready? 1-2-3! Did you hear it fall in? (Yes) There is only 1 problem. The coin (whisk away the hank) has disappeared! Sometimes when it vanishes, it reappears in my pocket. Thanks very much!"

# 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!

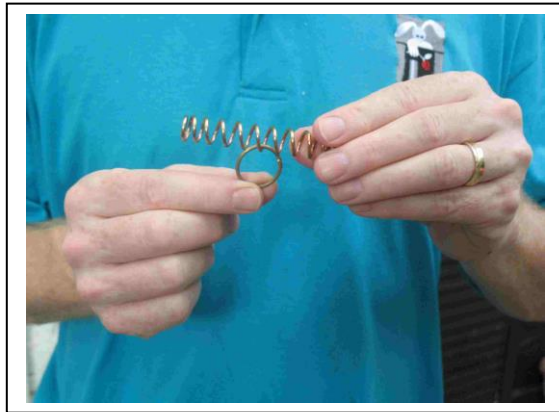
Props: Spring and ring.

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.



# Masterpieces of Art

Effect: You lay 3 cards on the table, yellow, red, & blue, & ask a spectator set a play bill on the card of her choice. You then reveal a prediction showing you knew which color she would choose!

Props: Small clear envelope containing 3 different color cards, play bill, and a folded cover card.

Secret: There are 3 different predictions, 1 for each color. You show 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) turns over the other cards to show that their backs are blank.

If blue is chosen, ask the spectator to turn over the play bill & read out loud what it says. (“You will choose blue.”)

If red is chosen, have the spectator turn over the envelope and read out loud what it says (on the back of the cover sheet inside the envelope): You will choose red.

## Tips:

- This is a great trick. Only do it once for the same audience.
- When you see which one they picked, state the color they picked and comment on it briefly. While you are talking, get the other items out of the way before revealing the prediction so they cannot look at everything & find your other predictions. I.e.
  - If they pick yellow & you’re going to show the backs of the cards, put the play bill in the envelope & the envelope in your pocket or case **before** they read the prediction.
  - If they pick blue & you’re going to have them read the back of the play bill, put the cards in the envelope & the envelope away **before** they read the prediction.
  - If they pick red & you’re going to have them read the back of the envelope cover, pocket the cards & play bill **before** they read the cover.

This way, after they read the prediction, they are stunned, and they cannot grab stuff to look at it because it’s out of their sight & grasp.

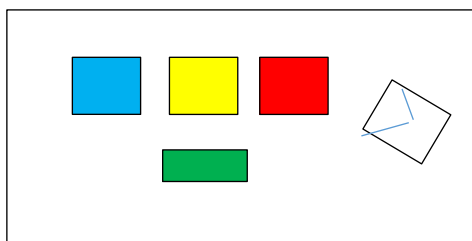
- Have the spectator think of 1 of the 3. Then using his finger, slide the bill to the art piece of her choice. Doing these 2 things minimizes the likelihood that the spectator will pick up & look at the bill, spotting the prediction.

## Performance:

“Do you have any hobbies? What is your hobby? In my spare time I like to paint. In fact, I brought with me 3 of my recent works. Would you like to see them? (Pull out the 3 different color cards & the bill. Set out the 3 different color cards in a row on the table as you describe them. The bill is off to the side for the moment.) This is a yellow kite flying in front of the sun. An arial work. This is a blue whale swimming in the ocean. A seascape. And this is a farm scene. Do you know what it is? Apples in front of a red barn.

These paintings are obviously worth a great deal of money. Can you think of 1 of them that is perhaps your favorite. Don’t tell me what it is. Do you have 1 in mind? (yes) You get to start the bidding. Would you move the bill with your finger to the one you are thinking of.” (Spectator picks yellow, lets say.)

“Ah, the yellow rendition of the kite in front of the sun. (As you are talking, put bill in envelope, and put envelope away.) You have excellent artistic tastes. Would you turn over the one you chose and read out loud what it says.” (You will choose this one.) (Give spectator a moment to turn the others over. If she doesn’t, invite her to do so.)



# Left Handed Stirrer

**Effect:** You show 4 stir sticks that look the same. But 1, you say, is a left handed stirrer. The others are all right handed stirrers. The spectator chooses any 3 stirrers. You congratulate them on choosing the 3 right handed ones. Then you show that the 1 remaining in your hand is the only one with a tag. The tag says, “Left handed stirrer!”

**Props:** 3”x4” plastic bag that contains 4 mini stir sticks. 1 has a tag rubber banded to it that says “Left handed stirrer”. There is also an instruction card. (photo 1)

**Secret:** The tag is affixed to the stirrer with a rubber band. The rubber band starts around all 4 straws (the band and tag being hidden from the spectators til you are ready to show it). When the spectator pulls out 3 straws, the band and tag are left on the last one, which you show is the left handed stirrer.

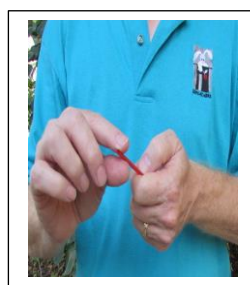
## Mechanics:

1. Before the trick starts, expand the rubber band & slide the other 3 stirrers in it, so the band is around all 4 stirrers. (photo 2) Put the tag beneath the sticks, out of view. Hold the 4 stirrers in a row in your hand with tag hidden beneath (photo 3).
2. Ask a spectator to point to any 3. Slide them out of your hand and give him to hold, closing your hand around the remaining stirrer so the tag is not visible yet.
3. To reveal the left handed stirrer tag on yours, grab the end sticking out of your hand (photo 4) and squeeze it so the tag end flips up. (photo 5) This makes for a little more dramatic revelation of the tag.

**Presentation:** “Have you ever seen a left handed stir stick? These stir sticks all look the same. But 3 are right handed stir sticks and 1 is left handed. I’ve heard that very talented. I’m going to ask you to pick out 3 stir sticks, and let’s see if you can pick the 3 right handed ones. Can you point to any 3. Are you sure those are the ones you want? (Hand those 3 to spectator.) That’s amazing, how did you do that? You picked the 3 right handed stir sticks! Do you know how I know? Because this is the only one that’s left! No really. See, it has a tag on it. Can you read out loud what the tag says. (Left handed stirrer.) You have a big future ahead of you!”

## Tips:

- If you like, ask the spectator if he is right or left handed. If right handed, have him pull out any 3 sticks, leaving you with the left handed one. If he is left handed, have him point to the left handed stirrer. Pull the other 3 sticks away, leaving you with the left handed one.
- Store the band just on 1 stick, not more, so it doesn’t get stretched out.



# Cardless Card Trick

**Effect:** You show 2 cards that each contain every card in the deck, and 2 craft sticks. While you are not looking, you ask a spectator to find any card on the red card & cover it (and its column) with a stick. Then find the same card on the black card & cover its column with the other stick. (see photo below). You turn back around and reveal the thought of card!

**Props:** 2 cards with all the cards in the deck & 2 craft sticks, as pictured below.

**Secret:**

1. Look at the card with the black border 1<sup>st</sup>. The stick covers up a column of 7 cards. So you know it's 1 of those 7.
2. Which of the 7 is it? Look at the red card. There are 7 columns. Whichever column is covered on the red card indicates the row on the black card. E.g. if column 2 is covered on the red card, it's in row 2 on the black card. If column 4 is covered on red, then it's in row 4 on the black.
3. You now know the position of the card under the stick, but which card is it? Here's how you know that. On the black card, in every other column the cards are paired with their mate. E.g. in column 1 the 1<sup>st</sup> card is K♣. In column 3 the 1<sup>st</sup> card is the K♠. (Mate cards are the same value & color.) Column 1 2<sup>nd</sup> card: A♣. Column 3 2<sup>nd</sup> card: A♠. Columns 1 & 3 have mates. So do 2 & 4. 5 & 7, & 6 & 8. You know the column & row of the card. But you can't see it because the stick covers it. Look at its mate 2 columns over and you can deduce the card! E.g. if the stick is over column 5, & you have figured in step 2 above that it's the 3<sup>rd</sup> card, look in column 7 at the 3<sup>rd</sup> card: 2♣. So their card is 2♠.

**Mechanics:**

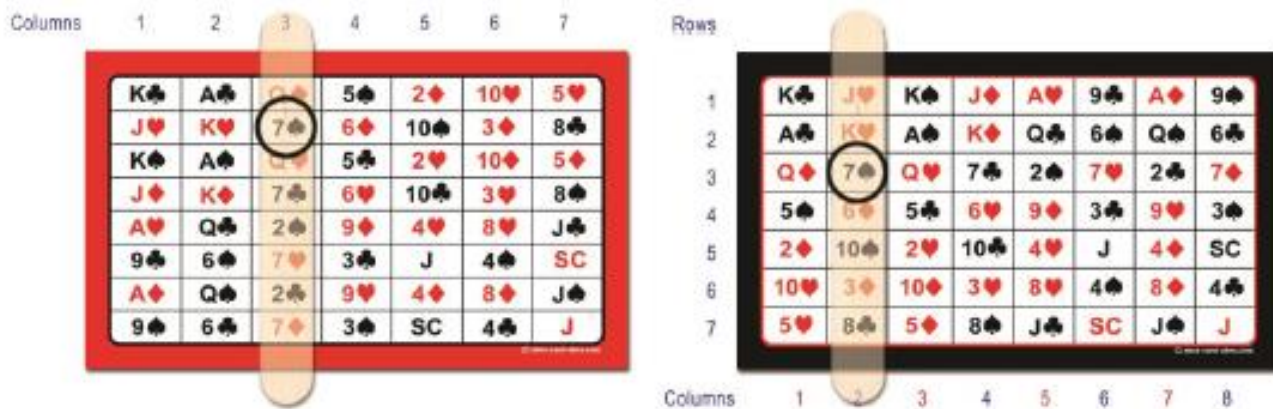
1. Set out the 2 cards as below, red first, then black.
2. Ask spectator to point to a card while your back is turned so everyone knows it, then cover its column with the sticks on both cards. Give an example to demonstrate.
3. Turn around. Spectator sets out the sticks over his card. You turn around and name the card—to thunderous applause, of course!

**Presentation:**

“Would you like to see a card trick? Do you have a deck of cards with you? (No) I don't either, but I do have all the cards pictured on each of these cards, so maybe that'll work. Each of these cards lists every card in the deck. When I turn around, can you point to any card, so everyone knows which one you've picked. Then cover it up with the sticks on each card like this (photo below). For instance, if you think of the 7♠, you'd cover this column on this card and that column on the other. Got it? OK, don't make it too hard on me! (Spectator covers his chosen card with the sticks.)

Have you placed the sticks on both cards? (Yes) (Turn back around.) Hmm. This is not going to be easy. Are you concentrating on your card? I'm getting an impression of a black card? (yes) A spade? (yes) Was it the 7♠? (Yes) Thanks very much.”

- Tips:**
1. Easier method: You can lift the stick from the black card & then name their card. It's more powerful if you don't lift it, but if step 3 is too complex for some, this is an alternative.
  2. Remember that the black card is the key one. It is the one with the mates, which you can see by looking at the columns (the red card doesn't have mates in its columns).





# Dominoes

**Effect:** You show a set of domino cards, turn them face down, and have a spectator pick one, which you set aside, face down. Is the spectator psychic? We'll see. You turn the other dominoes face up and have a spectator see if she can put them in a domino chain—i.e. so a red 7 on one domino touches a red 7 on another in the chain. Spectator makes a chain (photo 1). You point out the 2 colored numbers at the end of the chain—in the below example in photo 1, a purple 6 and an orange 3. Spectator turns over his prediction domino (photo 2). It has a purple 6 and an orange 3—he has correctly predicted the ends of the chain. She really is psychic!

**Props:** Domino card. You'll need a scissors to cut out the 9 cards, and a ziplock bag to hold them.

**Secret:** This is self-working. Whichever domino is picked, those colored numbers will be the ends of the chain. Why? There is only 1 way to put this “necklace” together. So whichever link you remove will match the ends.

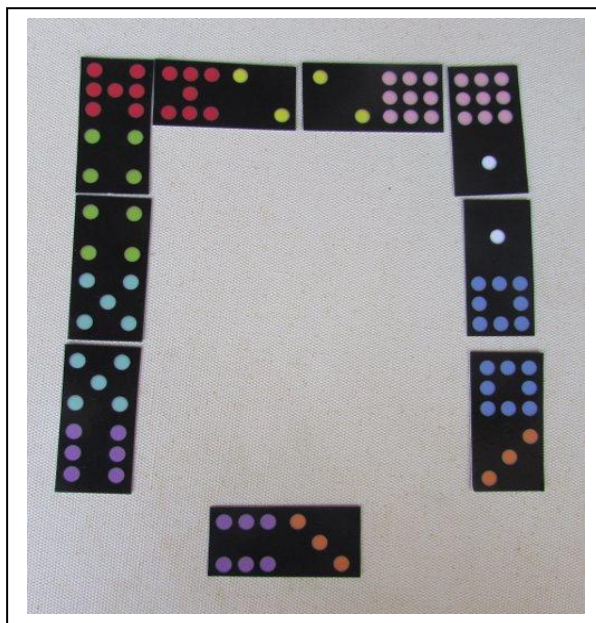
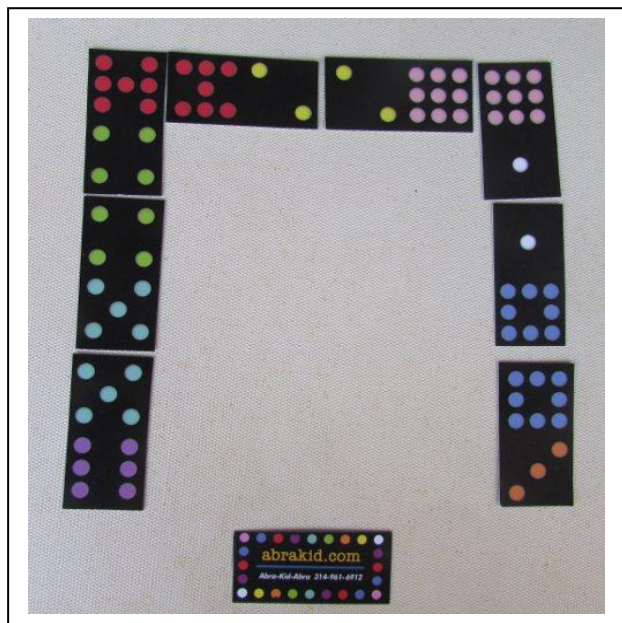
**Presentation:** “I’ve heard that you have great psychic powers. Is that true? We have here a bunch of different dominoes (spread them face up, showing them). I’m going to turn them face down and ask you to select any one that you like. (Spectator does.) Did you have a psychic premonition about that one, or did you just choose it at random? I see. (Set the prediction domino face down to the side.)

