

# April 2008 Monthly Theme: "Abracadabra"

Cub Scouts love to amaze and be amazed! Boys discover secrets of the magician's art this month as they demonstrate magical illusions and learn new tricks with cards, coins and other everyday objects. The Cub Scout Magic Book is a great resource for age-appropriate tricks and puzzles. Visit a magic shop or have a magician come to your den or pack meeting to teach the boys a few tricks of the trade. Prepare to watch in wonder at the pack meeting as your Cub Scouts entertain their audience with skits, stunts and sparklers that they have practiced at den meetings. The Cubmaster uses the magic of ceremonies to pull awards from his hat at the mystifying pack meeting magic show. This would be a good month to hold your pack space derby.

Webelos Activity Badges: First year, Sportsman; Second year, Family Member

## Core Values

### CHARACTER CONNECTIONS FROM PROGRAM HELPS

Remember - Know, Commit, Practice.

\*Courage - Cub Scouts show their bravery as they take the challenge to learn new things, such as magic tricks and stunts and skits, and share them with an audience.

\*Responsibility - As boys practice their presentations for the pack meetings, they learn to share the den's responsibility for a contribution that all will enjoy.

### QUOTES

"Magic is believing in yourself. If you can do that, you can make anything happen." - Johann Wolfgang van Goethe

"The real secret of magic lies in the performance." - David Copperfield.

"There is a lot of comedy in magic, and magic going wrong, and also it is a dramatic subject." - J. K. Rowling

"Using words to describe magic is like using a screwdriver to cut roast beef." - Tom Robbins

### THE MAGICIAN'S OATH

1. Never ever repeat a trick.
2. Never, never, never give it away.

When you've fooled a group of friends with a trick and they're trying to get the secret from you, just remember they're trying to turn you from a baffling Magician into somebody with a cheesy little trick. Don't tell them the secret. Just smile. Remember the magic words: "Let me show you something a little different..."

### MORE MAGIC

For more tricks, games, puzzles and stunts, read *Cub Scout Magic* by Francis J. Rigney, published by Boy Scouts of America.

## Theme Related Material

### **BROOM SWEEP RELAY**

Equipment: 1 broom, 1 balloon (inflated), and 1 plastic cone for each team

Divide your den or pack into equal teams. Line up each team behind a starting line. Place a plastic cone about 40 feet from the starting line for each team. Give the first person in each team a broom and an inflated balloon. On the start signal, the first person in each team puts the balloon on the floor and proceeds to sweep the balloon to the cone. He circles the cone and continues sweeping the balloon back to his teammates. He hands the broom to the next teammate and walks to the end of the line. The next player sweeps the balloon to the cone, circles it and sweeps back to his team. The balloon is to remain on the ground at all times. If the balloon pops, the player must restart from the starting line. The first team to have all players complete the clean sweep with the balloon is declared the winner. Have extra inflated balloons on hand in case one should break. This game can also be played outdoors - fill the balloons with water for some wild fun.

### **MAGIC NUMBER**

Think of a number. Double the number thought of. Add 10 and divide by 2. Then subtract the first number. The answer will always be 5.

### **MAGICIAN**

The players run freely about trying to avoid being tagged by "It" who is the "magician." When tagged, a player must stop instantly and may not move unless freed from the "spell" by being touched by a free player, after which he may rejoin the game and try to free other players. The aim of the magician is to render all the players inactive.

### **HUNT THE MAGIC KEY**

The object of this game is to conceal the Magic Key from the Magician. The clever part of this game is the teamwork!

All of the players except for one, who is the Magician, sit in a tight circle. The magician sits in the middle of the circle.

The Magician closes his eyes and counts to ten out loud while the other players pass the key around the circle, keeping it hidden in their hands.

When the Magician reaches ten he opens his eyes and, while the key continues to be passed, tries to figure out which player has it. However, the key needs to continue being passed. While one player is actually passing the key, the other players in the circle pretend to pass the key.

The Magician watches carefully until he is ready to guess who has the key. When the Magician calls the suspect's name the passing of the key stops and the suspect opens his hands for everyone to see. When the key is discovered, the Magician changes places with the holder of the key and a new game starts.

### **I SPY**

(I Spy is a version of Hide and Seek.)

As in the standard game "it" hides his eyes at base and counts while the other players find a hiding place. Then "it" goes to look for the hiders. Upon seeing a hider, "it" runs back to home base and yells out the hider's name and location "I spy (the person's name) behind the tree," for example. If "it" is correct, about both the name and the hiding place, the hider is captured.

To avoid being captured, a hider can run for home if he thinks he is spotted. If he get there before "it" can say "I spy..." he's home free.

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This game is especially fun at dusk.

### **CRAZY QUARTER**

Equipment: 2 quarters, 1 nickel (in Pow Wow testing a penny will work as well as a nickel)

Tell your audience that you have the ability to make falling quarters land the way you'd like them to. Stack the nickel in between the two quarters. Hold the stack between your fingertips, about 10 inches above your other hand.

Explain to your audience that when you release the bottom two coins (quarter and nickel), that they will change position in mid-air before falling into your other hand with the quarter falling last. You can say some magic words and count to three.

Keep hold of the top quarter and drop the other two coins. The two coins should fall into your palm with the nickel under the quarter.

Let the Cub Scouts try this and see if they have crazy quarters, too... Then they can go home and share this with their families.

### **MAGIC TOOTHPICK TRICK**

The magician shows a pan full of water with five toothpicks in the shape of a pentagon.

The magician takes his magic toothpick and dips it in the center of the pentagon. The five toothpicks fly apart, breaking the pentagon!

Someone from the audience says... oh, that's just what happens when you do that, it's not magic. The magician arranges the five toothpicks back into a pentagon and hands the person in the audience the magic toothpick. The person dips it in the center. Nothing happens. It really was magic!

Materials: tinfoil pan, water, 6 flat wooden toothpicks, liquid dishwashing soap

Preparation: Dip one of your toothpicks in liquid dishwashing soap. Set it aside for now.

Make sure your pan is clean. Rinse it well with water. Fill it quite full of water (but not so full that you're going to spill it).

### **ROPE TRICK**

Holding a piece of rope, the magician places the ends of the rope into his hands and closes his fingers around the ends. The magician shakes the rope slightly, says a magic word, blows on his hands and drops one end of the rope. Magic! The end has a knot in it!

Supplies: One long piece rope

Secret: The rope already has a knot in one end... Tie a knot in one end of the rope. Hide this end with the knot in your hand and bring the other end of the rope up next to it. Shake your hand as if you're trying to knot it. Drop the end with the knot and it looks like you have tied a knot in the rope using one hand.

### **MAGIC WATER**

Equipment: Empty 2 liter bottle, water, pushpin

With the pushpin, poke 3 holes about 3 inches from the bottom of the bottle - in a line about 1/8 inch apart. Over the sink (or outside), fill the bottle with water. You'll have three separate streams of water start to come out of your three holes.

Now the magic - Using your fingers, pinch the three streams of water together. When you let go with your fingers, the three streams of water will stay together. You've completed the magic and tied the water in a knot!

Why does that work? The atoms that make up a water molecule - hydrogen and oxygen - like to stick together. This is called surface tension or hydrogen bonding. That's why the streams of water stick together.

## Pack and Den Activities

### **Magic Wand**

#### **Materials:**

$\frac{1}{4}$ -inch wooden dowel 12 inches long

Sandpaper

Glossy black paint

Glossy white paint

Masking tape

Sand the ends of the dowel to round them. Then paint about 2 inches on each end white. When it's thoroughly dry, wrap some masking tape around the white where it meets the bare wood, and then paint the middle black. (If you don't have glossy paint, you can varnish the whole wand when you're finished. Also, several thin coats will look better than one thick one.) Peel off the tape when the paint is dry and the wand is ready for your magic show!

### **Cents of Strength**

**Effect:** Borrow a penny from a friend. Toss it into your left hand a few times and then, using only your concentration and some bad acting, you open your hand to find that you have bent the penny!

#### **The Secret**

What you need:

A bent penny. (You knew that, right?) Just take a penny, stick it in a vise and bend it with some pliers. You may want to wrap the penny in a cloth so as not to scratch it while you bend it. Bend it so that the coin is bent, but not folded in half. A set of keys or a lighter in your right pants pocket.

#### **The Preparation:**

Have the bent penny in your right hand inside your curled fourth and fifth fingers.

#### **The Method:**

Borrow a penny from a friend and pick it up with your right hand, holding it with the thumb, index and middle fingers. Since the last two fingers are already curled-up (with the bent penny inside), this should look natural.

Now, you need to toss it into the left hand a few times, each time closing the left hand around the coin and opening it up. Do this twice. Next, execute the Bobo Switch. This is a wonderful utility move that you should know. This will switch the bent coin for the borrowed one. (The description of the Bobo Switch begins with the first toss above.)

Right now, the bent coin is in your left hand, so you need to do some acting here. First, we need to get rid of the borrowed coin that is in your right hand. So, just say, "I'll wave my keys over my left hand."

What you do is this: your right hand, with its palmed coin, goes into your right pants pocket, drops the coin and comes out with the keys. Don't make a "move" out of it; just do it. Then, wave the keys over your left hand. Now, your right hand is "clean", with no borrowed penny in it!

Now to the acting... just squeeze your left hand and look as if you are concentrating on that hand. Sweat a bit, if you can. Then, slowly open up your left hand and show them the bent penny. Let them keep the penny and they'll be telling their grandchildren about you years later!

## Invisible Vision

A neat card trick that's easy to do!

**Effect:** Have someone pick a card, look at it and return it to the pack. You shuffle the deck and explain that you will use your special "Invisible Vision" to locate their card. Going through the pack, you pull out one card. It's their chosen card!

**What You Need:** You need to get a pack of cards where there is a design on the backs of the cards. The design should be asymmetrical, that is it should look different if you hold it upside-down. Cards with pictures on them are great for this trick.

You might also locate some of the recently printed Rider Back Bicycle decks. For some reason, the backs of the cards are printed off-center and this will work for the trick.

Set up the deck to that all of the cards are facing the same direction.

### To Perform:

Shuffle the deck. When you do this, you must shuffle them so that the cards are shuffled in the same direction. That is, when they are shuffled, the backs of the cards stay the way they were when you set up the deck. Any overhand shuffle will do. Have your friend freely select any card. Have him look at his card and remember it.

**Note:** how your friend is holding the card. If he hasn't turned the card end-for-end, you must turn your pack around so that when he returns his card, it will be the only "reversed" card in the pack. (If he has turned the card end-for-end, just keep your pack the way it is.)

Have him return his card and shuffle the pack as before so that the cards remain facing the same direction. At this point, you have a pack of cards with the backs all facing the same way — except for one card. Fan the cards with the backs towards you. If you are looking at the backs and they are all pictures, it will be way too obvious to your friend that his card is the only reversed on there, so be sure he doesn't see the backs. (Of course, if you are using those off-center Bicycle decks, you can let him see the backs and it will be all the more mystifying!)

Explain that you are using your "Invisible Vision" to locate his card, and when you see his card, pull it out and dramatically exclaim that this is his card. Return it to the pack and shuffle it so that you do mix up the way the cards are facing. Any riffle shuffle will do here. This way, you can let the pack be examined!

## Meeting Ideas

The boys can learn some simple magic tricks in their den meetings or at home and then individually or as a den they can perform their tricks at pack meeting for their families and fellow Cub Scouts.

There are many people who make magic their hobby and may be willing to come and perform their magic show at your pack meeting. There are also some very professional magicians who charge a fee to come and do their magic shows, some of them are very good and do not charge a great deal of money.

## Let's Do Magic - How?

**Getting Started**--Wear a costume, it makes the trick more entertaining and "magical". Be sure you know what equipment you need for each trick, how to make anything special, and that it is in the right place.

**Practice**--each trick until you know it well! Do it for your family or in front of the mirror.

Prepare funny and clever things to say while you are doing your magic. Besides being entertaining, this 'patter' will keep your audience off guard.

Never repeat a trick! Save your best trick for last.

Keep your act just long enough to be interesting - if the audience gets restless, STOP!

Do not explain your tricks. Keep them guessing.

If you make a mistake - turn it into a joke. "Oh, oh, my magic hat is taking a break or a nap"

## Use A Warmup To Start With

Submaster enters, carrying a decorated box, asks for 2 volunteers to donate neckerchiefs. CM tosses them into box, announces that it is a magic trick and if the right word is said; the neckerchiefs will come out 'tied'. CM scratches head, admits he has forgotten the magic words. Maybe the cubs can help him. With each magic word he takes an item out of box (car, comb, ball, etc). Then CM remembers word - Akela!

All boys shout out magic word- Akela, CM looks into box, states the neckerchiefs are tied. Begins putting magic box away, of course, Cubs will want to see in box. CM feigns sadness at not being trusted, opens box, and brings out a box of TIDE.

## Upside Down George

Act - Fold paper dollar, unfold and George turns upside down. How - Fold dollar bill so picture is right side up, fold in half, long way with picture inside. Fold in half again from right to left. Say magic words, unfold the bill from the back and from left to right. Lift up the last fold and George will be upside down.

## Appearing Penny

Act - Look through a paper cup, see nothing. Cover cup with hand, say magic words, move cup, penny appears from nowhere.

How - Prepare cup: cut off bottom, trace cup rim on red paper, cut out circle and glue on cup rim. When no one is watching, place penny on piece of red paper, put cup over penny with open end up. Circle of red on cup rim covers penny. Say magic word, lift cup and penny appears.

## Tips and hints to help you become a successful magician

1. Practice in front of a mirror so you can see the trick as your audience will. Practice lots!
2. Practice the "patter" as well as the trick. Figure out before hand what you want to say during the show. Good patter will help distract the audience just enough to keep them from guessing how you've pulled off your magical feats! Here's a start for you:  
**I have a magic trick for you.**  
**It should be lots of fun.**  
**Pay very close attention,**  
**And guess how it is done!**
3. Resist the temptation to tell how the trick worked... keep them guessing and they'll be even more impressed with your show.
4. Never do the same trick more than once for the same audience. It makes it too easy for the audience to guess how it was done.
5. Control the seating arrangements, some of the tricks require that the people be looking straight at you. Have the audience remain seated throughout the show.
6. Wherever you can, borrow the objects from the audience... coins, pencils, napkins, etc. Borrowing from the audience makes it seem like the magician hasn't had time to do anything sneaky to the item. This makes everything seem more magical!
7. Lovely Assistant: a lot of the card tricks (or any other mind reading type tricks) work well using a magical puppet or stuffed animal as your assistant.  
Try putting on an entire show where you aren't a magician at all... instead claim that you bought a puppet from an old gypsy woman and it turned out to be magic (you can make up a cool story to use as your patter). Have the puppet or stuffed animal "whisper" the answers into your ear. Having a puppet do all the work, may keep you from getting stage fright! I've included the puppet image on all the tricks that will work well this way.

## Activities

Go Visit a Magic Store

Make invisible ink (using lemon juice) to send messages back and forth

Make Magic Wands

Learn Magic Tricks and feats of illusion

## A Trick Courtesy of: Matt-Original Author: Unknown

**Effect:** A spectator picks a card out of a shuffled deck. You put it with three random cards, place the cards at the bottom of the deck, and shuffle. You take three cards from the bottom of the deck and ask the spectator if any of those are his. None are. These are laid on the table, one of the cards is flipped over, and the selection appears on the table.