These dominoes (turn face up) I’d like you to put in a domino chain. You can put them in whatever combination you want, just so you have a colored number on 1 domino touching that same colored number on another. It’s hard to do. If you get 6 in a chain, that’s good. If you get 7, that’s great. If you get all 8 in a chain, that almost never happens. Got it? OK go ahead and create your chain. (Watch to be sure she does it correctly. Help as needed.)

Unbelievable! You got all 8 in a chain. What numbers did you wind up with on the ends? (6 and 3.) The only thing more amazing than you getting all the dominoes in a chain is (turn over prediction domino) is that you predicted a 6 and a 3—the same numbers on the end of your chain! A round of applause for the psychic wizard!”

## Teaching Tips:

- Put the dominoes back in the ziplock bag. Not loose in the giant wand, or you may lose one.
- Act like it’s difficult to put all the dominoes in a chain, and laud the spectator when she does so.



# Topsy Turvy Arrows

**Effect:** You show 3 cards, each with an arrow. Some arrows are pointing up, some are pointing down. (photo 1) The challenge, you demo, is to make 3 moves and finish with all 3 arrows pointing up (which you do). Spectator tries and cannot get it. When she tries, after 3 moves, the arrows are facing down!

**Props:** 3 arrow cards and an instruction card.

**Secret:** Unknown to the audience, you and the spectator start from different positions. When you start, 2 arrows are facing down and 1 up. You can get them all pointing up in 3 moves with this starting position. However, when the spectator starts, it's the opposite—2 are facing up and 1 is facing down. It's impossible to get them all facing up in 3 moves from this starting position!

**Mechanics:**

A move entails turning over any 2 of the cards end over end--so the arrow changes direction when turned over.

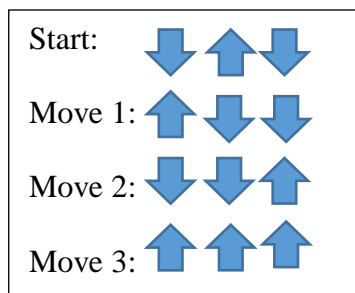
How to remember the starting position: you want to be able to make 1 move & have them all facing up. Starting with 2 arrows pointing down (toward you) & 1 up accomplishes this—just turn the 2 down arrows over so they're facing up and all 3 are facing up. So this will be your 3<sup>rd</sup> move. For moves 1 & 2, you just turn 1 arrow facing each direction over, leaving you in the same position as you started with 2 arrows facing down & 1 facing up. So moves 1 & 2 you are staying in place. Move 3 is where you win.

Starting position: outer arrows face down, middle one up.

Move #1: turn over the up arrow and either of the down arrows.

Move #2: same as #1, but turn different cards. Turn 1 down arrow & 1 up arrow.

Move #3: turn over the 2 down arrows. Now all 3 are facing up!



Note that in starting position, moves 1 & 2, you wind up with 2 down arrows & 1 up.

When you have the spectator do it, casually turn the middle arrow down to get in starting position. (Note that she starts with 2 up & 1 down. She can't win!)

**Presentation:**

“Do you like puzzles? I have one for you. The challenge is to make 3 moves, and at the end of the moves have all the arrows facing up. In each move, you turn 2 of the arrows the opposite direction. So, like this: 1 (turn over 2), 2 (turn over 2), 3 (turn over 2, showing all are facing up). Not hard. (Turn middle arrow facing down.) Now you give it a try.”

Note: You can repeat this a time or two if you'd like.





# General Magic

# Zippy

Effect: A piece of plastic held in your hand seems to move by itself, with a mind of its own. On your command it leans toward you, away, toward, away. Toward—it won't come toward. You move toward it to scold it & it comes toward you, smacking you in the head! It then does the limbo.

Props: Get a Ziploc sandwich bag (a different size also works). With a scissors, cut off the bag, leaving just the zipper. Then about ½ inch from 1 of the ends, cut off 1 end of the zipper.

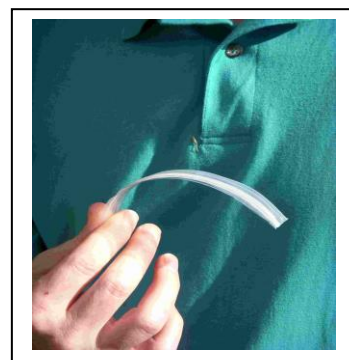
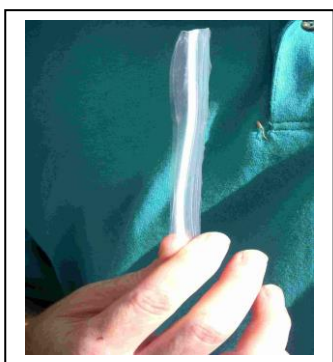
Secret: Hold the Ziploc at the cut off end between thumb & 1<sup>st</sup> finger. By moving 1<sup>st</sup> finger along the thumb from the tip of the thumb, to the thumb joint, then back to the tip, the opposite end of the Ziploc from the one you're holding curls 1 direction, then back the other. This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

To Prepare Materials for Students: From a stack of bags, cut off the plastic bag, then one end of the plastic zip lock. Then distribute a ziplock to each student.

## Presentation:

1. “Did you know that I am a hypnotist? Let me demonstrate. (pull out Ziploc. Wiggle fingers, hypnotizing it.) You are under my complete control. Come toward me. Back. Forward. Back. (To audience) Pretty impressive, huh?”
2. (To Ziploc) 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 you in the face!) ”
3. Did you know he can also do the limbo? (hold left hand palm down—it is the limbo stick. Ziploc 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.)

An Additional Gag: Pull out a magic (invisible) string. Tie it around the Ziploc. Hand it to a spectator, & have him pull Ziploc toward and away from him, & Ziploc moves accordingly!



# Goodnight George

Effect: George (a rubber band) goes to sleep (into your fist) at your command.

Props: 1 rubber band.

Presentation: “This is my friend, George. (show first with rubber band sticking out) It’s time for him to go to sleep. Can everyone say “Goodnight, George”. (When they say this, he goes into your fist.)

## Step by Step Teaching:

- Hold out your hand like you are shaking hands.
- Put rubber band on tip of your pinky.
- Stretch it (the rubber band) up.
- Close your hand in a fist.
- Press down with your thumb (on top of the rubber band sticking out of your fist). See Figure 1.
- Be sure the audience cannot see it on your pinky. See Figure 2-back view.
- Say the patter above in the presentation.
- When you say “goodnight George”, lift your thumb just a little, so they can hardly see it, & he goes in—all by himself.

## Teaching Points:

- If you have trouble keeping the rubber band on the tip of the pinky, you can cup your other hand around your fist to hide the rubber band. Encourage them to name their rubber bands.
- Make sure you have the audience say “Goodnite George”, rather than saying it yourself. This gets the audience more involved.



Figure 1 Audience View



Figure 2 Magician's View

# Invisible Ball Trick

Effect: An invisible ball magically appears in a paper lunch bag. I.e. it is heard to drop into the bag.

Props: 1 lunch bag.

Secret: Snap your fingers while holding the bag. This sounds like you're catching a ball! If you don't know how to snap, you can jostle or flick the back of the bag.

Performance: Hold the bag in one hand, opened up. "I have an invisible red ball" (hold up other hand, as though holding an invisible ball). Hand it to someone in the audience. "Would you throw it up in the air, please." (When he throws it, look way up, as though he threw it real high. Run around trying to position yourself under it. Then snap the bag, as you watch the invisible ball go in.) "Wow, that's quite an arm you've got. (To a different spectator:) Would you throw it up." (Same thing as before, only act as if it was thrown even a little higher this time. Your hat falls off this time, if you're wearing one, as you're running around trying to get under it. Catch it again.)

"Alright, each of you take a ball. (Throw a ball out to everyone, pulling them out from the bag.) Now when I say 'now', toss your ball gently into the bag. Do not throw the ball until I call for it. Because last time,...(snap the bag, as though someone threw it prematurely)". Stop suddenly, look in the bag, and pull out the invisible ball. Look at 1 kid (someone with a good sense of humor), approach him and say "Sir, I asked you not to throw the ball until I call for it. (Look to the audience) You know, you stand here explaining the rules, and---(snap, a ball comes in again. Look to the same guy again) Ah, sir. Perhaps you didn't hear me. I asked you not to throw the ball until I call for it. (To the audience) I don't understand this, I'm standing here---(snap. Look at the same guy, start to approach him to ball him out again, when—snap, another ball comes in from the other side of the audience. Look over there) Hey, who is throwing those balls? (snap...snap. Now they're coming from all sides) Hey, stop throwing those balls. No. No! (End of the trick).

## Notes:

- Try to hold the bag in 1 hand & snap. If that is too hard, you can hold the bag with 1 hand and snap the back of it (or rustle it) with the other hand.
- Ask a spectator to throw the ball up, rather than **you** throwing the ball up.
- Make sure you do the patter with the trick.
- Make sure you look up & watch the ball into the bag.



## Do You Believe in Ghosts?

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!

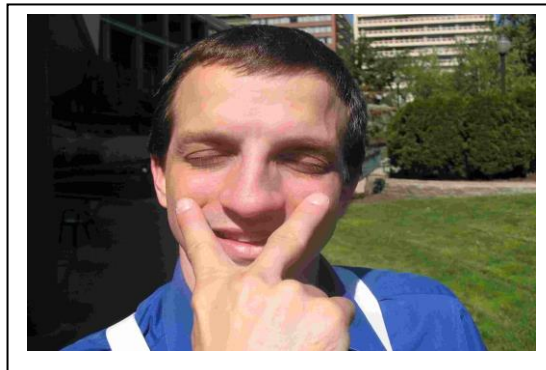
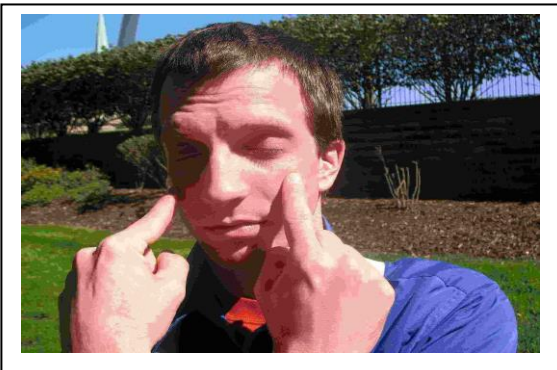
Props/Secret: No props are needed. The volunteer thinks you are touching her cheeks with both 1st fingers. Actually, you have switched to using 2 fingers from 1 hand, freeing up the other hand to tap her.

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 2<sup>nd</sup> 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 1<sup>st</sup> 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.



# Circus Bands

Effect: Telling a circus story, you cut 3 loops of paper similarly, but each gets a different result!

Props: Scissors, glue stick or scotch tape, and a sheet of newspaper,

Preparation: Tear off 3 columns of newspaper, each approximately 3-4 inches wide. Each should be as long as a sheet of newspaper from top to bottom. The first one, put the ends together, forming a circle, and glue it so it stays in a loop. The second one, same but twist the paper once before gluing. The third one, same, but twist the paper 2x before gluing. Set the 3 papers in your case: no twists, 1 twist, 2 twists.

Secret: With each loop, you spear the scissors through the paper in the middle, and cut all the way around. With the no twist loop, the result will be 2 separate loops. With the 1 twist loop, you'll get 1 long loop. With the 2 twist loop, you'll get 2 loops linked together! Math Note: The 1 twist loop is a mobius strip (a mathematical construct). It has only 1 side!

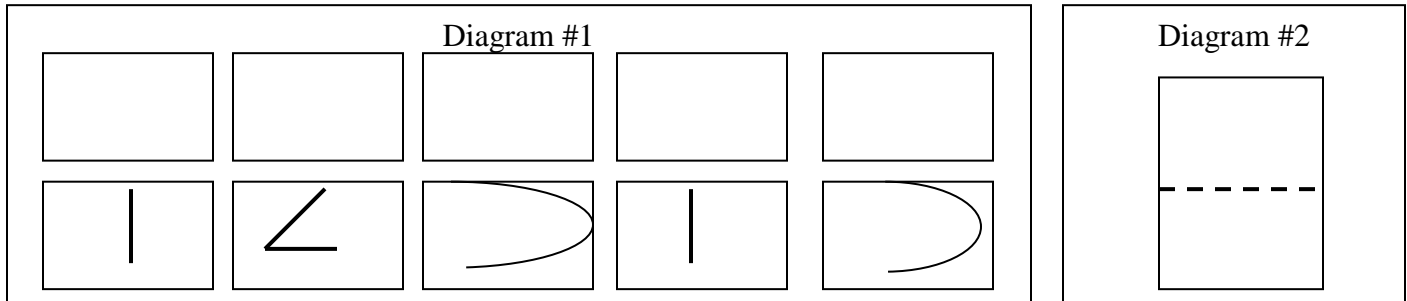
Presentation: "Did you hear about what happened when the circus was in town? One hour before show time, the two high wire performers came running in to the seamstress, saying that they had no belts. How could they perform without any belts? (Pick up & start cutting the no twist loop.) 'No problem said the seamstress. Here you are. (hold up 2 belts). 'Thank you', they said, and off they went to get ready.

The seamstress sat down to rest when who should come barging in but the strong man. 'I need a belt for the circus!', she cried. 'And it starts in less than an hour!' (pick up & start cutting the 1 twist loop) 'Let me see what I can do said the seamstress', as she started cutting a loop. 'Isn't that the same size loop you used for the high wire duo? I'll never be able to fit into that. Oh no, I can't go out there without a belt!' 'Well, let's see what we can do', said the seamstress. And when she held up the belt, the strong man was amazed that it fit! 'Thanks a lot', said the strong man, who went off to have his pre-show snack.

'Alright, now I can take a nap', said the seamstress. No sooner had she laid down when there was another knock at the door. The Siamese Twins! 'Our belts', they cried. 'We don't have any belts. And the circus starts in 30 minutes!' (Start cutting the 2 twist loop.) 'Alright', said the seamstress, 'Let me see what I can do'. 'But that's not going to work', protested the twins. 'That may work fine for the high wire act, but they're separate people. And somehow you made a big one for the strong man, but that won't fit us.' 'How about this', said the seamstress. (Hold up 2 linked belts) 'Perfect', said the twins. 'Are you sure you're not a magician?' And with that, the seamstress smiled and laid down to finally take a nap.

# Will The Cards Match?

**Effect:** You number 5 slips of paper 1,2,3,4, & 5—in big numbers. A spectator shuffles the slips, and you tear the stack in half, then turns 1 of the halves upside down. You state, “The question is: Will the cards match?” The spectator points to a pile (either the face up or face down one). You pick it up and spell the 1<sup>st</sup> word in the question, “Will”. As you say each letter, you move 1 slip from top to bottom. When you get to the end of the word, you take the top 2 slips from each pile and set them down on the table next to each other. You repeat this procedure for each word, until you have 5 pairs of slips, each with 1 face up & a face down slip (see diagram #1). The spectator then turns over each face down slip and all the pairs match!



**Props:** 5 slips of paper, notepad size, and a pen or pencil.

**Secret:** The trick works itself if you follow the steps.

**Mechanics:**

1. Number the 5 slips 1-5. Write the number big so it fills the slip.
2. Let the spectator mix them up.
3. Square up the pile and tear the pile (all 5 slips) in half. (See diagram #2.)
4. Turn 1 of the halves face down.
5. Ask the spectator to pick either pile. Pick that pile up and spell the first word in “will the cards match”, “will”. For each letter, move 1 slip from the top to the bottom. Then take the top slip from each pile and set them side by side on the table.
6. Repeat step 5 for each of the other words, “the cards match”. You’ll be left with 2 slips—1 from each pile, which go together without having to spell anything.
7. Turn over the face down slip in each pair and all pairs should match—i.e. be from the same number.

**Tips:**

- Write the numbers big, so when the slip is torn in half, a good part of the number is on each half.
- You can also use words or pictures instead of numbers.

**Note:** You don’t have to use “Will the Cards Match”. Create your own phrase—just follow the guidelines below re # of letters in each word for it to work.

5 slips, 4 words		
Word #	# of letters	Example
1	4 or 9	Will
2	3, 7, or 11	The
3	2, 5, 8, or 11	Cards
4	1,3,5,7,9 or 11	Match

4 slips, 3 words		
Word #	# of letters	Example
1	3, 7, or 11	Can
2	2, 5, 8, or 11	It
3	1,3,5,7,9 or 11	Match

6 slips, 5 words		
Word #	# of letters	Example
1	5 or 11	Abrakidabra
2	4 or 9	Will
3	3, 7, or 11	The
4	2, 5, 8, or 11	Cards
5	1,3,5,7,9 or 11	Match



# Jumping Rubber Band

Effect: A rubber band jumps from the base of the 1<sup>st</sup> & 2<sup>nd</sup> fingers to the base of the 3<sup>rd</sup> & 4<sup>th</sup> fingers, then back again. Then, a 2<sup>nd</sup> rubber band is put on all 4 finger tips to prevent the rubber band from jumping, but somehow, it jumps again in spite of the barrier!

Props: 2 rubber bands.

## Mechanics:

- Put the rubber band around your right 1<sup>st</sup> & 2<sup>nd</sup> fingers, & slide it to the base of the fingers. Hold right palm toward you.
- Left hand grabs the rubber band and pulls it 4-5 inches toward you, creating enough room for the 4 right fingers to close into a fist, putting the 4 fingers in the middle of the rubber band. Left hand then adjusts rubber band so it is resting at about the base of the finger nails of the 4 fingers. (Then Lh lets go.)
- Open right hand and rubber band jumps to 3<sup>rd</sup> & 4<sup>th</sup> fingers! As you open, don't have the finger tips come out of the rubber band, or it won't work.
- Repeat to have it jump back to the 1<sup>st</sup> & 2<sup>nd</sup> fingers. When you get good at this, you can do it 1 handed, pulling it with your right thumb when it jumps from 3<sup>rd</sup> & 4<sup>th</sup> to 1<sup>st</sup> & 2<sup>nd</sup>. (You'll need 2 hands, though, to go the other way.)
- For the finale, the rubber band is at the base of 2 fingers (say 1<sup>st</sup> & 2<sup>nd</sup>). Take a 2<sup>nd</sup> rubber band. You're going to put it on all 4 finger tips as follows. Holding it in the left hand, put R 1<sup>st</sup> finger tip in the band. Left hand twists the rubber band, then insert R 2<sup>nd</sup> finger. LH twists band again, insert R 3<sup>rd</sup> finger, lh twists once more & insert R 4<sup>th</sup> finger. The result: the band is on all 4 R finger tips, each tip having its own "compartment" due to the twist in between each finger. The other rubber band is at the base of the R 1<sup>st</sup> & 2<sup>nd</sup> fingers. Repeat the trick as above & for some reason, it still works. Although the 2<sup>nd</sup> rubber band seemingly presents an obstacle, in actuality, it doesn't!

Presentation: "This is Spiderman. Just as the joker was about to corner him, Spiderman jumped over here. The joker then came over there & just as he was about to get him, Spiderman jumped back!"

Alright, said the joker, I'll show you something about jumping around, Spiderman. The Joker got a 2<sup>nd</sup> rubber band and created a fence that Spiderman would have to go through. Ha Ha Ha Ha! And now as the Joker closed in, he had him! Or did he. Because even though the Joker had set up his fence, Spiderman jumped through it anyway!"

Note: Once you have the mechanics down, see if you can make up your own presentation.



# DA-DA-DA-DA Gag Trick

Effect: You do some silly magic using just your fingers.

Props: None

Mechanics:

1. Show both hands in fists with index fingers only up. Hit the hands together & make it look like a finger has jumped to the other hand! I.e. the right index finger tucks back into the fist, while the left hand now shows 2 fingers.
2. Show 2 rings, 1 in each hand. (i.e. thumb & 1<sup>st</sup> finger form a ring.) Put them behind your head. Come out showing they have linked!

Presentation: You can present this to music. E.g. Da-da-da-da, da-da-da-da... Or you can talk if you prefer. Can you come up with any additional bits to add?

# **Money Magic**

# Coin-Pen Vanish

**Effect:** You try to vanish a coin, but the pen vanishes instead. It's found behind your ear. Then the coin vanishes.

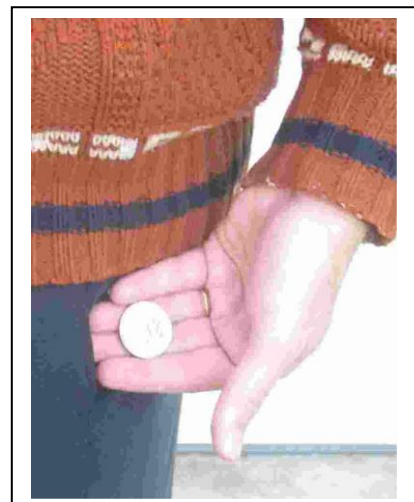
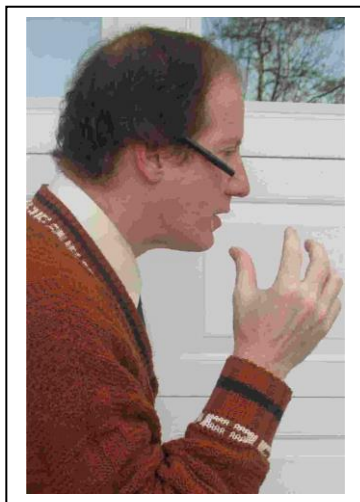
**Props:** Pen and coin. (If no coin, substitute the pen's cap, if there is one.) You'll also need a left pant pocket or a magic box.

**Secret:** This is a classic demonstration of misdirection. You get people to watch your hand with the coin, as you slip the pencil behind your ear. Then, as they're watching you retrieve the pen, you ditch the coin in your pocket!

**Presentation:** Put the coin in your left palm, and hold the pen in your right hand. Point with the pen to the coin and say, "I'm going to make this disappear. Are you ready? (Stand left side to the audience. Close left hand in a fist, turn back of your hand up & fingers toward the floor. Raise the pen up toward your right ear, then back down, striking the back of the left hand as you say "one". (photo 1) Repeat, as you say "two". The third time is the same except that as your right hand comes up, it deposits the pen behind your right ear, and without breaking stride, comes down to strike the left hand as you say "three". Look puzzled, looking around to see what happened to the pen? Turn right side toward the audience as right hand reaches up to grab the pen, which is now visible. (photo 2) As you do this, say "Oh, wait a minute. You thought I was going to make the coin disappear." As your right hand grabs the pen & the audience is watching this, your left hand quickly drops the coin in your left pocket, (photo 3) then comes away from the pocket, still in a fist, as though you never went near you pocket. "If you want to make THE COIN disappear, you have to tap it twice." Do so. Then open left hand to show that the coin has vanished.

## Teaching Points:

- Practice tapping the pen on your left fist as you bring the pen up near your ear. Then practice slipping the pen behind your ear. Then they do all 3 counts—the first 2 raising the pen up near the ear, and on the 3<sup>rd</sup> slipping the pen behind your ear. Practice until the tempo for all 3 counts is the same and fluid. There should be no difference in tempo when you slip the pen behind your ear.
- Practice quickly ditching the coin in the left pocket, then moving the fist away from the pocket, as though it never went near there. Do this several times until it is smooth.
- Look at the audience when you say "Oh, you thought I was going to make the coin disappear". To do this, you must have the mechanics down well enough that you can concentrate on presentation.



# Magic by Committee

Effect: You put a coin on your outstretched palm and covers it with a bandana. Several spectators feel under the bandana, verifying that the coin is still there. You then show the coin has vanished!

Props: Bandana and a quarter. (Alternatively, you can use a towel and/or any small object.) You'll also need an audience of, preferably, at least 3 people (although 2 is doable).

Secret: The last person to feel the coin underneath the bandana is a confederate who secretly takes the coin! You arrange for this person to do so in advance.

Presentation: "I have here an ordinary coin. Would you like to examine it? (Reach out, offering it to a spectator. As she reaches to take it & look it over, pull it back.) Thank you very much.

(Hold your left hand palm up, flat, and set the coin on it.) I cover the coin with this bandana. (Do so.) Now some of you many think that, being a magician, that I have already ditched it. But I assure you that is not the case. Sir, can you reach under the bandana & let me know if you feel the coin. (yes) You do. Good. How about you? (to a second person) (yes) Good. And just to be sure, do you (to a 3<sup>rd</sup> person—your confederate) feel it under there? (yes—she secretly takes it) Very good.

We say the magic words, Abra-Kid-Abra. Would you (pointing to 1 of the spectators, not your confederate) lift up bandana. And the coin disappears!" (Show everyone that the coin has vanished!)

## Tips:

- Have spectators feel underneath the cloth, not through the cloth. Why? The confederate must feel underneath to grab it, and you don't want him to look any different than the others.
- After the confederate has taken it, talk for a moment or two (e.g. have the audience say some magic words), then whisk it away, showing it has vanished. This puts some time misdirection in between the move and showing it has vanished.

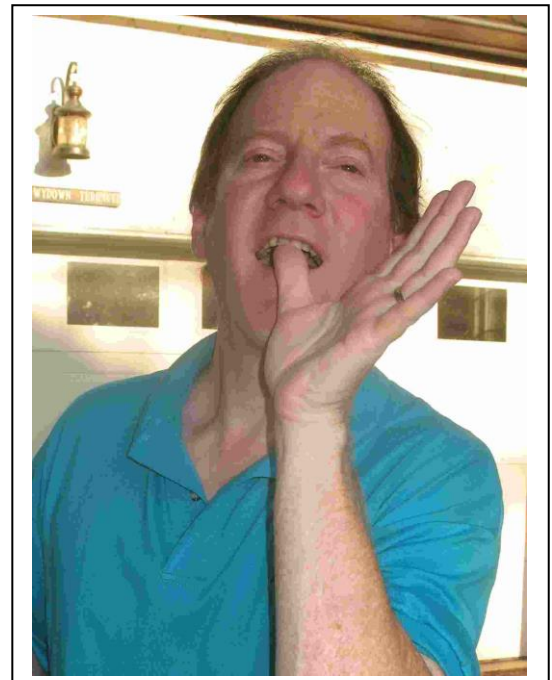
## Coin Thru Neck - Hole in Head Trick

**Effect:** You put a coin behind your neck, in your collar, and it comes through your neck and out your mouth!

**Props:** A coin

**Secret:** Show the coin, displayed at the right fingertips. As both hands go behind your head to supposedly put the coin in your collar behind your neck, you secrete it in the left elbow, which is bent, holding the coin in place. The hands act like they're stuffing the coin in your collar. Bring both hands out in front, holding palms facing the audience, hands held at shoulder height, to show your hands empty. Put left thumb nail under your upper front teeth. Count 1-2-3. On 3, extend your left arm, popping up the coin, and catch it. Practice to make it look as though the coin popped out of your mouth!

**Presentation:** “My friend used to ask me if I have a hole in my head. One day, I found out that I do! Let me show you what I mean. If I take this coin and put it back here behind my head, on the count of 3, it will come through my head and out my mouth. Do you believe that? Watch. 1...2...3!”





# Coin Across

Effect: A coin magically jumps from one hand to the other.

Props: 1 quarter (or other coin—the bigger, the better).

Presentation: “This is a magic coin. If you rub it here (against your stomach), it disappears and comes out over there (in your other hand, which is also rubbing against your stomach on the other side).”

## Mechanics:

- The coin rests on the middle 2 fingers of the right hand, near the tips. (photo 1)
- As the hands come up to rub your stomach, they cross for an instant. (I.e. one hand comes in front of the other.) That instant is when you gently toss the coin to the other hand. (photo 2)
- The hands wind up on your belly, ~6 inches apart. (photo 3) Rub both hands on your belly. Lift up right hand showing it is gone. Then lift left to show it travelled over there!

## Teaching Points:

- This takes practice. It may take 15-20x before you get it, so don't get frustrated if you don't get it the first few times.
- Hands apart on the belly: Some people put their hands right next to each other. Be sure they are ~6 inches apart, otherwise it seems like you just slid the object from 1 hand into the neighboring other.
- The Toss: This takes practice to get the knack. Some will toss the object up, which is quite visible. When done correctly, the toss should not be visible.
- Be sure to talk when you perform this, & don't just come up & do the hand motions without saying anything.





# The Even-Odd Psychic

Effect: You announce that you have some coins in your hand. It is either even or odd. You have heard that the spectator has great psychic powers—is this true? Let's find out. What does the spectator think it is, even or odd? The spectator is correct! He is psychic!

Props: 3 coins: 1 penny, 1 nickel, & 1 dime.