### How It's Done:

Ask a person to shuffle the cards and then choose one card. Have them give you the deck. Take three cards from the bottom. Tell the spectator to put their card on top of those three, then to place the four cards at the bottom of the deck. Shuffle the deck, but be sure to keep the four bottom cards in the same spot. Shuffle the cards a couple of times. Now take the first bottom card and place it face down on the table. Take the new bottom card and put it at the top of the deck. Place the other two bottom cards face down on the table. The last card you put down is the spectator's card. Be sure you have that card at the top of the tabled pile. Set the rest of the deck aside. Pick up the tabled cards. Square them up, and hold them so the spectator can see the face of just the bottom card. Ask if this is their card. They will say no. Lower the cards so they are in dealing position and quickly deal the top card (actually their card) onto the table. If you do this naturally, without comment, they will think you dealt the card you just showed them.

Show them the top card from those in your hand, and ask if it is theirs. Again they will say no. Lay this card on the table. Finally, show them the last card in your hand and ask if it's the selection. When they say no, put this card onto the other two. Ask them what their card was. When they tell you, use the other two cards (like a spatula) to flip their card face up on the table. You have made their card appear!

## Rope Trick

**Effect:** Holding a piece of rope, the magician places the ends of the rope into his hands and closes his fingers around the ends. The magician shakes the rope slightly, says a magic word, blows on his hands and drops one end of the rope. Magic! The end has a knot in it!

**Supplies:** One long piece rope

**Secret:** The rope already has a knot in one end... Tie a knot in one end of the rope. Hide this end with the knot in your hand and bring the other end of the rope up next to it. Shake your hand as if you're trying to knot it. Drop the end with the knot and it looks like you have tied a knot in the rope using one hand.

## PROJECTS

### SWISH AND FLICK - MAKE A MAGIC WAND

Materials: 1 foot long 1/2" dowels, black paint, white paint

Have Cub Scouts paint the dowels black. Allow them to dry. Next paint both ends of the dowel white. Ta-Dah! A Cub Scout Magic Wand! You can also add glitter and stickers.

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## MAGIC WAND PENCIL

Materials: Pencil with eraser, shimmery garland, metallic chenille stems, low temperature glue gun and glue

Remove the eraser from the end of the pencil - just the eraser, not the metal piece that holds the eraser to the pencil. Cut two pieces of the shimmery garland each 8 inches long and cut two pieces of the chenille stems 8 inches long (they do not have to be the same length).

Take all four pieces and fold them in half together. The folded ends will be pushed into the end of the pencil where the eraser was. Use lots of glue to hold the chenille and garland in place.

You can also take another piece of chenille stem around the metal of the eraser holder. Be creative and add other stickers, etc to the pencil for your own personal pencil wand.

## FLOATING EGGS

Measure 1/4 teaspoon salt into a dish and set it aside. Tell the audience that it's "inner tube powder" which will make an egg float. Half fill a glass with water. Place an egg in it. The egg will sink. Remove the egg and stir in the "inner tube powder" into the water. Place the egg in it again and the egg will float.

## MAGIC CRYSTALS

Materials:

1/4 cup salt

1/4 cup water

1/4 cup liquid bluing

1 tablespoon ammonia

Charcoal briquets

Disposable pie tin

Food coloring

1. Mix the salt, liquid bluing, water and ammonia together
2. Pour over briquettes which have been placed in pie in.
3. Add a few drops of food coloring over the briquettes.
4. Leave dish alone for a few hours.
5. Now watch your crystals grow.

Note: The crystals crumble easily, so don't move the dish unless you have to.

The crystals are formed by salt molecules joining together as the liquid evaporates into the air. The ammonia helps to speed the rate of evaporation.

You can also grow crystals of rock candy by dissolving sugar in boiling water. Pour the hot water into a glass and dangle a piece of string into the liquid. As the liquid cools, sugar crystals appear on the string.

Safety note: If you are making the sugar crystals, be sure to get an adult to help, as boiling water can be dangerous.

## MAGIC LOOP

Materials: large sheet of paper or newspaper (about 2 feet long), scissors, taping

From the large paper, cut a 2" wide strip that's about 2 feet long. Bring the ends of the strip together to form a loop. Before the ends are taped together, turn over one end. Then tape the two ends together.

This magic loop is called a mobius strip.

After you make your mobius strip, take a pencil and draw a line along the length. Did you have to pick up your pencil to draw the line?

Take a pair of scissors and cut the mobius strip along the line you have drawn. What happened?

What do you think will happen if you cut it down the middle again? Try it.



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(When you draw the line along the strip, you'll find you never lifted the pencil off the paper and yet the one surface has a complete line through it. The inside becomes the outside and the outside becomes the inside. Continue by cutting along the pencil line. Instead of 2 separate strips of paper, you have one long mobius strip.)

### MAGIC GLASS

Materials: Glass, water, cardboard

Fill a glass halfway with water. Take a piece of cardboard cut wider than the glass and set it on top of the glass. Holding the cardboard in place, turn the glass upside down, so the water is resting on the cardboard. You might think that if you take away your hand, the water would push the cardboard out and the water would spill, but go ahead and take your hand away from the cardboard.

Turning the glass over creates suction, which holds the cardboard in place. If you move the cardboard slightly, the seal will probably break--something to keep in mind if you're performing the trick in the living room.

## GAMES

### Hare Hop Game

**Active:** outdoors/indoors.

**Equipment:** Per team: 1 pair of rabbit ears (made from cardboard, cotton and wire attached to a hat); 1 small balloon and 1 large balloon for each member; lots of string; 1 chair for each team.

**Formation:** Relay.

Divide the group into teams of six. Line up each team in straight lines at one end of the playing area. Place the chairs, one for each team, at the opposite end of the playing area.

On 'Go', the first player of each team dons the rabbit ears, while his teammates blow up one small and one large balloon. One long piece of string is tied to the small balloon. The first player then ties the string around his waist, with the balloon hanging from behind, to represent his tail. He hugs the large balloon to his tummy, to represent the fluffy underside of a bunny. Then, with his ears and his two balloons, he hops down to the chair, hugs the large balloon until it breaks, and sits on his 'tail' until the small balloon breaks.

When both balloons have burst, he hops back to the team where he gives the ears to the second player. The fun is helping each rabbit get 'dressed' and in cheering each bunny on. The relay ends when all bunnies have lost their tummies and tails.

### The Mystifying

**Equipment:** Pencil and paper for each Cub

**Formation:** Circle

Give all the Cubs a slip of paper - each the same size and shape as the others. Then ask everyone to write a short sentence of four or five words. The words should be written plainly and should not be shown to any other person. Then instruct them to fold their papers and bring them to someone previously selected to act as the 'guardian'. No one, not even the guardian, should attempt to read the papers, still folded. As you gravely close your eyes, place the folded paper against your forehead and remain a moment in deep thought. Then call out any sentence that has occurred to you and as who wrote it. One of the Cubs, who is an accomplice, and who did not write a sentence, admits authorship of the sentence. Then unfold the paper, apparently to verify his announcement (and read the sentence to yourself). Then place the paper in your left hand and ask the guardian for another. Repeat the same preliminaries and then call out the words written on the previous paper, which you have had the opportunity to read. This will be a bona fide answer and one of the Cubs will have to admit to writing the sentence. Keep the performance up in this manner until all the player's slips of paper have been read.

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In order for the trick to be successful, the accomplice must be careful to conceal from the audience the fact that he has no include a sentence in the collection given to the guardian.

## The Pack Meeting

### Gathering Activities

#### **How Many Words Can You Find**

How many words can you find in the word "Abracadabra"? Hand out half-sheets of paper with the word "Abracadabra" written at the top. See how many words people can list using just the letters in the word. After the opening, ceremony, check on who has the most words listed and award appropriately—maybe with a special "Word

#### **Magician" pin?**

Build the highest possible tower using all the cards.