Secret: The 3 coins total 16 cents. Hence, the coins can either be shown as even—16 cents—or odd—3 coins, as the spectator says!

Presentation:

“Is it true that you have psychic powers? I've heard that is the case. Let's try an experiment. I have some coins in my hand. (Show fist closed. You have the 3 coins inside.) I'm going to concentrate on either even or odd, and try to send my thoughts to you. Are you ready? Did you get any impression? What do you think— even or odd? (Spectator answers even or odd.) How did you know that? I think you really are psychic! (Show that spectator was correct.)”

Tip: Don't play this as proving the spectator wrong by showing the opposite of what he says. This could suggest that you are saying that you are the great magician & he is the dumb spectator. Showing the spectator that he has great mental powers is a much better presentation.

# Elbow Catch

Effect: You balance the coin on your elbow (photo 1) , swing your hand forward, & catch it. (photo 2) This is a feat of dexterity rather than a trick.

Props: 1 coin.

## Presentation:

Balance the coin on the inside of your right forearm, near your elbow, with your hand held back near your ear. Swing hand forward, winding up at your side, where your hand rests when your arm naturally hangs down. See if you can catch the coin as your hand swings forward. Practice until you can do this at least 3x in a row.

## Teaching Points:

- Try to practice this in a corner, near a wall, over a bed at home, etc. so you don't have to keep chasing the coin.
- See if you can do it 3x in a row.
- Use a natural, arm swinging motion.
- Challenge Version: You can add additional puppets (or coins)—either in a stack (photo 3), or lined up down your arm (photo 4). If you can master several, all the more impressive!



# George on his Head

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

Props: A dollar bill.

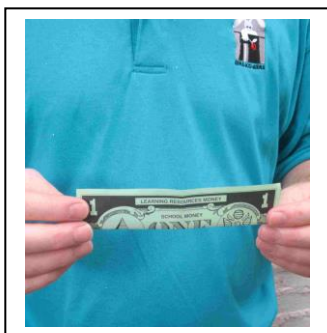
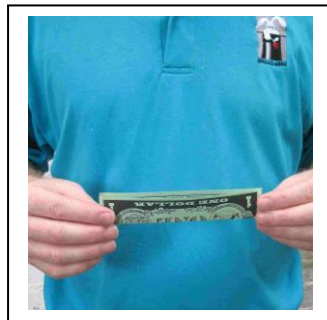
Secret: It is in the folding. See mechanics.

## 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!”



## 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.

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.



# Invisible Coins

Effect: You show a cup and claim that it holds 3 invisible coins—a nickel, a dime, and a quarter. You dump them out on the table and mix them up. Ask the spectator to pick up 1. Then ask which one he has. You then reveal a prediction of that very coin!

Props: Nickel, dime, and a cup.

Secret: Secretly, you have a nickel in 1 hand and a dime in the other. You reveal a different prediction based on which one they have. If he says he chose the nickel, open your hand showing that's what you thought! If he says he has the dime, open your other hand showing dime. If he says he has the quarter, say you thought so, opening both hands showing that you have the nickel & dime, so he must have the quarter!

Mechanics:

1. To start, you have a nickel in 1 hand (e.g. the right) and a dime in the other. Hold the empty cup with your left hand. The cup hides the coin in your hand. Your right hand hangs down naturally at your side. If possible, hold the coins in finger palm position—which means at the base of the 2<sup>nd</sup> and 3<sup>rd</sup> fingers. The hand is slightly, naturally cupped. (Not clenched in a fist.)
2. Show the invisible coins in the cup. Dump them on the table. Left hand continues to hold the cup naturally at your side. Your right first finger and perhaps thumb pretend to mix up the invisible coins on the table. Drop your right hand naturally to your side, and set the cup on the table with left hand also dropping naturally to your side, as you ask the spectator to pick up 1 of the coins.
3. If he picks the nickel, open your right hand to show you predicted that, and pick it up to show it with the left first finger and thumb. Put it (and the dime) away in your left pocket. Vice versa if he picks the dime. The point: This gives the hand hiding a coin a reason to close, which hides its coin and doesn't arouse suspicion.

Presentation: “Do you know what is in this cup? My invisible coins. They are kind of hard to see. Here, I'll dump them on the table so you can see them better. We have a nickel, dime, and quarter. I'm going to mix them up a bit. Can you pick up any 1 of these coins. Which one did you take? (e.g. nickel) I had a feeling you may take the nickel. In fact, that's the one that I have as well! (show it in your hand) (If he picks quarter, say “I had a feeling you would pick the quarter. So I took the nickel and dime myself.”

# Seven Penny Trick

Effect: You count 7 pennies into a spectator's hand, then "pull" one through the back of spectator's hand, leaving spectator with only 6. This can be done 2-3x in a row.

Props: 7 pennies.

Secret: You don't put in the 6<sup>th</sup> penny. The rhythm and sound prevent the spectator from realizing that.

Presentation: Ask spectator to hold out her left hand. Put 7 pennies in your left hand, and hold it flat, palm up, next to hers, pennies spread out on your left hand. First walk through the motions so spectator learns what they are to do. Explain that you're going to count pennies onto his hand, and start doing so, picking up each one with right thumb and first finger, and placing them in spectator's palm. Set each coin you count onto the previous one, so each one clinks. Count 1-2-3-4-5-6. "On 7, I will dump the last coin in. (Do so, just turning over your left hand so the 7<sup>th</sup> penny falls into spectator's palm.) Close your hand quickly because I will try to get one of them out before you close your hand. Got it? OK, let's try it."

Put the pennies back in your left hand, and start counting. The rhythm for each is steady. When you get to 6, clink it—i.e. touch its edge to penny #5 so it clinks—but keep it between your right thumb & first finger. Then dump #7 with the left hand. Spectator, knowing #7's dump will be coming, will be focusing on catching it. Note that when you pick up each penny between the right thumb & first finger, the penny is barely visible, as the 2 fingers cover up most of it.

When spectator closes her hand after coin #7, your right hand goes underneath spectator's closed fist and extracts a penny. Have spectator open up and count. You can repeat this 1 or 2 more times if you wish.

## Teaching Points:

- Maintain a steady rhythm for all the coins. #6's & #7's rhythm should be the same as all the others.
- As you count, tap your coin's edge (not head or tale side) on the coin it goes onto so the sound is same for all.
- This is more of a close-up trick than a stage trick.



Magician & spectator hold out their left hands side by side. In this photo, the magician is counting coin #2 into the spectator's hand.

# Card Magic



# Jack in the Box

Effect: You ask a spectator to cut the cards into 4 roughly equal piles, putting them side by side in a row on the table. You then ask the spectator to pick up each pile (one at a time), deal 3 cards from the top to the bottom of the pile, then to deal a card onto each of the other piles—in any order they want to deal them. After the spectator has done this with each of the 4 piles, you turn over the top card of each pile. All are jacks, except the last one. You goofed! But wait a minute. What’s the name of this trick, you ask. Jack in the Box. You ask the spectator to look in the card box, where he finds the last jack!

Props: Deck of cards (& its card box)

Secret/Mechanics: 1 jack is left in the card box at the beginning. The other 3 jacks start atop the deck. By following the above instructions, the top cards of 3 of the piles are the 3 jacks. Note which pile contains the 4 jacks, and have the spectator do the above procedure with that pile LAST.

When turning over the top cards, turn over the one from the pile that housed the jacks LAST, as it will be the non-jack.

There is an easy & a harder way to get 1 jack in the card box. The easy way is to start with 1 jack in the box. The other 3 jacks, in advance, you’ve put atop the deck. Come out holding the deck in 1 hand on top of the case, which is held in the other. Just casually drop the case to the side on the table, not calling attention to it and start the trick. Be sure the flap is toward you, so the audience can’t see the card in it.

The challenge way is to, in advance, put 4 jacks atop the deck & have the deck in the card case. As you pull the cards out, 1 jack is left behind in the case. To do this, position the box so the flap is on the top. The deck, inside the box, should be face down. The 4 jacks are on top. Before you come out, pull the cards out of the case a little, separate the top card, put the flesh of your left thumb between the top card & 2<sup>nd</sup> card, and slide the cards back in the case. Your thumb retains what’s called a “break”. Come out and the right hand slides the cards out of the case—all except the top card, which the left thumb prevents from coming out. Drop the box casually to the side (flap away from audience so they can’t see in the box). Proceed with the trick.

Presentation: It should be self explanatory. Here are a couple notes.

- Mention Jack in the box at the beginning. E.g. “When I was little, my favorite toy was a jack in the box, so I named this trick Jack in the Box after it.”
- “People don’t trust me when I shuffle the cards, so I’m going to have you mix them up for me. Cut the deck about in half. Good. Cut this one in half again. And cut that one in half. Very good. (Keep track of which packet has the Jacks.) Now to really mix them, we’re going to perform a Mississippi shuffle. I learned it from an old riverboat gambler. Pick up the pile, deal 3 cards to the empty space where the pile was. Then deal a card onto each pile. Then drop the packet you’re holding down where it was, on top of the 3 cards... Wouldn’t it be amazing, after all that shuffling, if I was able to get a Jack on top of 1 of the piles. Turn it over. (Jack.) Of course, I didn’t want to take any chances. Turn over the top card of the other piles.
- With each pile, when spectator deals a card onto each of the 3 other piles, play up spectator’s free choice. I.e. “Are you sure you want to deal them in that order?”

# **Hyrum the Amazing Flea!**

Effect: A spectator picks a card. Hyrum, the Amazing Flea finds it!

Props: Deck of cards

Secret: Before the trick starts, place 4 aces face down on the table. On top of them, put any one of the 5's face up. On top of this stack, put the face down deck. So this stack of 5 cards is at the bottom.

Presentation: Spread the cards between your hands, asking the spectator to pick a card. Be carefully not to spread so far that the spectator sees the face up 5. Have the spectator show his card to the audience while you square up the deck & set it face down on the table. Have the spectator place his card on top (face down), cut the deck, & complete the cut so his card is buried in the center.

Now reach in your pocket and pull out Hyrum, your (imaginary) pet flea. Set him on top of the deck. Announce that Hyrum will look through the cards, pull your card out of the deck, turn it upside down, & put it back in, quicker than the human eye can see. Do you believe that?

As he does so, follow him with your eyes, as he flips the card over in mid air. Announce that he is done. Spread the cards, show the 5 face up, and cut it to the top. Proudly ask if that is spectator's card. Spectator says no. Act disappointed. Then Hyrum whispers that it is an indicator card. Oh. The 5 indicates where the card can be found. Count 5 more cards (starting with the one after the 5). Hold the 5<sup>th</sup> one face down in your hand. Ask the spectator what was his card. When he names it, show that Hyrum got it! Not only that, but ask the spectator to turn over the 4 cards you dealt. He turns over the 4 aces. "Hyrum wanted you to have a good hand to go with your card!"

# Out of This World

**Effect:** From a shuffled deck, you hold up 10-12 cards one at a time, backs to the audience, and a spectator to guess whether she thinks they are even or odd. You put them face down in the even or odd pile, as she directs. You then hand her a packet of 10-12 face down cards and have her deal them into 2 new piles—even & odd—as she senses the cards are. You then show that all of the cards she dealt in the even piles are, in fact, even, and all the ones in the odd piles are odd!

**Props/Secret:** Deck of cards. The first 10-12 cards you pull out are all even. The last 10-12 cards she deals are all odd. This means that 2 of the piles on 1 side (say the left) will be correct, and the 2 on your right side will be reversed. You switch the marker cards on the right side to make those piles right. See mechanics below.

## Mechanics:

1. Spectator shuffles the deck. Set out 2 marker cards face up (1 even, 1 odd) to denote the even & odd piles (photo 1).
2. Spread the deck between your hands, faces toward you. You appear to randomly pull out cards that you'll hold up and ask her to guess even or odd. What you actually do is to pull out all even cards, starting from the top of the deck. As you come to picture cards, move them to the middle of the deck out of the way.
3. Once or twice, when she calls even, turn over the card, showing she is correct. Remark that she is doing well!
4. After she has guessed 10-12 cards, you are left with a bunch of odd cards atop the deck! Cut them off (roughly 10-12). Give this face down packet to the spectator. Put out 2 new marker cards face up, switching positions for even and odd. Ask her to deal the cards into the pile she thinks they belong. She can feel the backs if she'd like.
5. As a subtlety, ribbon spread the rest of the deck face up to the side, casually showing that the deck is all mixed up. This implies that the spectator's packet and the cards she previously guessed are also all mixed up.
6. Again, as spectator is dealing, pick out 1 or 2 to show she's doing well. When she has dealt out her packet, you are left with 2 spreads of cards (photo 2). The one on your left is correct—evens with the even marker & odds with the odd marker. The ones on the right will be correct if you move the bottom marker to the top. Here's how.
7. Ask spectator to square up the cards on your left (the correct group). As she is doing that, you do the same with the ones on the right, casually slipping the bottom card (marker) to the top as you square. Now separate your cards into 2 spread piles, each pile with its marker card. Do the same with hers. (photo 3)
8. Finally, turn the cards in each of the 4 piles face up, showing they are all correct!

**Presentation:** "I have heard that you have great psychic abilities. Is that true? Can you shuffle the cards (spectator does so)—but don't disturb the order. Just joking. Mix them up. (Take the deck and set out 2 marker cards, even & odd.) This pile will be for odd numbered cards, and this for even. (Spread cards toward you.) I'll hold up a card (do so) and using your great mental powers, you tell me if you think it's even or odd. (Put it face down in the pile she names. Continue doing this for 10-12 cards. Occasionally, show that she got it right, remarking how good she is.)

Now, just to change up things a bit, we'll put evens over here and odds over there (set out 2 new marker cards). And rather than you telling me even or odd, I'm going to give you some cards to deal in the pile of your choice. So now you can also feel the backs of the cards and see if you get any impressions that way. (She deals them out. Once or twice, show she got a card right, remarking about her great powers.) Square up these cards (you square up the other pile, putting bottom mark card subtly on top), and we'll separate them into 2 piles. (Do that with both your cards & hers.) Let's see how you did. This pile you thought was odd. (Turn the face down cards there face up.) You were absolutely correct! This pile you thought was even. (Turn cards face up.) You got them all right again! These last 2 piles (turn face up) you also got completely right. Ladies and gentleman a round of applause for her!"

**Tip:** Try to have the spectator on your left, nearest to the side that is correct. Then, in step 7 above, she grabs the side closest to her, and you, the side closest to you.



# 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 approximately the top fourth 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.

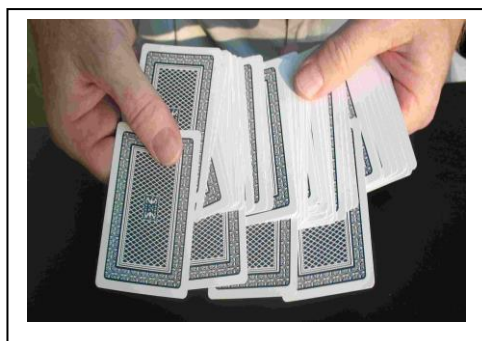
## Performance:

- “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 3<sup>rd</sup> floor where they keep the small bills. (Insert 2<sup>nd</sup> card in middle of deck, protruding.)
- The third robber went to the 8<sup>th</sup> floor, where they keep the large bills. (Put 3<sup>rd</sup> 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.

## Teaching Points:

- 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. This is a little harder to do and prevent the indifferent cards from showing.



# Magician on Holiday Card Trick

Effect: You let the spectator do most of the trick, and it works! Spread the deck face down and ask a spectator to pick out (without looking at the faces) the Ace of clubs, the 3 of hearts, then you (again, without looking at the faces) take what you say is the 8 spades. You turn the 3 cards over to show that those, indeed, were the 3 cards chosen!

Props: Deck of cards.

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

Presentation: You secretly glance at the top card before the trick starts. Suppose it is the ace of clubs. Ask the spectator to touch the ace of clubs. Spectator touches a face down card. You look at it & says she did very well. Actually, it is not the ace of clubs, as that's the top card. You see what card the spectator did choose—suppose it's the 3 of hearts—and ask her to choose another card, this time the 3 of hearts. Spectator touches another, which you look at, noting which it is. Suppose it is the 8 of spades. Say that now you'll choose a card, which'll be the 8 of spades. Draw the top card (which you know is the ace of clubs), which completes the circle.

At this point, you do hold the 3 cards he called, but they are in a different order than you 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 2<sup>nd</sup> card & he picks the top one, put the 2 together, turn them over, & show he got them both!

# 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 approximately 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!”

Teaching Points:

- Be sure that each pair has different suits (and numbers). E.g. Some errantly pair the 8♥ & 9♥.
- Why use high numbers? People are more apt to think that the pairs are the same when they see lots of pips.
- 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 the spectator 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!

# The Whispering Queen

Effect: The spectator selects a card. A queen looks through the deck and “whispers” the card in your ear. She is correct!

Secret: This uses a technique call the key card. You don’t know the spectator’s card, but you know the one right next to it. Knowing that, you can see what’s immediately under it and know the spectator’s card!

Props: Deck of cards.

## Mechanics:

1. Spread the cards face down between your hands, inviting the spectator to take any card.
2. Have the spectator take a look at it and/or show it to the audience. As she does so, casually glimpse the bottom card. Remember it. Suppose it is the 2♥. We’ll call this the key card.
3. Have the spectator put her card face down on top of the deck.
4. Cut the cards and complete the cut. (This puts the card you know, the 2♥, immediately on top of the spectator’s card!) Cut the cards 1 or 2 more times. You can have the spectator cut & complete the cut. Supposedly these cuts mix the cards. In actuality, as long as you do single cuts, your 2♥ will always be on right on top of the spectator’s card!
5. Spread the cards on the table face up (photo below). Find the 2♥. The card next to it—right under it—the 4♠ in this case—is the spectator’s card. This is the card the queen whispers to you!

Presentation: “What is your favorite queen? Amazing, that is the whispering queen! Let me find her and I’ll show you what I mean. (Spread thru cards, find it, & set it on the table.)

Would you pick any card. Show it around to the audience, don’t let the Whispering Queen see it! (Glimpse the bottom card.) Put it back here (face down on top of the face down deck). I will cut the cards and complete the cut. Would you cut the deck. Complete the cut. And cut once more just to mix them up real well. And complete the cut. Do you play a lot of cards?

Let’s spread out the cards (face up). (Spot your key card that was originally on the bottom. Note the card immediately beneath it, which is the spectator’s card.) The whispering queen will look thru the deck & whisper to me your card. (Hold queen up to your ear.) No. You’re kidding. You can’t be serious. Oh, I’m sorry, she was telling me about her weekend. Which card did he pick? (Hold queen to your ear.) She says it was a red card, is that right? (Yes. Queen whispers again.) A heart? (Yes. Queen whispers again.) The 10 of hearts? (Yes). (Set queen face up of the table.) The whispering queen is never wrong.”



# Eyes in the Back of My Head Card Trick

Effect: A spectator selects a card which is replaced in the deck. You put the deck behind your back, and claim that while the cards are behind you, you will find the chosen card and reverse it in the center. You then bring the cards out in front of you, spread them out, and show you have done just that!

Props: Deck of cards

Secret: Secretly reverse the bottom card (of the face down deck). When the spectator shows her card to the audience, you casually turn the deck upside down. The audience won't know this, as they see that the top card is face down, as it should be. When the spectator's card is replaced face down in the center, it is actually the only 1 reversed in the center! All that remains is to reverse the card on top, which is done when the cards are behind your back.

Preparation: Reverse the bottom card of the deck. Hold the deck face down in dealing position in your left hand. All the cards are face down, except the bottom one, which you've secretly turned face up.

Presentation: "My mother has eyes in the back of her head, and she knows what I'm doing, even if I'm behind her. I have inherited this ability as well, and I'd like to show you. Can you pick a card, please. (Spread cards from hand to hand face down. Don't spread far enough for audience to see the reversed bottom card. Square up the deck after she picks one.) Show it around to everyone so I can't see it. (Turn away from the audience. As you do, your left hand casually flips the cards over, so that now the top card is face down & all the others are face up. Take spectator's card, holding it face down, & place it into the middle of the deck, flush with the rest.)

Now, I will place the cards behind my back and look for your card. Ah Ha, I found it! (Turn top card over so it now faces the same direction as the rest of the cards. Bring the face up deck in front of you.) Very good choice. Not only did I find it, but I took the liberty of reversing it in the deck. (As you say this, spread cards from hand to hand, or on table, face up until 1 card becomes visible in the center face down.) What was your card? (They name it. Show that that is the card.) Thank you. It's nice having eyes in the back of your head!"

## Challenge Version:

- There is no pre-set up. The deck can be shuffled. Have spectator select a card & show it to the audience.
- Explain that you will put the cards behind your back (do so) & try to find her card behind your back. When you put them behind your back, reverse the bottom card & turn the deck upside down, as above. Result: Top card is face down. All the others are face up. The spectator thinks all cards are face down, like they normally are.
- While holding the deck behind your back, turn sideways to the spectator. Have her insert her card face down in the middle of the deck. Mention that you do this behind your back so you can't see anything.
- Turn around to face the spectator & audience. Flip the top card upside down—the same way as the rest of the deck. Bring the deck out from behind your back. Spread cards to show that all are face up except 1—the chosen card!
- Note: This version is a little stronger. You don't have to go behind your back after the spectator has inserted the card, because the cards are already back there. It also entails doing a little more behind your back—which makes it a little more challenging.



# Chinese Letter Card Trick

**Effect:** You display a piece of paper with a prediction, which you'll reveal shortly. A spectator selects a card and shows it to the audience—the A♠. You say that you knew he would pick that one—in fact that what is on the prediction! You turn the paper around and it is a Chinese letter. Oh, I'm sorry, I didn't realize you don't read Chinese, you explain. If you did, you'd see that it says A♠. Here, let me make it easy for you. You fold the paper and it shows—in English-- A♠!

**Props:** Deck of cards and the paper with the Chinese letter, which you can download at [www.abrakid.com/wand](http://www.abrakid.com/wand).

**Secret:** Although it seems like the spectator has a free choice, you force him to select the A♠ using the cross cut force.

1. Start with the A♠ atop the deck.
2. Ask spectator to cut the cards. (Spectator lifts off approximately half and sets this stack on the table. Photo #1)
3. Say you'll mark his cut. Pick up the bottom half and set it perpendicular on the top half (Photo #2).
4. Hold up the prediction paper (back toward audience). Call attention to it, distracting attention from the deck. Mention that you have a prediction, and that you'll set it right here. They should make sure you don't tamper with it!
5. Come back to the deck. Lift the top half off and offer the spectator the card he cut to—the top card of the lower half. It's the A♠--the original top card—even though it seems like it's the one that was cut to!

**Preparation:**

1. Set the paper on the table (photo #3). Fold the paper in half, right edge coming over to the left edge (so it's now 4.25 x 11), Chinese letter inside.
2. Pull right edge back toward the right until the 2 pair of arrows meet. Make 2<sup>nd</sup> vertical fold there. The result is 2 folds, putting the paper in an S shape. When folded, it shows A♠. (Photo #4)

**Presentation:** “Do you play cards? Would you cut the deck any place you like. Any particular reason you cut it at that spot? I'll mark your cut. Over here I have a prediction. I'll set it on the table in full view so you can be sure I don't tamper with it. Keep 1 eye on the prediction, 1 eye on me, and 1 eye on the cards.

Would you take the card that you cut to and show it around so everyone can see it. Which card did you cut to? The A♠. And you remember that earlier I showed a prediction. Sure enough, that is exactly the card I predicted! (Show Chinese letter.) You **do** read Chinese? No? Oh, I'm sorry. If you did, you know this says A♠. Here, let me make it easy for you.” (Fold to show A♠.)

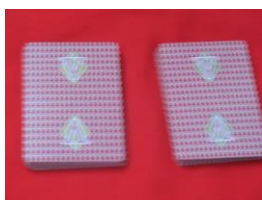


Photo 1. Spectator cuts the deck.



Photo 2. Magician marks his cut. (Original top card is atop lower half.)



Photo 3. Paper with Chinese letter.



Photo 4. When folded, shows A♠.

# Duck and Deal

Effect: You show 9 cards numbered 1 through 9, and 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 2<sup>nd</sup> 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.

# **Mind Reading Magic**

# Mind Reading Swami Trick

Effect: You introduce your assistant, The Great Swami, who has magical powers. Swami goes out of the room, and a spectator touches any object, which everyone (except Swami) sees. You call Swami back in and point to various objects, asking “Was it this?”, “Was it this?”, ... Swami identifies the chosen object!

Props: None.

Secret: Prior to the performance, tell Swami to say ‘yes’ after you touch something white. You touch something white right before you touch the chosen object! (The secret color can be any color that is common in the room. White is generally a safe choice.)

Presentation: “Did you know that there is someone in this room who has the greatest mind in the world? She is sitting right over...there! (point to someone). Can you come up here please. A round of applause for the Great Swami!

I will ask someone to touch any object. Then Swami will tell you what it is, even though she was not looking. Do you think she can do that? First I will hypnotize the Swami. While I’m doing that, be thinking of an object.

(To Swami) Your eyes are getting heavier. Your nose is getting heavier. You are in a very deep trance! Turn around, Swami, so you cannot see what item is selected.

The Great Swami is in a deep trance. I need a volunteer. You, sir. Please touch any object. (Make sure everyone can see it.) I shall now summon the Great Swami. Swami! (Swami turns around.) A round of applause for the Great Swami. Swami, this gentleman has touched an object. Can you gaze into his eyes, concentrate. Was it this? This? This? (touch something white) This (yes). Was she right? (yes) A round of applause for the magnificent Swami.”

(If they yell that they know how it was done—e.g. that it was the 4<sup>th</sup> object, I’ll repeat it. After an object is touched, I ask them what number they want me to touch it on. If they say 1, I say Swami needs to get warmed up. Make it between 2 and, say, 7.)

## Teaching Points:

- Be sure to have them “touch” any object, as opposed to “point to” an object, as the latter could be ambiguous. Also, to involve the audience, they all need to clearly see what was touched.
- What if the magician touches a white object, then a white object? It’s the 2<sup>nd</sup> white object—which is the item after the white. The audience might choose something white. That’s fine.
- Re secret color, white is generally good because it’s prevalent. You can, if you prefer, choose a different secret color—just make sure it is commonly found in the room.
- Note: Although I usually explain it to the Swami as I’m hypnotizing her, I recommend that when the kids perform it, they work as a pair, & that Swami know what to do in advance.

# Mr. Wizard

Effect: Tell a spectator that you have a friend, Mr. Wizard, who knows all. Ask the spectator to name any card. You get Mr. Wizard on the phone, hand the phone to the spectator, and Mr. Wizard tells the spectator her card!

Props: A telephone.

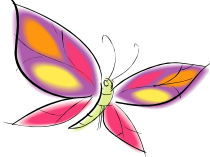

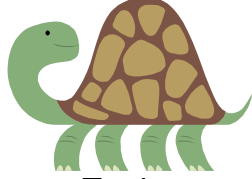

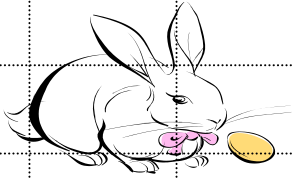
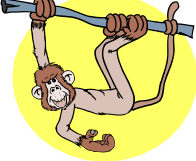
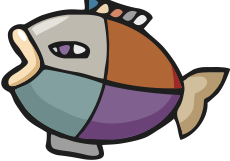


Secret: Arrange with a friend for him (or her) to play Mr. (or Ms.) Wizard. When he answers the phone, you start “Hello, is Mr. Wizard in?” This cues him that he should play Mr. Wizard, and he starts counting ‘Ace... 2... 3... 4...’ When he gets to the number of the card, you interrupt, saying to the audience, “He says he knew I was going to call!” He then starts naming suits ‘Hearts... clubs... diamonds... spades.’ When he gets to the correct suit, break in “We have someone who would like to know their card.” Mr. Wizard then confirms ‘4 of hearts’ (or whatever the card is). You hand the phone to the spectator. If you have an audience and it’s possible, put it on speaker phone at this point. Mr. Wizard reveals the card!

# Pick An Animal

**Effect:** You introduce your assistant, a Swami, who is all knowing. You send the Swami out of the room, and ask someone from the audience to point to any of 9 animals shown in a 3x3 matrix on a sheet of paper. You call Swami back in, and point to each animal, saying “Was it this one, this one, this one...?” Swami correctly names the selected animal!

**Props:** Pick An Animal Sheet for each student (download it at [www.abrakid.com/wand](http://www.abrakid.com/wand)).

**Secret:** Where in the middle square you point tells the Swami which square was chosen. E.g. if you point to the upper right corner of the middle square, the animal chosen was the one in the upper right corner of the matrix (the swan). If you point to the lower middle, it was the lower middle square of the matrix—the horse. Etc. (See rabbit below—grid put there for illustrative purposes. It’s not on actual sheet. )

Pick an Animal		
 Butterfly	 Elephant	 Turtle
 Chicken	 Rabbit	 Monkey
 Fish	 Penguin	 Walrus

**Presentation:** “This is my Swami. He has great mental powers. I will ask one of you to touch any animal on this page while Swami is not looking, and Swami will know which you picked. Do you think he can do that?”