Materials: a full pack of playing cards.

#### **Brain Teaser**

There are no tricks - this is a straight forward problem. This is supposed to be one of the questions which potential Microsoft employees are asked.

U2 have a concert that starts in 17 minutes and they must all cross a bridge to get there. All four men begin on the same side of the bridge. You must help them across to the other side. It is night. There is one flashlight.

A maximum of two people can cross at one time. Any party that crosses the bridge, either 1 or 2 people, must have the flashlight with them. The flashlight must be carried back and forth, it cannot be thrown, etc. Each band member walks at a different speed. A pair must walk together at the rate of the slower man's pace:

- \* Bono: - 1 minute to cross
- \* Edge: - 2 minutes to cross
- \* Adam: - 5 minutes to cross
- \* Larry: - 10 minutes to cross

For example: if Bono and Larry walk across first, 10 minutes have elapsed by the time they get to the other side of the bridge. If Larry then returns with the flashlight, a total of 20 minutes have passed and you have failed the mission.

There is no trick to this. It is a simple movement of resources in the appropriate order. There are two known answers to this problem. Microsoft expects you to answer this question in under 5 minutes!

#### **BRAIN TEASER**

Hints

OK - a few clues.

You have to believe it's possible

Then eliminate the impossibilities

There are only four variables

And three constraints

The logistics are simple :

2 people cross

1 goes back

2 people cross

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- 1 goes back
- 2 people cross

But there are no tricks of people being carried on someone else's back, etc. And OK, which people cross at which time still has to be worked out. There's only 17 minutes. And Larry takes 10 minutes, Adam 5. You can't allow them to cross separately, since that would be 15 mins, and you'll never solve the puzzle. So they cross together. Which takes 10 minutes. You can't allow either of them to make the return trip with the flashlight either, can you? Since they would still have to get back across again. That would take too long.

- OK - Here is the answer
- Bono and Edge cross the bridge - 2 minutes
- Bono returns with the light - 1 minute
- Larry and Adam cross - 10 minutes
- Edge returns with the light - 2 minutes
- Bono and Edge cross the bridge - 2 minutes.
- Total 17 minutes

## Quiz

1. What is 5 divided by  $1/2$  plus 3?
2. I have two coins making 55 cents but one is not a nickel. How can that be?
3. Why are 1977 dollars worth more than 1976 dollars?
4. What word in the English language does nearly everyone pronounce incorrectly?
5. In the United States is it legal for a man to marry his widow's sister?
6. How much dirt is there in a hole that measures two feet by three feet by four feet?
7. Some months have 30 days, some months have 31 days; how many have 28?
8. Which is correct - eight and eight IS fifteen or eight and eight ARE fifteen?
9. A 10 foot rope ladder hangs over the side of a boat with the bottom rung at the surface of the water. There is one foot between rungs and the tide goes up at the rate of 6 inches per hour. How long until three rungs are covered?
10. Mr. and Mrs. Smith have six daughters and each daughter has one brother. How many people in the family?

## Easy Quiz Answers

1. Well, it's supposed to be fun, not work!
2. 13.  $5 \div .5 = 10 + 3 = 13$
3. Only one is not a nickel, because it is a 50 cent piece. The other is a nickel.
4. Because \$1977.00 is more than \$1976.00.
5. The word 'incorrectly'.
6. No. If he has a widow, then the man is dead and cannot marry anyone.
7. There is no dirt in a hole.
8. All the months.
9. Neither. Eight and eight equals SIXTEEN.
10. The rungs will never be covered because the boat rises with the tide
11. 9 family members total. 6 daughters, 1 brother, Mr. Smith and Mrs.
12. Smith

## Opening Ceremonies

### **MAGIC CARDS OPENING CEREMONY**

Cast: 5 Cub Scouts

Equipment: 5 cards, each with one letter of the word *MAGIC* written on it, and the corresponding sentence written on the back.

Cub Scout #1: *M* Magnificent Cub Scouts

Cub Scout #2: *A* Amaze friends and family with

Cub Scout #3: *G* Great and mystical

Cub Scout #4: *I* Illusions! You will be...

Cub Scout #5: *C* Captivated! Please stand and join us in the Pledge of Allegiance

Or, with the same 5 cards:

Cub Scout #1: *M* *M* is for the many hours we have practiced.

Cub Scout #2: *A* *A* is for our audience - that's you!

Cub Scout #3: *G* *G* is for the great time we hope you'll have tonight.

Cub Scout #4: *I* *I* is for the interesting tricks you will see.

Cub Scout #5: *C* *C* is for the Cub Scout program where you get to try new things

Cubmaster: And that spells *MAGIC*. Magic is the theme for tonight's pack meeting.

So sit back, relax and prepare to be amazed!

### **MAGIC OF AMERICA OPENING**

The assigned den carries in the U.S. flag and posts it. Boys take turns reading the following parts:

It's great to be an American, this fact is greatly known,

And the beauty of this land has a magic of its own.

The magic of America does not come from a spell-

It comes from you and me who love her very well.

The wave of a magic wand did not buy us liberty:

Great men and women died so we might all live free.

So let us now pledge to always do our part,

For the magic of America lies deep within our hearts.

Please join us in the Pledge of Allegiance.

### **I Promise**

Personnel: 7 Cub Scouts

Equipment: A balloon for each with part of the promise on a note inside each one.

Cub #1: (Pop balloon and read) "I, (name) promise"

Cub #2: (Pop balloon and read) "To do my best:

Cub #3: (Pop balloon and read) "To do my duty to God"

Cub #4: (Pop balloon and read) "And my country"

Cub #5: (Pop balloon and read) "To help other people and"

Cub #6: (Pop balloon and read) "To obey the law of the pack:

Cub #7: (Pop balloon and read) "the Cub Scout promise reminds us to be the best that we can be, to be proud to be an American.

### **Cub Magic**

Personnel: 8 Cub Scouts

Equipment: Eight Cards spelling *C-U-B-M-A-G-IC*.

## April 2008: "Abracadabra"

Setting: Cubs stand in line holding cards to turn over before reading their part.

**Cub #1:** C - is for comradeship, we learn to get along.

**Cub #2:** U - is for unity, together we are strong.

**Cub #3:** B - is for boys, wild and wooly but always polite.

**Cub #4:** M - is for merits, which we always have in sight.

**Cub #5:** A - is for adventure, what we're always looking for.

**Cub #6:** G - is for growth, to open every door.

**Cub #7:** I - is for integrity, for all the world to see.

**Cub #8:** C - is for Cub Scout, which we are all glad to be.

## Opening Ceremonies

Cubmaster lights electric bulb-candle representing spirit. Talks about Cub Scout spirit. Audience stands, repeats Cub Scout Promise and Law of the pack. Leaves light burning during meeting).

**1st Cub:** Tonight we are going to fix for you  
A treat that is really grand.

We'll make for you a recipe,  
The greatest in the land.

**2nd Cub:** In first we'll put a heaping cup  
of red for courage true.

He pours in a container of red paper

**3rd Cub:** And then we'll add for loyalty  
A dash of pure blue

He pours in a container of blue paper

**4th Cub:** For purity, we'll now sift in  
a layer of snowy white.

He sifts in white paper

**5th Cub:** We'll sprinkle in a pinch of stars  
To make it come out fight.

Sprinkle silver glitter

**6th Cub:** We'll stir and stir,  
And then you'll see

That what we've made...

Is OLD GLORY!

He pulls flag from kettle suddenly

**7th Cub:** Our flag is the most beautiful in the world.

Let's always be loyal to it.