Swami, please leave the room. Who would like to come up here and touch an animal. You! Which one will you touch? Does everyone see it? Only the greatest of Swamis can get that one. We’ll see if ours is up to the task. Swami! (Swami comes back in.) A round of applause for the great Swami, ladies & gentleman.

Swami, this person chose an animal. Was it (pointing to each animal, in turn) this one, this one, this one,...or this one? (Swami ponders for a moment, then names the animal.) Was he right? He was! A round of applause for the Great Swami!”

**Tip:** Be sure everyone in the audience sees which animal was selected.

## Mental Choice Lite

Effect: You pull 4 napkin balls out of an envelope and put them in 2 piles—a pile of 3 and a “pile” of 1. Ask the spectator to choose a pile. You then reveal a prediction showing you knew which pile she would select!

Secret: You have 2 different predictions ready to show, based on which pile they choose. If they choose the 3 pile, you open the envelope and show that you have 3 balls in there—the same number they picked!

If they choose the one pile, you turn the envelope around and show what is written on the envelope: “You will choose the pile with one item.”

Props: 2 napkins, a paper envelope, and a penor sticker that says “You will choose the pile with one item.”

Preparation:

1. Write on the envelope (not the flap side) “You will choose the pile with one item.”
2. Tear each napkin into quarters. Make 7 napkin balls. Put them in the envelope. Discard the extra (8<sup>th</sup>) piece of napkin.

Mechanics: Be sure not to flash the side of the envelope with the prediction—when you are taking out the 4 balls at the beginning, and if you wind up showing the 3 balls inside the envelope as your prediction.

# The 7's Pile

Effect: You jot a prediction, then deals some cards into 2 piles. A spectator chooses a pile. The prediction is then revealed, "You will choose the 7's pile", which is shown to be correct!

Props: Deck of cards, pen or pencil, & paper.

Secret: There are 2 different "outs", based on which pile the spectator chooses. You either show all 7's, or 7 cards, to match the prediction.

## Presentation:

- Start with the 4 7's on top of the deck (unknown to the audience).
- Say that you've just been struck by a premonition, & you're going to write it on a piece of paper. Write: "You will choose the 7's pile." Set it aside, face down on the table.
- Casually deal the cards into face down 2 piles. Deal 4 cards (the 4 7s into 1 pile. Deal 7 cards into the other pile. Don't make a big deal about how many cards you're dealing. It should just look like you're dealing a few cards into each pile.
- Ask the spectator to choose 1 of the piles, & tell them that that is the one you'll use.
- When they choose, ask if they want to change their mind. (It doesn't matter if they do or not.)
- Say that you want to show them first the pile they did not choose.
  - If they picked the 4 7's pile, turn the other pile face up and show that they are random cards. Put them back on the deck (so people can't count them later). Turn over the pile they picked & show they're all 7's. Ask them to read the prediction out loud.

If they picked the pile with 7 cards, count the cards in the other pile face down (4). Set these on top of the deck. Count the pile they chose. Show there are 7. Ask them to read the prediction out loud.



# Favorite Pets

Effect: The audience calls out 6-8 names of pets (e.g. dog, cat,...). You jot each on a slip of paper, ball it up, & set the paper balls in a row on the table. You mix up the paper balls and ask a spectator to pick one. Have her concentrate on it as you attempt to read her mind. Was the pet you are thinking of... dog? Yes, she says!

Props: A pad of paper and a pen or pencil.

Secret: You write the same pet name on each slip—the one that is called out first! So if spectators call out: dog, cat, fish, jerbil, hamster, guinea pig, bird, you write: dog, dog, dog, dog, dog, dog.

Mechanics: After the spectator chooses a paper ball, put the others away in your case or pocket before reading their mind—so someone doesn't grab them afterward and find out your secret!

Presentation: "I'm going to ask people from the audience to call out names of animals that are used as pets. Call them out 1 at a time & I'll jot them on these slips of paper. (If need be, ask how to spell them—especially if you get an odd one. Comment on the pets.)

Would you reach in & pick any of these pets (paper balls). Very good. (Dump the others into your case.) Open it up and concentrate on the pet. Is the animal that you are thinking of...a dog? (yes) A round of applause for my assistant!"

## Notes:

- If they say a longer word like "giraffe", pretend to write a few more characters. You might even ask, occasionally, how to spell it. Or confirm, "Let's see, that's g-i-r-a-f-f-e?"
- You can use other things than pets. E.g. names of pets, people's names, TV shows, colors, etc.
- Do not tell what you're going to do at the beginning, or it could tip them off.
- If you have just 2 in the audience, have each give 2 of their names (first, middle, and/or last), giving you 4 slips.
- Challenge version: Write the first 2 names you get over & over, alternating. Put #1s pile on 1 side & #2 balls on the other. Have 2 names selected, 1 from each pile. Mind read twice!

# Coin Connection

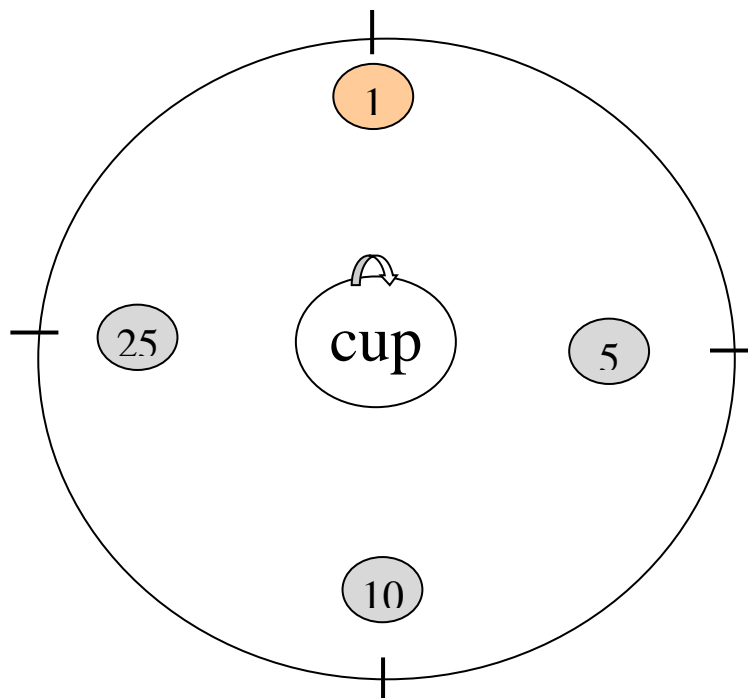
**Effect/Presentation:** You show 4 coins--penny, nickel, dime, & quarter—and give them to a spectator to hold. You introduce the Great Swami, who has a special connection to these coins. You send Swami out of the room, then ask the spectator to set 1 coin on the table, which you cover with a cup. Swami comes back in and tells which coin is under the cup!

**Props:** 4 coins: penny, nickel, dime, & quarter; a coffee cup with a handle; and a Ziploc sandwich baggie to hold coins when not in use so they don't rattle around your case.

**Secret:** The handle of the cup tells the swami which coin is under the cup. 12:00 = penny; 3:00 = nickel; 6:00=dime; 9:00=quarter. It's like a clock. #s get bigger as you go around the dial.

**Set up:** When showing coins at the beginning, set them (casually) on the table with penny at 12:00, nickel at 3:00, dime at 6:00, and quarter at 9:00. This reinforces visually to both performers what direction denotes which coin—which the kids sometimes have trouble remembering.

**Tip:** Be sure you & Swami know which direction 12:00 is. If you are each looking at the cup from different sides, you may each have different ideas of where 12:00 is.



# Math Magic

# Amazing Addition

**Effect:** You show a sheet with 5 rows of (primarily) 3-digit numbers. While you turn away, your assistant from the audience jots 5 numbers in a column, selecting a number from each column on your sheet. Someone with a calculator totals the five 3-digit numbers. They read off the 5 numbers to you. Within seconds, you total the five 3-digit numbers in your head, and correctly announce the total!

**Props:** Amazing Addition Sheet (8.5x11). Download it at [www.abrakid.com/wand](http://www.abrakid.com/wand)

**Secret:** As the spectator is reading off the numbers, you listen only to the last digits and add them in your head. Suppose, e.g. that the sum is 20. That's the last part of the answer. To get the first part, subtract the sum from 50—in this example,  $50-20=30$ , and that's the first part of the answer. Put them together to get the answer: 3020! If the sum is 24, the total would be 2624.

Note: to help you remember, the formula appears in small print beneath the logo on the downloadable sheet: 50-T, T. (T=total sum of the last digits.)

## Presentation:

"I'm going to attempt a very dangerous mathematical trick. Many mathemagicians have perished attempting this. May I have a volunteer from the audience please. (Introduce yourself.) I have a bunch of varied numbers on this sheet. Most are 3 digits. A few are 2-digits. I'm going to look away, and I'd like you to write 5 numbers in a column, choosing 1 number from each column. For instance, from column A you might choose 366; from column B, 147, etc. Pick 1 number from each column. Write your 5 numbers in a column so they can be added up. Let me know when you are finished. OK? (While spectator is jotting his numbers, talk a little to fill the dead air.) While he is choosing his numbers, is there anyone in the audience with a calculator—on their phone, perhaps, or otherwise? (yes) Great. As he writes the numbers, would you add them up please. Hopefully he won't choose such high numbers that they won't fit on your calculator.

Have you written 5 numbers in a column? (yes) Great. And do you have the total? (yes) Very well. I'm going to ask you to read the 5 numbers to me and I will attempt to add them in my head. Ready? What numbers did you choose? (As he names them, you add the last digits of each in your head. Suppose the total is 27. You announce the total.) Is the total 2327? (yes) A round of applause for my assistants!"

**Notes:** Why does this trick work? Do you notice anything interesting about the numbers in column A? Answer: They all have the same middle number. And their first & last digits all add to 9. What about the other columns? Same. Their middle numbers in each column are the same & their first & last digits all add to the same number. The middle digits are: 4,5,6,7, & 8. The 5 numbers selected will always have these 5 numbers as their middle digits. What do they total? 30. The first & last numbers add to: 13, 10, 7, 8, & 9. What do those add to? 47.  $47+3$  (from the 30) = 50. This points you toward the explanation.

A	B	C	D	E
366	345	186	872	756
69	840	582	971	558
168	246	87	575	657
762	147	285	377	954
960	543	483	179	855
564	48	780	674	459

# Doing the Dishes

Comments: This is a gag, not a show trick. It illustrates the power of geometric progression.

Effect: You offer to do the dishes nightly and forgo your allowance for 1 cent the first night, 2 cents the second, 4 cents the third, etc. for 30 nights. When you parents say ok, you surprise them with a huge bill!

Props: Sheet with Contract on 1 side and bill on the other. Download this at [www.abrakid.com/wand](http://www.abrakid.com/wand) These can each be on separate sheets as well.

Secret: Doubling adds up very quickly—quicker than you might think!

Presentation:

I have a trick for you to play on your parents. Would you like to play a trick on your parents?

Go home tonight and tell them that you have a proposition for them. You would like to start doing the dishes every night after dinner. How many of you like doing the dishes? Not only that, but you want to do the dishes so badly, that you'll even forgo your allowance! All you ask in return is that they pay you 1 cent the first night, 2 cents the second, 4 cents the third night, doubling to 8 cents the fourth, as so on, for 30 days.

How much would make after 30 days? Look on the addition page. Over \$10 million! When numbers keep growing, they add up *very* quickly. Which is why it is good to invest your money. It grows exponentially.

Note: This is not a real contract, so you can't really collect the money. But you can have some fun with this!

<h2>Contract</h2>
I, _____, parent's name
agree to pay _____ your name
1 cent for doing the dishes the first night, 2 cents for the second night, 4 cents for the third night, double that to 8 cents for the fourth night, and so on for the next 30 days.
_____ Parent's signature
<i>This agreement is just for fun.</i>

Day	Pay	Day	Pay
1.	\$.01	16.	\$327.68
2.	\$.02	17.	\$655.36
3.	\$.04	18.	\$1310.72
4.	\$.08	19.	\$2621.44
5.	\$.16	20.	\$5242.88
6.	\$.32	21.	\$10485.76
7.	\$.64	22.	\$20971.52
8.	\$1.28	23.	\$41943.04
9.	\$2.56	24.	\$83866.08
10.	\$5.12	25.	\$167772.16
11.	\$10.24	26.	\$335544.32
12.	\$20.48	27.	\$671088.64
13.	\$40.96	28.	\$1342177.28
14.	\$81.92	29.	\$2684354.56
15.	\$163.84	30.	\$5368709.12
		Total	\$10737418.23

# Prizes

**Effect:** You show a list of fabulous prizes that a spectator will have a chance to win! On your 4x4 grid (see below), the spectator circles any number, then crosses out the other numbers in that row and column. She does this 4 times until 4 numbers have been circled, and all the other numbers in the grid crossed out. Spectator may not circle a number that has already been crossed out. You total the circled numbers and see what her prize is. It is the most valuable prize of all...your autograph!

**Props:** For each student: Prize list card (5.5x8.5), sheet with 4 grids to practice with, & a pen or pencil.

**Secret:** Although it seems like the total can be anything, it always comes out to 34!

Prizes Grid:

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

Sample Completed Grid. 4 #s Picked, Rest Crossed Out

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

**Presentation:** You have been a good audience, so I'm going to give you a chance to win a fabulous prize. You could win an ipod, \$250 in cash, football season tickets,... (Point out a few of the prizes as you mention some.) Ready to play? Circle any number. Cross out the other numbers in the same row & column as your number. Circle another number (that is not crossed out, of course). Cross out the numbers in the same row & column. Circle another number. Cross out the #s in the same row & column. Finally, circle 1 last number. You could have circled whichever numbers you like. Let's add the numbers. (Do so out loud.) The total is 34. Let's see what prize # 34 is. Well, you really hit the jackpot. It says you have won the magician's autograph. I'll be glad to give it to you after the show. Congratulations!"