**All:** Will everyone please stand and recite the Pledge of Allegiance.

A Cub Scout or Webelos Den Carries in the flag and posts it. Each boy takes a turn reading the following:

1. It's great to be a American, this is greatly known and the beauty of this land has a magic all its own.
2. The magic of America does not come from a magic spell. It comes from you and me who love it so well.
3. The wave of a magic wand did not buy us liberty. Great men and women died, so we might all live free.

## April 2008: "Abracadabra"

4. So let us all now pledge to always do our part, for the magic of America lies deep within our heart. (Ask the audience to stand and recite the Pledge of Allegiance.)

### The Birth of a Flag

**Narrator:** Have you ever stopped to think how a flag is made? Today, we will show you how our flag was made.

First we add the red for courage. (A boy raises a red strip and places it into a glass container,) The courage of those gallant men who have given their lives defending the freedom of our great country. Red is for the courage of those Scouts who have accepted the challenge of advancement and development of mind, body, and character.

Next we add some white (the next boy raises a white strip and places it into the glass container) for purity. The purity of the birth of a new nation that struggled for life carved from virgin wilderness. The white is also for the purity of a new Cub Scout just beginning the great adventure of Scouting.

Then let us add some blue (the next boy raises a blue strip and places it into the container) taken from the sky above and the water that surrounds our continent. The blue represents the life-supporting elements that sustain our very existence. The blue sky and the blue water that beckon Scouts of all nations to enjoy God's great natural beauty.

Next we add just a dash of stars (the next boy drops stars into the glass container) to represent the fifty states that make up this grand land we call the United States of America. Stars that shine in the eyes of a lad as he succeeds in the accomplishment and goals achieved in the Scouting program.

Finally we add this needle and thread (the next boy (drops a needle and thread into the container) with which to finish our flag. The steel of the needle signifies the strength of our nation, and the thread represents the fiber of the brotherhood that binds us together in a united effort to continually defend the freedom our flag represents. Our flag! Old Glory! My red, white, and blue! Stars and stripes forever! The flag of the United States of America! May it always fly with honor and respect.

### Opening Magic

- M** - M is for Mess, which happens by Magic I guess
- A** - is for Anxiety, The Den Leader's heard of our notariety
- G** - is for Gem, that's really what is our den
- I** - is for Illusion, a good meeting's conclusion
- C** - is for Cub Scouts, do our best, no Doubts

### Magic American Flag Opening Ceremony

Conceal an American flag inside a "magic" box.

**Narrator.-** Today, we're going to start our pack meeting with a bit of magic! We'll add some special things to this magic box and see what we get when we say the magic word "Abracadabra!" (Audience practices the word.)

OK. Now, everyone on the count of three, say "'Abracadabra" 1, 2, 3 ... **Abracadabra!** (Reaches In and pulls out the American flag,) Wow! What a great piece of magic! Let's say the Pledge of Allegiance to our flag. (Two Cub Scouts hold the flag.)

### Magic Opening

- Hogwarts is where you learn about magic
- Scouts is where we learn to do our best
- While we play with tricks and make believe potions
- Our lives are instilled with unbelievable good notions

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We don't need a wand or a spell...  
to remember our duty to God and Country, to tell  
So please, levitate yourself upright  
And join us at this magical sight  
{Color Guard enters with Colors}  
Please join us in the Pledge of Allegiance.

## Stories and Audience Participations

### The Reluctant Rabbit

**Joe:** Abracadabra

**Rabbit:** Flop hands like ears and wiggle nose

**Hat:** Tip imaginary hat

**Dog:** Woof

**Joe** was very busy. It was only a few days until the Pack Meeting and he was still trying to perfect his disappearing **Rabbit** trick. All the other Cub Scouts already had their tricks ready. But **Joe** was having a little trouble. He had his black top **Hat** and a very nice little **Rabbit** and **Joe** even knew exactly how to do the **Rabbit** in the **Hat** trick, but the **Rabbit** would not cooperate.

Just then, **Joe's Dog** came bounding into the room. "Woof," said the **Dog**. He was a very large **Dog** and the minute the **Rabbit** saw him, he bolted under the bed, toppling the **Hat** and just about knocking **JOE** off the bed. "**Dog**," shouted **Joe**, "Get down! You keep scaring my **Rabbit**. And I already have enough trouble with him." The **Dog** hung his head in shame. He was really a very good **Dog** and did not mean to scare the **Rabbit**. **Joe** reached under the bed and pulled out the **Rabbit**. **Joe** petted the **Rabbit** and soon he was calm. "Now, let's practice," **Joe** said. He took the **Hat** and after waving the magic wand a few times he put the **Rabbit** into the **Hat**. But the **Rabbit** would not stay in the **Hat**. **Joe's Dog** sat quietly and watched. Nothing **Joe** did seemed to help.

**Joe** was getting very frustrated. He put the **Hat** on his own head and sat down on the bed. The **Hat** fell down around **Joe's** eyes so he could not see. "Boy it's dark in here," he said. That was when it hit him. The **Rabbit** had claustrophobia and was afraid of the dark! Every time **Joe** put him in the **Hat**, the **Rabbit** got very nervous and tried to escape. **Joe** patted his **Dog** on the head and thought and thought. He didn't have time to train another **Rabbit**. What could he do?

Then **Joe** had a bright idea. He opened the top drawer of his bureau and began searching through all his stuff. His **Dog** came over to help. Soon **Joe** found what he was looking for—his penlight. He put it in the bottom of the **Hat** and turned on the light.

Then he took the **Rabbit** waved the magic wand and stuffed the **Rabbit** into the **Hat**. This time, with the light to keep him calm, the **Rabbit** stayed.

"Hurray!" shouted **Joe**. "Now I can do my trick!" And sure enough, the **Rabbit** had disappeared; the **Hat** was empty! Even the **Dog** was surprised.

### Jared And His Magic Show

Every time you hear the word **Magic** everyone is to say Abracadabra and Alacazam!

Jared was a Cub Scout. He liked **Magic** shows. He decided that he would put on his own **Magic** show.

He practiced and practiced all his **Magic** tricks. Finally the big day came. He was going to put on his **Magic** show for his family and friends

His brother liked **Magic** tricks too! He thought it would be fun to pull a trick on Jared. He talk to his sister Shari who was going to help Jared with his **MAGIC** tricks, and asked her to help him with plan.

The time came and Jared started his show. He showed some **Magic** tricks with cards. Then he showed a trick using a handkerchief and some flowers.

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The next **Magic** trick he did was to pull a rabbit out of a hat. Then Jared showed the **Magic** number trick. Now it was time for his last **Magic** trick. He was going to make Shari disappear.

Jared had Shari get in a **Magic** box. Jared shut the door and said the **Magic** words. He opened the door He closed the door and told everyone he would make her come back. Again, Jared said the **Magic** words and opened the door and guess what? She was still gone. Jared was very surprised.

His Brother was laughing. Jared's brother came out to help him. They both said the **Magic** words and there she was with a big smile on her face.

Jared's brother said, "The **Magic** trick was on you. You thought she was really gone and she wasn't."

## Advancement Ceremonies

### The Magic Colors

**Props:** A clear container with a little dry ice in it, and top hat. A glass of blue water and a glass of yellow water.

**Cubmaster:** Tonight I would like to show you the colors of the Cub Scouts. First there is blue, which stands for loyalty, truth, and Honesty. Then there is gold which stands for cheerfulness, Happiness, and Fun. If we combine these two colors (pour the colors at the same time into the clear container and see what happens) we get green which stands for the earth and for the Boy Scout Program.

Tonight we have some boys who will receive awards. There is really nothing magical about their advancement. It requires a Cub to team up with his parents to achieve. (pulls awards from magician's hat.)

### Magic Awards

Master of Ceremonies Toy Hunt

**Equipment:** Master of Ceremonies Top Hat, Wolf Award Cards secretly hidden in hat, Magic Wand, Bear Award Cards rolled inside, Several covered hankies-Webelos cards attached to each one

**Note:** This ceremony may take some practice on the part of the master of ceremonies. He may want to develop some kind of style to act like a magician. (Prepare the top hat by laying the awards inside the hat so they can easily be removed.) Roll the awards in the magic wand (paper towel roll) so they can be removed by a shake of the wand. Tie the colored hankies to each end of the diagonal. Fold them and place them inside a pocket so they will come out one by one.

**Master Of Ceremonies:** Ladies & Gentlemen, Tonight the magic has already been performed, but I'll see if I can do one more magic act. The Cub Scouts of Pack \_\_\_\_ have been working magic on the awards they have earned this past month. They have produced their various awards as if by magic, but in reality have been working very hard to get these awards. If our magic spirit is here tonight, we will produce those awards to present to our Cubs. Wave hand over hat, then put wand on table.

Wait a few seconds and look surprised. Reach in hat and pull out an award card. Read the name and ask the Cub and his parents to come up. After all of the Wolf awards been given out, go to the table and pick up wand. Study it and with a surprise, shake out the Bear awards. Pick them up and call out the names of the Cubs have them bring their parents forward. After they have all been awarded, put your hand in your pocket and bring out a hankie. Wipe your brow, but to your surprise there is something attached to it. Read the award and give it out. Repeat, until all of the awards have been given out.



## Advancement Ideas

To present the awards to the boys the Cubmaster should dress as a magician, with a black cape and a black top hat. Ahead of time, a table should be prepared with a 5 or 6 inch hole cut in the top of it. The table should have a tablecloth or something draped over it so someone

can sit underneath it without being seen. The top hat should also have a hole in the top of it.

The Cubmaster calls up the first boy to receive an award and lays his hat (top side down) on the table over the hole. He asks the boy what achievement he has been working on and then proceeds to pull the award out of the hat. The person under the table hands him a stuffed rabbit, then an old boot, and any number of items except the boy's award, until the Cubmaster remembers to say the magic words "Do Your Best." Then the Cubmaster pulls out the award and presents it to the boy. This can be done with each boy receiving an award, just change the magic words each time, such as "We'll Be Loyal Scouts," "The Cub Scout Follows Akela," etc. Practice this a few times and it will go smoother at the pack meeting.

## Merlin

**Personnel:** Merlin, Cubmaster

**Equipment:** Merlin (wizard) costume, table (small) mixing bowl, cereal bowl, dry ice, stirring rod (Merlin staff), quart of water, towel, caps, baby powder, Cub Scout magic stuff.

**Cubmaster:** Down through the ages many smiles have been written about the great scholars and during the middle ages the scholars were the magicians. Probably the most famous of these magicians was named Merlin. If we can be absolutely silent and all close our eyes, maybe we will be able to conjure up the Old Master himself.

(Turn lights out. Fire caps. Throw a handful of baby powder into the air for "smoke" effect. Lights on and Merlin is there amongst the "smoke" -- coughing.)

**Merlin:** (Crackle cough) This smoke and fine business is definitely not the way to travel! Magic? You want magic? You called the right guy. No one in history has ever been able to match the power of my spells. Let me show you some of my magic.

(Goes through several Cub Scout magic tracks See Cub Scout Magic Book - or does several silly magic tricks-)

**Merlin:** And now for the most important trick of all! (Merlin pours water into mixing bowl with dry ice already inside. Awards are inside small bowl now floating in large bowl. Merlin stirs with staff: CO2 cloud should spill over and cover bowl Cubmaster calls names of boys receiving advancement and one by one each boy stirs the brew. After each stir, Merlin reaches into the bowl and pulls out the boy's award. He reads the award and congratulates the Scout: When all boys have received their awards, they're applauded and return to their seats.)

**Merlin:** Tonight you've seen two kinds of magic. The first being the kind of magic of illusion and spells. The second being the kind of magic you feel inside from a job well done and recognition of hard work. And in all my days in King Arthur's court that kind of magic has proven to be the kind of magic that endures. So for now, close your eyes, think of the knights of old and (Lights go out, caps pop, Merlin exits. Cubmaster throws handful of powder Lights go back on.)

Merlin: (crackling from off stage) I'll be on my way!

## The Magic of Cub Scouting

**Personnel:** Cubmaster in top hat; Tiger Cub and Wolf, Bear, and Webelos Scouts

**Equipment:** Magic box or curtain, magic wand, top hat

**CUBMASTER:** If it worked like magic, Cub Scout advancement would happen this way: A Tiger Cub would go into the magic box (*Tiger Cub enters the box*), I would wave my magic wand, and Abracadabra! -out comes a Wolf Cub Scout! (*Wolf Cub Scout emerges from the box.*)

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Then, in would go the Wolf Cub Scout (*enters the box*) and, Abracadabra! -out comes a Bear Cub Scout! (*Bear Cub Scout emerges.*)

What would happen if we put the Bear Cub Scout back in? (*Bear Cub Scout enters the box.*) Now, let's all say it together, Abracadabra! -and out comes a Webelos Scout. (*Webelos Scout emerges.*)

But is that the way Cub Scout advancement works? (*Cub Scouts say "NO!"*) It isn't so easy! Each Cub Scout works hard to achieve his rank, and the following boys have done so tonight. Will the following boys and their parents come forward to receive the Bobcat badge? (*Continue through the ranks.*)

### THE MAGIC OF CUB SCOUTING - ADVANCEMENT/RECOGNITION

(Assistant Cubmaster approaches Cubmaster, waving two tickets)

Assistant Cubmaster: Hey, look what I just got!

Cubmaster: Wow, you sure are excited. Did you just win Texans season tickets?

Assistant Cubmaster: No. It's even better than that, I was just given these two tickets to a magic show - and it's tonight! Take a look. (Hands tickets to Cubmaster)

Cubmaster: These sure are for tonight. In fact the location of the show is right here and the time is right now!

Assistant Cubmaster: I'm really confused. I don't see a magic show here, just you and all these kids with their parents. I suppose that you're the magician and that you are going to pull a rabbit out of your hat.

Cubmaster: Let me clear it up for you. There is no magician here and the magic is not any 'up-my-sleeve' tricks. The magic in this room is the magic of Cub Scouting. You see, these people are Cub Scout families, and they are here to have fun and recognize the Cub Scouts in our pack for their accomplishments since our last meeting.

Assistant Cubmaster: I'm listening. What's so magical about Cub Scouting?

Cubmaster: Well, first of all, Cub Scouting helps the Cub Scouts in three areas: character development, citizenship and physical and mental fitness. And the really magical part about all of this is that the Cub Scouts have fun while this is happening.

Assistant Cubmaster: Gee, I don't see how having my character developed can be much fun, what do you mean?

Cubmaster: Why don't I call up the boys who have earned special recognition tonight and tell you about what they have done. Would the following boys and their parent please come forward? (call names)

Cubmaster: \_\_\_\_\_, \_\_\_\_\_, and \_\_\_\_\_ you have completed the requirements to complete the Bobcat, Tiger, Wolf, Bear, or Webelos badge. Did you do your best? Did you have fun?

Assistant Cubmaster: I see what you mean. These guys really seem happy right now.

Cubmaster: You bet they are. We are all proud of their accomplishments too.

Assistant Cubmaster: I'll just reach inside this hat and pull out the badges that you have earned. I will give it to your parent and ask them to proudly present it to you. (Read names, pull awards from top hat, present awards)

Cubmaster: The magic of Cub Scouting is all around us tonight. Congratulations to all of you on your accomplishments!

### MAGIC ADVANCEMENT/RECOGNITION

There's no magic in what we are about to do next. It's time for recognizing the Cub Scouts whose hard work and skills have earned them the right to advance along the Scouting Trail. No hidden cards, no disappearing balls or coins, no magically appearing scarves are involved in advancement. It's strictly a matter of knowing what you have to do and doing it - with the help of adult leaders, den chiefs, and families, it's true. But the bottom line is that a boy has to do the work by himself.