**Note:** You can draw a grid on a sheet of paper when they run out.

**What If...** What if the numbers start at 2 and go to 17? 3 to 18? What if the numbers increase by 2—i.e. 1,3,5,... Does this work on a 3x3 grid? 5x5? What numbers get chosen with these? What is the rule that governs what number gets chosen? Answer: Yes it works with all of the above variations. The number you wind up at is the average number x the # of numbers picked. E.g. 3x3 matrix 1-9: middle # is 5. 3 numbers picked. Number will be 15. 4x4, 1-16:  $8.5 \times 4 = 34$ . Alternatively add the first & last number. Divide by 2 (to get the average). Multiply by # of numbers picked.

# Cards in Envelope

Effect: You deal the cards into a pile. Spectator says stop at any time. They count the cards in the pile. Spectator then examines 2 envelopes that you toss out, and chooses 1. You place the pile of cards in the envelope & instruct the spectator to sit on it. You announce you will cause 3 cards to travel from the deck into the pile beneath the spectator. You riffle the deck 3x. Spectator pulls out the envelope, and counts the cards to find 3 more than were there previously!

Props: Deck of cards & 2 #6.75 envelopes

Secret: You have 3 extra cards beneath the 2 envelopes. When you toss the envelopes out, you toss them casually onto the pile, adding 3 cards to the pile. The rest of it is all presentation!

## Presentation:

Come out with deck in left hand & the 2 envelopes fanned in the other, with 3 face down cards hidden beneath them. Set the 2 envelopes so they and the hidden cards hang over the edge of the table a bit, making it easy for you to pick up without fumbling.

“I have here an ordinary deck of marked cards. Would you like to examine them? (offer them to spectator. As he reaches for them, pull them back, saying) Thank you very much.

I’ll deal the cards into a pile. Can you say stop whenever you like. (Deal 4-5 cards as you’re talking, so that by the time you are done & he can stop you, you’ve already dealt 4-5 cards. You don’t want a 1-2 card pile! Deal fairly sloppily.) Right there? Are you sure you don’t want me to deal more? OK. (Set rest of the deck aside.) Let’s count together how many cards we have. (Deal them sloppily, so that when you add the extra cards, it won’t be noticeable. State the total when you are done clearly.)

(Pick up the envelopes & toss them casually onto the pile, with extra cards beneath them.) I brought with me 2 envelopes. Would you examine them. Make sure there are no trap doors, secret compartments, or mirrors. Would you choose 1 of the envelopes to use. Very well. Set the other 1 aside. (Take the 1 they picked, square up the pile of dealt cards, & put the pile into the envelope.) We’ll put the cards into the envelope, and would you sit on them. Now if I were to try to get to the cards using some sort of sleight of hand, you would definitely know it, right?

I will now attempt to make 3 cards travel from the deck into your pile. (Riffle the end of the deck.) That was the 1<sup>st</sup> one. Did you feel anything go in there? No? Let me try it again. (Riffle again.) That was the 2<sup>nd</sup> card. Did you feel it that time? Still no. (Riffle once more) And now 3 cards have left the deck & gone into your pile. Would you like to count them? (As spec starts to get the cards out, stop her, saying) Wait a minute. Before we do that, I will now make the cards **go back** from your pile to the deck. That would really be impressive wouldn’t it? You look a little skeptical. If 3 cards really went into your pile, how many should you now have? Would you get off the cards, pull them out of the envelope, and count them **out loud** onto the table. (Count the last 3 with her to emphasize that 3 have come over.) Thank you.”

Tips: Why use 2 envelopes? If you just used 1, you’d logically hand it to the spectator. But with 2, it’s reasonable to toss them out & have the spectator pick one. 2 also provides a little confusion. Use 2.

# Mind Reading the Difference

Effect: You turn your back, as spectator writes a 3-digit number where all the digits are different and descending (e.g. 321). Then spectator reverses the number (e.g. 123), writes it beneath the first number, & subtracts to get the difference. Spectator reads the first digit of the difference. You mind read the last 2 digits.

Props: Pencil & paper.

Secret: The difference will always be 3 numbers. The middle number is always 9. The 1<sup>st</sup> & last digits always total 9. So to obtain the last digit, the magician subtracts the 1<sup>st</sup> digit from 9. For example:

Suppose spectator's number is: 621

Reverse it  $\quad\quad\quad -126$

Difference =  $\quad\quad\quad 495$

Spec says that 1<sup>st</sup> digit is 4. Magician knows the next 2 are 9 & 5.

Tips:

- You can act like you are mind reading. E.g. Ask how many digits are in the difference. Ask spec to concentrate on the other 2 numbers. Remind him that he could have chosen any 3 digit number, and you have no idea which one he chose. "I'm getting an 8-no a 9. Is there a 9 in the number? Is it the 2<sup>nd</sup> digit? The last digit is between 0 and 9. It's a middle number. 5!"
- Note: By asking that the 3 digit number be descending, you insure that the reversed number, which is written beneath, will be smaller, and therefore that the spec will get a positive number when he subtracts. You can remove that condition, but then you need to be sure that they subtract the higher from the lower, which, for kids, can make for more confusing instructions.



## Spectator Lightning Calculation

Effect: Three 4-digit numbers are written in a column on a sheet of paper—2 suggested by spectators & 1 by you. You mention that your assistant has the ability to add faster than lightning! You quickly show her the numbers. She immediately jots a number on a slip of paper, and you and the spectators add the three 4-digit numbers. The total matches your assistant's lightning calculation!

Props: 2 slips of paper & 2 pens or pencils.

Secret: The first 2 numbers are randomly selected by spectators. You write the third such that your number plus the 2<sup>nd</sup> number add to 9999. In our example, the 2<sup>nd</sup> number is 6347. Subtract each of these numbers from 9 to get 3652.  $3652 + 6347 = 9999$ . Tell your assistant in advance that when you flash the paper, she need only note the 1<sup>st</sup> number. Tack a "1" onto the front of it, and subtract 1 from the last digit.

4328
6347
<u>+ 3652</u>
14327

# Folding Paper Trick

Effect: You ask your audience how many times they think they can fold a sheet of paper in half? I.e. fold it in half, then in half again, then in half again, etc. Tell them that if anyone can fold it in half more than 9 times, you will give them a big prize. They try, and think they can do it, but they can't fold a paper in half more than, in most cases, 7x—certainly not more than 9x.

Props: Piece of paper. (8.5x11 is good. Any size works.)

Secret/Teaching This: Why can't you fold a paper in half 7, 8, or 9x? As the below table shows, it is because you are folding 128, 256, and 512 thicknesses of paper. When you try to fold more than 9x, you are folding over 1000 thicknesses of paper—which is virtually impossible! When you double numbers, they add up extremely quickly! This is why it is good to invest your money. It will add up to a lot over the years.

After Fold #	# of thicknesses
1	2
2	4
3	8
4	16
5	32
6	64
7	128
8	256
9	512
10	1024

# Math Symbol Sala Bim

**Effect:** You show a sheet with lots of different math symbols. You point out several, then set the sheet down. You ask a spectator to pick any 2 digit number; add the digits together and subtract their total from his original number. (E.g. if he picks 43,  $4+3=7$ .  $43-7=36$ ) You jot a prediction. The spectator notes the math symbol beside his number (36 in our example). You show your prediction: 36! You can repeat the trick with spectator choosing a different number and symbol.

**Props:** Math Symbol Sala Bim sheet, downloadable at [www.abrakid.com/wand](http://www.abrakid.com/wand), a pad of paper, & a pen.

**Secret:** There 17 different symbols on the page which rotate, but each multiple of 9 has the same symbol (infinity  $\infty$ ). When you do the above math calculation, you always wind up with a multiple of 9. So you know which symbol will be chosen! On the back of the page is an identical set of numbers and symbols, except that there is a different symbol on the multiples of 9 (\$). So if you casually turn the sheet over, the trick can be repeated with spectator choosing a different symbol.

**Presentation:** “What do you like to do in your spare time? In my spare time, I like to study math symbols. I have a chart here with a bunch of them—plus, minus, equal, greater than, pi,... We’re going to use this chart in a moment, but first I’m going to jot a prediction on this slip of paper (do so—jot  $\infty$ ).

I’d like you to name any 2 digit number. (e.g. 47. Jot it on your paper or the board.) OK, 47. When we add the digits together we get 11, right? (Jot 11 beneath 47.) Let’s subtract these two to arrive at a final number.  $47-11=36$ .

Would you look on the chart and say out loud what symbol is at—what number did we wind up at—36? (infinity) Infinity? You picked infinity? No one has ever picked that symbol before...Fortunately (unfold your prediction and show it) that is the symbol I predicted!”

If you like, start to take the symbol sheet away, then, as an afterthought, say that maybe you were lucky. Would they like to try it again? (yes) Put sheet back up, having subtly turned it around. Repeat the above.

## Math Symbol Sala Bim

1. +	26. <	51. $\Sigma$	76. $\div$
2. -	27. $\infty$	52. $\sqrt{\quad}$	77. =
3. x	28. $\pi$	53. $\sim$	78. $\neq$
4. $\div$	29. $\geq$	54. $\infty$	79. >
5. =	30. $\leq$	55. +	80. <
6. $\neq$	31. %	56. -	81. $\infty$
7. >	32. \$	57. x	82. $\pi$
8. <	33. $\Sigma$	58. $\div$	83. $\geq$
9. $\infty$	34. $\sqrt{\quad}$	59. =	84. $\leq$
10. $\pi$	35. $\sim$	60. $\neq$	85. %
11. $\geq$	36. $\infty$	61. >	86. \$
12. $\leq$	37. +	62. <	87. $\Sigma$
13. %	38. -	63. $\infty$	88. $\sqrt{\quad}$
14. \$	39. x	64. $\pi$	89. $\sim$
15. $\Sigma$	40. $\div$	65. $\geq$	90. $\infty$
16. $\sqrt{\quad}$	41. =	66. $\leq$	91. +
17. $\sim$	42. $\neq$	67. %	92. -
18. $\infty$	43. >	68. \$	93. x
19. +	44. <	69. $\Sigma$	94. $\div$
20. -	45. $\infty$	70. $\sqrt{\quad}$	95. =
21. x	46. $\pi$	71. $\sim$	96. $\neq$
22. $\div$	47. $\geq$	72. $\infty$	97. >
23. =	48. $\leq$	73. +	98. <
24. $\neq$	49. %	74. -	99. $\infty$
25. >	50. \$	75. x	100. $\pi$

1) I will write a prediction. 2) Name any 2 digit number. 3) I will add the digits together and subtract this from your number. (e.g. if you thought of 11,  $1+1=2$ .  $11-2=9$ ) 4) Look at the symbol beside this number. Which symbol did you choose? 5) Look at my prediction. How close did I come?

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# Tricky Triangles

**Effect:** You show a sheet with 6 different color triangles. You mention the different types of triangles they are and a distinguishing characteristic of each. You ask someone for a number 1-6. You go to that number and note which triangle they selected. You then unfold the corner of the sheet, revealing a prediction showing which one they would select!

**Props/Secret:** Tricky Triangle sheet (downloadable at [www.abrakid.com/wand](http://www.abrakid.com/wand)). Though it seems that they have a free choice, you force them to select the 3<sup>rd</sup> triangle from the left (equilateral). Whatever number 1-6 they choose, you count or spell the number to wind up on the equilateral triangle.

- If they pick 3, you **count** from the left side.
- If they pick 4, you **count** from the right side.
- If they pick 1,2, or 6, you **spell** their number, starting from the left end (each has 3 letters).
- If they pick 5, you **spell** starting from the right side.

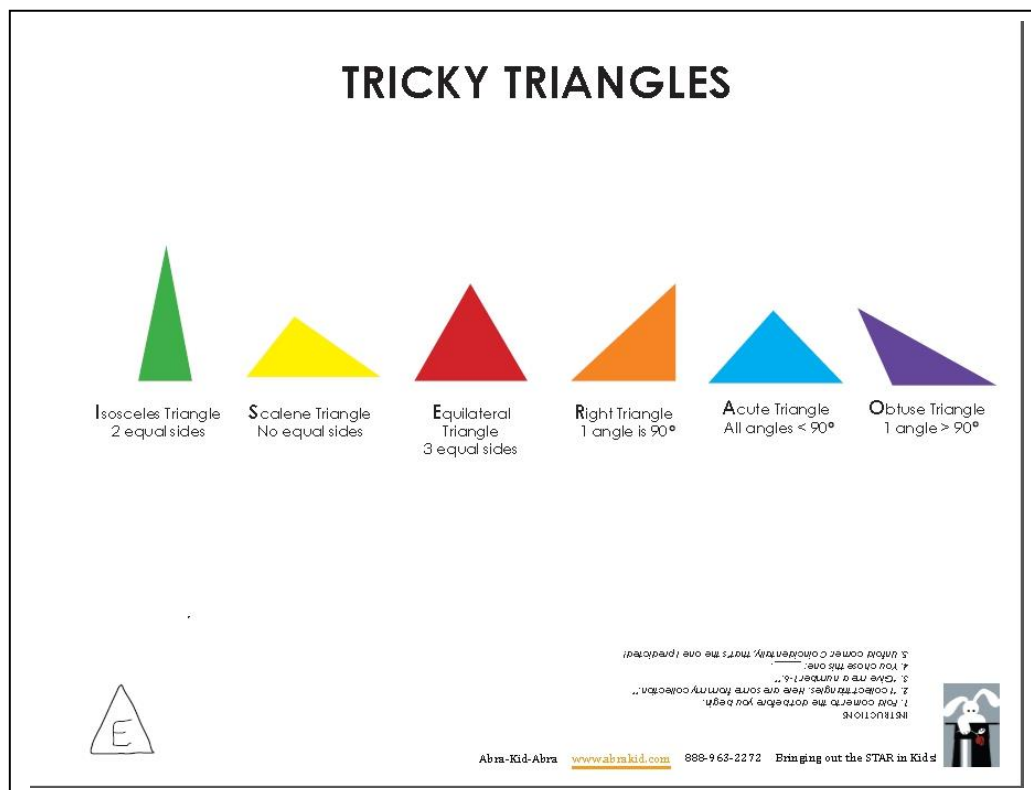
**Prep:** Fold the corner with the equilateral triangle to the dot near the corner. Crease it so your prediction doesn't show.

**Presentation:** "Do you collect anything as a hobby? I collect triangles. This sheet shows part of my collection. These are each different types of triangles. This first one is an isosceles triangle, meaning that it has 2 equal sides. This next one is a scalene triangle, meaning that all its sides are different lengths. (Continue showing each.)

Can you give me a number from 1 to 6. (e.g. 5) Any particular reason you selected that one? F-I-V-E (put your finger on a different triangle as you spell each letter, landing on the equilateral triangle.) Which one did you select? The equilateral triangle. One of my favorites. You know, I had a feeling you might choose that one. In fact, I had taken the liberty of making a prediction. Can you unfold the corner. What does the prediction show? The equilateral triangle. Let's give my assistant a round of applause!"