Well, perhaps there is a bit of magic in that after all - because by fulfilling the Bobcat, Tiger, Wolf and Bear tracks and marching along the Arrow trail, a boy transforms himself before our very eyes. And during his Santa Clara County Council

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years in the Webelos program, a Cub Scout enters a period of accelerated growth and development - often earning an activity pin a month (or more) as his hunger for knowledge blossoms.

So maybe Magic is what we're recognizing tonight - the best kind of magic. Recognizing young men who have discovered the magic of transforming themselves one step at a time toward their ideals of knowledge, strength, and good citizenship.

## Songs

### **Cub Scout Magic**

(Tune: Aloutte)

Cub Scout Magic,

I like Cub Scout Magic!

Cub Scout Magic

It's a lot of fun!

Chorus:

Do you like to be amazed?

Yes, I like to be amazed!

Do you like my magic wand?

Yes I like your magic wand?

Do you like our rabbit tricks?

Yes, I like our rabbit tricks!

(Make up other appropriate lines for the chorus)

### **Bring Back My Bunny to Me**

My hat is right there on the table,

My want here, as all you can see.

With magic I'm quick and I'm able,

But where could my white rabbit be?

Bring back, bring back,

Bring back my bunny to me, to me,

Bring back, bring back,

Bring back my bunny to me, to me!

### **Take Me Out to the Magic Show**

Take me out to the magic show

Let me learn all the tricks.

Buy me some doves and some magic rings,

Cards, saws, boxes, and other neat things.

Then I'll practice tricks 'til I'm real good.

All my friends I'll amaze

When I make my sister disappear.

Cub Scout Magic Days!

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## IF YOU LIKE TO SEE CUB MAGIC

(Tune: "If You're Happy And You Know It")

If you like to see Cub magic, twitch your nose.  
Let's see some tricks together, here we go.  
Pull a rabbit from a hat,  
Make your leader disappear,  
If you like to see Cub magic, give a cheer.  
(Hoo-ray)

## CUB SCOUT MAGIC

(Tune: Are You Sleeping?)

Cub Scout magic  
Cub Scout magic  
Tricks are fun  
Tricks are fun  
I can fool my brother,  
Maybe even mother,  
Everyone, everyone.

## WHERE HAS MY MAGIC HAT GONE?

(Tune: "Where Has My Little Dog Gone?")

Oh where, oh where has my magic hat gone?  
Oh where, oh where can it be?  
With its tall black top and its wide stiff brim,  
Oh where, oh where can it be?

## BIBBIDI BOBBIDI BOO

Salagadoola mechicka boola  
Bibbidi-Bobbidi-Boo  
Put 'em together and what have you got  
Bibbidi-Bobbidi-Boo

Salagadoola mechicka boola  
Bibbidi-Bobbidi-Boo  
It'll do magic believe it or not  
Bibbidi-Bobbidi-Boo

Salagadoola means mechicka booleeroo  
But the thingamabob that does the job  
is Bibbidi-Bobbidi-Boo

Salagadoola menchicka boola  
Bibbidi-Bobbidi-Boo

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Put 'em together and what have you got  
Bibbidi-Bobbidi, Bibbidi-Bobbidi, Bibbidi-Bobbidi-Boo!

## Skits

### X-Ray Eyes

Say, "And now for the greatest trick of all. I'll show you that I have X-ray eyes. I can see what's on a paper even if the paper is covered.

Who wants to write something?" Have the volunteer write something on the paper and fold it in half. Tell him to put it on the floor and stand on it. Tell the audience you can see what's on the paper if you concentrate. Concentrate by putting hand to brow and making a few faces. Then suddenly you know! Say, "I can see what is on the paper! It's his big feet!"

### Magic Kite

**Personnel:** 6 Cub Scouts

**Equipment:** Ball of string with a kite tail

**1st Cub:** What's that?

**2nd Cub:** Don't you know what a kite looks like?

**1st Cub:** Sure I do, but if that's a kite then it sure won't fly.

**2nd Cub:** It'll fly, it's magic!

**3rd Cub:** Kites can't be magic!

**2nd Cub:** This one is. All I have to do is say, "Dad, look at the kite I've made."

**4th Cub:** Then what?

**2nd Cub:** He shows me how to make one.

**5th Cub:** That kite still won't be magic!

**2nd Cub:** Un huh! Then he shows me how to fly it.

**6th Cub:** Wow! It's magic if it can do all that. Come on, let's make one.

**All: (exiting)** Yeah, Wow! It's Magic! Let's go make one.

### A Balloon That Won't Burst

Blow up several balloons and have someone hand out all but one to people in the audience. With each balloon, hand out a pin. Take the remaining balloon and explain that some magic can make it indestructible. The magician passes his hand over the balloon as he says some magic words. Tell one person in the audience to burst his balloon with the pin. The balloon pops. The magic takes the pin from the person and sticks it into his balloon and nothing happens. The magician repeats this with several of the balloons that were handed out and his balloon still doesn't pop. The audience will be convinced of the magic powers of the magician.

**The Secret:** While the magic trick is being set up (in the confusion of handing out the balloons), tape small patches of cellophane tape to different spots around the magician's balloon. The magician sticks the pins through the taped spots. A pin can be stuck through the tape without bursting the balloon. But be sure to hit the tape or the balloon will burst!

### Mixed Up Magic

**Characters:** Cub #1, Cub #2, another boy, Mother

**Props:** Toys and clothes for messy room, sign "HOURS LATER," large garbage can

**Scene:** Cubs #1 and #2 sitting, talking in a slightly messy room. Mother enters.

**Mother:** Son, this room is a mess! You need to clean it up!

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**Cub #1:** OK, Mom. I'll clean it up as soon as we're done playing.

**Mother:** I'm going shopping now and I want it clean by the time I get back. When you're finished cleaning, you may go outside to play; but not before! (Mother leaves.)

**Cub #2:** Don't you hate cleaning your room?

**Cub #1** (gets up and starts looking around) I always have before, but today I have a solution... Now where is that book of magic spells?

**Cub #2:** Magic spells? You can't be serious!

**Cub #1:** Oh, yes I am! Just watch me. I'm going to use magic to clean up this mess. Only, I can't find my book. (Looks around the room.) Oh, there it is! (Picks up book and leafs through it.) I know it's in here somewhere. I just can't find it. I guess I'll have to play it by ear...

**Cub #2:** Do you think you can do it?

**Cub #1:** No problem. This is one of the easiest spell in the book. I've read it lots of times. I practically have it memorized. Let's see—what were those magic words? Hmm. Abra-cadabra! CleAn my room! That oughta do it! (He raises his arms and waves them around. A pile of clothes and toys flies in from offstage.) Oops, I guess I goofed a little.

**Cub #2:** That was amazing! How did you do that?

**Cub #1** Well, it wasn't exactly the result I was after. I'll just have to try again. Let's see. Hocus Pocus! Clean my room! (He raises his arms and waves them again. In flies another pile of clothes and toys.)

**Cub #2:** Are you sure you know what you're doing?

**Cub #1:** Oh no! I got it wrong again! This is getting to be a real mess. Maybe I should give up. But I was sure I knew that spell. I'll just give it one more try and then, if it doesn't work, I'll have to give up.

**Cub #2:** I sure hope you know what you're doing. I'm beginning to have a very bad feeling about this whole mess!

**Cub #1:** Trust me! (Concentrates hard with his eyes closed.) Ala-kazam! Clean my room! (In flies more mess.)

**Cub #2:** Aaaagh! I don't believe this! (Looking around.) This is the worst mess I've ever seen! What a disaster.

**Cub #1:** Well, I guess we'll just have to clean it by hand. It'll probably takes us hours! Yuck!

**Cub #2:** Us???? What do you mean, us? (Looks at Cub #1 who is moping.) Okay, I'll help you cleanup. Let's get going.

(They begin picking up the toys and clothes. A boy walks across the stage carrying a sign that reads "HOURS LATER.")