**Notes:**

- If you like, mention each triangle's name and key characteristic. Otherwise you can just talk about the different color triangles.
- Of course, you can only do this 1x for the same audience.



# Pick 2, Eliminate 1

Effect: There are 7 different objects on the table. Comb, pencil, key, etc. You and the spectator play a game where they alternate turns. One of them picks 2 objects, and the other eliminates one of those 2. This is done until only 1 object remains. You reveal a prediction naming that object!

Props: 7 different household items, a pen, and paper.

Secret: Although it's seemingly a random choice, you control which object is chosen as follows. Use an odd number of items. The magician goes first, choosing 2. Whenever you choose, you pick 2 that are not the predicted item, as whichever spectator eliminates, it doesn't matter—it won't be the predicted item. When the spectator chooses 2, you always eliminate 1 that is not the chosen item.

Presentation: "I'd like to try something with a number of different items. Do you have any different items in your pockets, or nearby that you can set on the table. (You add some as well. Set them out in a row so you have, ideally, 7. 5 or 9 works too.) So, we have \_\_\_\_ (name each item. Comment briefly on any that might be funny.) I have a premonition and I'm going to jot it on this paper. (Jot 1 of the items on the paper in big letters, and set it aside, in view.) We'll come back to this later—if this works! If it doesn't work, we'll forget I ever had a premonition.

This game is called pick 2, eliminate 1. I'll pick 2 (point to 2, not pointing to your chosen object). You pick 1 of these to eliminate. Which do you choose? (Set aside the one he picked.) Now it's your turn to pick 2, and I'll eliminate one. (Continue until 1 item is left.) Now we could have picked and eliminated any item, but this is the one that is left. (Pick up the prediction.) Sometimes this trick doesn't quite work. (Pause.) Fortunately, this time it did! (Turn paper around, showing you correctly predicted the item!)

Tip: Here are 2 ways to remember who goes first. 1) Since you are conducting the trick, you go first, picking 2 items. 2) At the end, there will be 2 items left, the prediction item & 1 other. You want to be the chooser when there are 2 (as if the other person chooses, he could pick the wrong item). So you want to be the chooser whenever there is an even number of items. Therefore you want to **pick 2** on the odd numbers. If you start with 7 items, you pick 2 to begin.

# **Dinner Table Magic**

# 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 the cup on table, hole facing you.

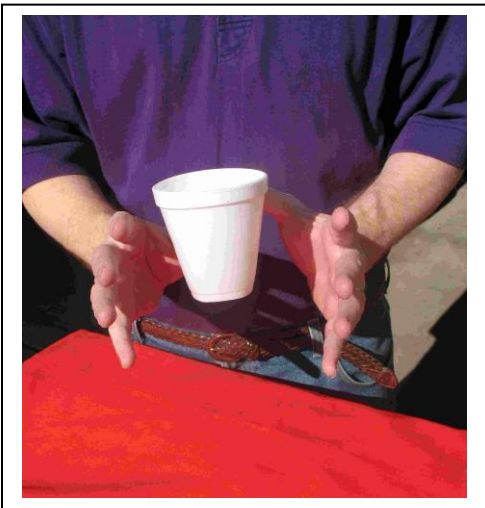
## Mechanics:

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!”





# Mind Reading at the Dinner Table

Effect: You introduce your assistant who knows all, and send her out of the room. A spectator touches any of 6 different objects you have lined up on the table. You call your assistant in and she correctly names the chosen item!

Props: None. Uses any 6 objects found in the room.

Secret: The number of words you use to summon your assistant tells her which object was chosen. E.g.

<u>Word(s) Used</u>	<u>Object #</u>
Swami!	1
Come in	2
Come in, Swami	3
Swami, come in now	4
Come on in now, Swami	5
Swami, you can come back in	6

## Tips:

- Before beginning, decide with Swami which end you'll start counting from (i.e. which is #1, #2, etc.)
- You can use objects from the dinner table, around the house, or whatever. Just line them up in a row on the table. Each item should be different.
- Make sure your Swami is old enough to know how many words you say.
- It's best to only do this trick once for the same audience.

# Napkin Rose

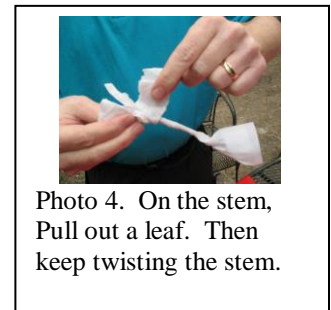
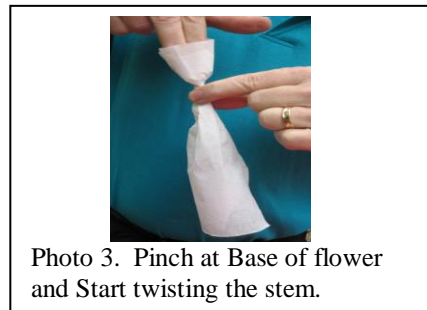
Effect: You fold a paper napkin into a rose with a stem (photo #1) and give it to spectator to keep.

Props: A paper napkin.

## Mechanics:

- Cocktail size napkins work nicely.
- Wrap napkin in a tube around your first & second fingers. (Photo #2) Wrap it around approximately 2 inches of your fingers.
- Pull out your fingers. Twist napkin at the base of the tube, forming the bulb of the flower. (photo#3)
- Keep twisting down the napkin to form the stem.
- Toward the end, tear off a leaf. (Photo #4) Keep twisting stem below the leaf.

Note: This isn't really a magic trick. It is something entertaining you can do at the dinner table. Ladies love getting these flowers. Give one to your mom!



# Napkin Ball

Effect: You challenge a spectator to a little contest: who can roll their paper napkin into the smallest ball. You each pick up your napkin and roll it into a tight ball. When you set your napkin balls on the table, yours is teeny weeny—much smaller than the spectator's!

Props: 2 paper napkins (cocktail napkin size is fine).

Secret: You secretly tear off a corner of the napkin as you are crumpling and squeezing, and roll the corner into a small ball, which you set on the table. The rest of the napkin is balled up & palmed. (Photos #1 & 2)

Presentation: “Let’s see who can roll their napkin into the smallest ball. Ready? We’ll each squeeze our napkins real tight. Uh oh, I didn’t know you could squeeze that well, this isn’t going to be easy. On the count of 3, we’ll each set our napkin balls on the table. Ready? 1-2-3.”

## Teaching Points:

- Palm the big piece of napkin in the same hand that sets the little ball out on the table.



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



Photo 2. Audience view

## Spoon on Nose

Effect: You hang a spoon on your nose! (see photo).

Props: 1 spoon.



Secret: As you move the spoon up to your nose, it passes your mouth. Breathe on the bowl of the spoon. The moisture helps it stick to your nose. To make it balance on your nose takes practice to get it to stay there. Lean your head back. Set the bowl of the spoon on the tip of your nose. Then lean your head forward toward its natural, upright position. The handle of the spoon hangs down toward your chin.

It may take 10 times or more of practice before you can get it to balance. Keep at it!

# Cattle Rustlers

Effect: Objects jump from 1 hand to the other amidst an intriguing story.

Props: 7 small napkins balls, each about the same size, and an envelope or Ziploc bag to hold them. Tear a couple napkins into quarters and make each quarter pieces into a ball. Alternately you can use any 7 small objects that are the same.

Secret: In this story, you will pick up the 5 balls, alternating hands; put the 5 balls back, alternating hands; and pick up the 5 balls again. Whenever you pick up the balls, always start with the right hand (so it gets 1 more ball than the left hand—3 vs. 2 balls). When you put them back, start with the left hand.

## Performance:

- Set out 5 balls in a #5 pattern (like on a dice). Set the 3 other balls nearby.
- “Once upon a time, there was a farmer (point to the ball, or object representing the farmer) who had 5 prize cattle. (Point to the 5 balls in figure 5 configuration.) One day, 2 guys asked if the farmer could put them up for the night. The farmer said, ‘Alright, you can sleep in 1 barn (put 1 ball in 1 hand), & you can sleep in the other (put other ball in other hand). But whatever you do, do not mess with my prize cattle! Then the farmer went off to sleep. (Move farmer ball away.)”
- “Hey, Billy Bob! (moving 1 fist a little) Yes, Joe Bob? What do you say we split those cattle up between us? So they took the cattle (start with right hand & alternate picking up the 5 balls in each fist til they’re all in the fists).”
- “But then they heard the farmer coming. Quick, let’s put them back! (put them back on the table in figure 5 configuration, but start with left hand, alternating hand to hand. When the 5 are back on the table, the audience thinks you have 1 in each hand, but actually you have 2 in the right fist & 0 in the left.
- (Move the farmer ball over near the cattle) “The farmer came over. Is any funny business going on over here? (wave right fist) No, we’re just sleeping in our beds, right Billy Bob? (wave left fist) That’s right, Joe Bob. ‘OK, then, said the farmer’, and he went back to sleep. (move farmer away).
- (move 1 fist) “Hey, Billy Bob. Let’s split up those cattle again. (alternate fists taking the 5 balls, starting with the right hand, til all 5 are in the fists). But this time the farmer was quicker. He came over, saw the cattle were gone, and said ‘I’m gonna get my shotgun, and the only way I’m not going to use it is if the 2 of you are in 1 barn, and my cattle are in the other!’ ‘That’s exactly the case, sir’, they said. We were cold so we huddled up in this barn (open left hand, showing 2 balls. Place them on the table.). And we were worried about the cattle, so we put the 5 of them over in the other barn. (open right hand, showing 5).
- The farmer went back to sleep, and to this day, doesn’t know how those cattle rustlers did that.

# Zombie Spoon

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

Props: A napkin, a spoon, and a fork.

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

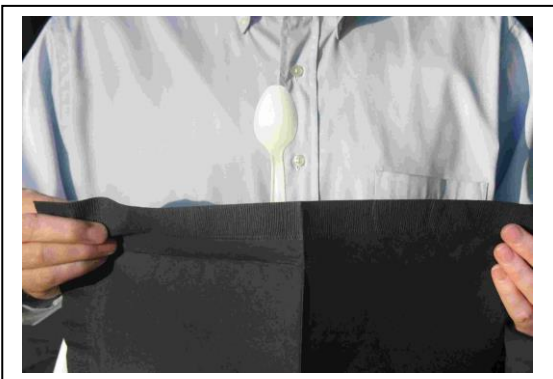
## Mechanics/Teaching Sequence:

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 1<sup>st</sup> & 2<sup>nd</sup> finger. This will free up the thumb & 1<sup>st</sup> finger to hold the fork & manipulate it. Be sure the students have this grip.
3. Right thumb & 1<sup>st</sup> 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, 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.



## Tearing a Paper into 3 Pieces

Effect: Start with a strip of paper with 2 tears running halfway down the paper (see below). Holding an upper corner in each hand, can you pull the paper apart into 3 pieces so you are left holding 1 piece in each hand, and the middle piece falls to the floor?

Props: A piece of paper or paper napkin.

Presentation: Present this challenge. It seems easy, right? But when someone tries it, just 1 of the pieces tears off! You then show that you can do it. How? Put the middle of the upper edge in your mouth! Then it's easy to tear the end 2 pieces off at the same time. Open your lips to let the middle piece drop to the floor!



# Bouncing Dinner Roll

Effect: You comment that the dinner rolls seem hard. You tap a roll against the table, and it makes a knocking noise, as though it's hard. You then throw it on the floor and it bounces back up!

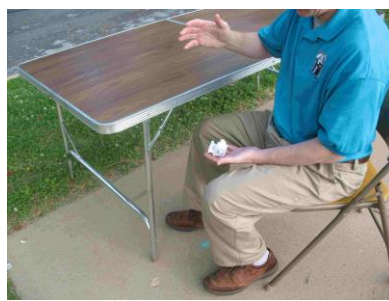
Props: 1 dinner roll.

Presentation: Pick up a dinner roll with your right hand. Remark that it seems a little hard. Left hand rests in your lap casually. Knock the roll on the table 2-3 times. As you do, the left fist knocks the table from beneath. They hear the (apparently hard) roll knocking, but it's actually your left fist beneath the table!

Then you apparently bounce the roll off the floor. Pull your chair back a little. Left hand rests palm up near your left knee, ready to catch the roll. Left hand is blocked from the audience by the table. Right hand throws the roll down toward the floor. Left hand catches it. Then right foot stomps the floor (supposedly the roll bouncing off the floor). Left hand wrist tosses roll up, as though it bounced off the floor. Right hand catches it. This all takes just a second or so. It should look and sound like the roll bounces off the floor. Practice to get the timing down.



Right hand tosses the roll toward the floor. Unknown to your audience across the table, your left hand is on your lap, waiting secretly to catch the roll and toss it back up.



Left hand catches the roll. Then you stomp your foot on the ground to simulate the sound of the roll bouncing on the floor. Then...



Your left hand tosses the roll up. With practice, it will seem like you bounced the roll on the floor and it bounced back up!



# Melodrama

Effect: Using a napkin, you act out a comical mini melodrama with 3 characters. This is not a trick, but rather just amusement.

Props: A napkin or bandana.

Preparation: Write “The End” if using a napkin.

Mechanics: Accordion pleat a napkin so “The End” gets folded in the middle (see diagram). You can hold it as a ribbon in your hair to represent the heroin. You can hold it as a bowtie at your neck to represent the hero. Or you can hold it as a mustache to represent the villain.



## Presentation:

(Accordion pleat a napkin.) This is a story with 3 characters. First, our heroin, Paula Purebread. Next is Dirty Dan, the Villain. Finally, we have David Dogood, our hero! Our story happens back in the early 1900's. Paula Purebread is about to be evicted from her house on a blizzardly winter night by that dastardly villain, Dirty Dan.

Paula: (In a high pitched voice) Oh...I can't pay the rent!  
Dirty Dan: (low pitched snarl): But you must pay the rent!  
Paula: But I can't pay the rent.  
Dirty Dan: But you must pay the rent.  
Paula: But I can't pay the rent.  
Dirty Dan: You must pay the rent!  
David Dogood: I'll pay the rent!  
Paula: My hero.  
Dirty Dan: Curses! Foiled Again.

The end. (As you say this, hold the pleated napkin horizontally at eye level with both hands. Drop the napkin so it unrolls, forming a curtain between you and the audience that says, visible to the audience, “The End”).

Note: Obviously, if you're doing this with a cloth napkin, do not write “The End” on the napkin!