**Cub #1:** We're just about done. Thank Goodness! I'm so tired. I never what to see another mess like that, as long as I live. (Picks up the magic book and dumps it into the garbage can.) I've had enough of this hocus-pocus! Good-bye and good riddance! (In flies another pile of stuff.)

**Cubs #1 & #2:** Oh no! Not again! (They both faint.)

## Climb That

Two Scouts meet, and the first scout begins to brag he can climb anything.

**Scout 1:** "Can you climb that tree?"

**Scout 2** "Sure I've done it lots of times."

**Scout 1** "Can you climb the steep hill over there?"

**Scout 2** "No sweat, no problem for me."

**Scout 1** "How about the Empire State Building?"

**Scout 2** "Done it, Did it."

**Scout 1** "How about Mount Everest?"

**Scout 2** "Boy that was I cold day, I've done that too. I told you I am the world's greatest climber, I can climb anything!"

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**Scout 1** "I'll bet you ten bucks I can show you something that you can't climb."

**Scout 2** "Your on!"

**Scout 1** pulls out a flashlight and shine the beam up into the sky "all right climb that!"

**Scout 2** "Are you crazy? No Way!"

**Scout 1** "I knew you would back out, now pay up!"

**Scout 2** "I won't pay because its not fair. I know you, I'd start climbing and I'd get half way and you'd turn the flashlight off!"

## The Growing Machine

The cardboard box needs to be large enough to hold one of the players and various props. "Load" it and push it on stage, where a narrator explains that this marvelous machine has been invented by tonight's guest, Professor \_\_\_\_, who will demonstrate its tremendous powers. He introduces the professor, who enters carrying a bag of his props. The professor explains he has invented a wonderful machine that makes things grow. He proceeds to demonstrate. He pulls a small piece of paper from his sack, pushes buttons, etc., and throws in the piece of paper (sound effects, flashing lights). The player inside throws out a paperback book. The demonstration continues with small ball in, large ball out; piece of string in, hunk of rope out; etc. Finally, the professor throws in a baby doll. The player inside jumps out in baby clothes, cries "Daddy!", and chases him off stage.

## The Invisible Bench

**Need:** 4 (or more) scouts .

First boy is squatting as though sitting on an invisible bench. The second boy comes in and asks what the first is doing.

"I'm sitting on the invisible bench."

"Can I join you?"

"Sure, there's plenty of room."

Second boy pretends to sit.

A third boy comes along, and the scene repeats.

Go on for as many boys as you want.

When the last boy comes along, asks and is answered, he says "But I moved it over there this morning!"

AAAHHHHHH!!!! All seated boys fall down.

## THE SECRET MESSAGE

Magician: Write a secret message on this piece of paper, but do not show me the message.

Spectator: (Takes the paper, and writes a message on the paper. Magician turns his back to spectator.)

Magician: Now put the paper on the floor, and stand on it.

Spectator: (Stands on the paper, with only one corner sticking out.)

Magician: I cannot see that message, but I know what is on the paper.

Spectator: You do not.

Magician: Magicians know everything.

Spectator: All right, If you're so smart, tell me what is on the paper.

Magician: Your foot!

## THE MAGIC CIRCLES

Preparation: Cut out 3 paper circles the size of a quarter - use red, yellow and blue paper.

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Magician: (Places the three paper circles on the back of his hand)

"Watch very carefully. I'm going to blow these 3 circles off my hand."

(He blows on the circles, and they float to the ground.)

Magician: "I am putting the circles back on my hand."

Spectator: "Big deal. Anyone can do that."

Magician: "When I blow on my hand this time, only TWO circles will fly away. The other circle will not move."

Spectator: "Really?"

Magician: "That's right. You pick the circle."

Spectator: "I choose the red one."

Magician: "Abracadabra, Alakazoo. I can do this trick for you!"

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(Magician takes a deep breath. Then he puts his index finger on the red circle, and blows as hard as he can. The yellow and blue circles fly off his hand. The red circle does not move.)

Spectator: "You tricked me!"

Magician: "That's why they call it a magic trick!"

## THE MAGIC PAPER

Magician: (Holds up a large sheet of paper, and shows it to the spectator.)

"How would you like to earn some money? Here is a sheet of magic paper. If you can tear it into four equal pieces, I will give you a quarter."

Spectator: "That's easy."

(He takes the sheet of paper and folds it in half. He folds it in half again, then he tears the paper along the folds.)

"Here are your four equal pieces."

(Hands pieces to the magician)

Magician: "And here is your quarter."

(Magician hands spectator one of the squares.)

Spectator: "You tricked me!"

Magician: "Magicians know lots of tricks."

## Stunts and Applauses

### Tongue Twisters

Twenty treasure trackers tried to trick trusting tourists.

Five furry flies fly fast and furious.

Sally saw seven ships sail the sea.

### Cheers

#### HANDKERCHIEF CHEER

Hold a handkerchief up and drop. Applause continues until the handkerchief hits the ground.

#### MAGIC CHEER

Group waves hands back and forth and says "Hocus Pocus!!" three times.

#### MAGICIANS CHEER

Pretend to take off top hat, reach into the hat with the free hand and pretend to pull out a rabbit, as they say "TA DA!!!"

#### MAGICIANS CHEER (REVISITED)



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Pretend to take off a top hat and wave your hand over the hat while saying "Hocus Pocus". Then pretend to reach into the hat and pull out a lion with a "ROAR!". Quickly stuff it back into the hat and say "Whoops, wrong spell!"

### Run Ons

**Why does an elephant wear dark glasses?**

If you had all those stupid jokes told about you, you'd wear dark glasses, too.

**What's the proper way to raise an elephant?**

With a hydraulic lift.

**Why did the Cub Scout take bread and butter with him in the street?**

He was looking for the traffic jam.

**I have a tree right here in my hand!**

Really? That's a very small tree. Show me.

It's right here (holds up outstretched hand). It's a palm!

**Why did the Scout live in a house with no bathtub or shower?**

'Cause he wanted to be filthy rich. Lucky dog.

### Riddle

Farmer Higgs owns 3 pink pigs, 4 brown pigs and 2 black pigs. How many of Higgs' pigs can say that they are the same color as another pig on Higgs' pig farm?

None. Pigs can't talk.

### JOKES/RUN ONS

**I did a trick on the phone just yesterday, but no one was watching.**

I did this trick over the radio last week and a hundred people wrote in saying they didn't see how I did it!

My best trick is called "The Vanishing Money"... I perform it at the candy store.

**MATCH MAGICIAN**

**What kind of magician does it take to light a match?**

Answer: A Fire-Poof one!

**MAGICIAN CROSSED WITH A...**

What do you get when you cross a snake with a magician?

Answer: Abra da cobra.

**What do you get when you cross a bird with a magician?**

Answer: A flying sorcerer.

**RABBITS AND HARES**

What do you get when you cross a rabbit with a lawn sprinkler?

Answer: Hare Spray.

**Why did the magician cancel his show?**

Answer: He just washed his hare and couldn't do a thing with it.

**FAVORITE TRICK**

Cub Scout #1: I understand you like to do magic tricks. What's your favorite?

Cub Scout #2: Sawing people in half.

Cub Scout #1: Interesting, and are there any other people in your family?

Cub Scout #2: Yes, I have two half brothers and two half sisters.

**KNOCK, KNOCK**

Cub Scout #1: Knock, Knock

Cub Scout #2: Who's There?

## April 2008: "Abracadabra"

Cub Scout #1: My Magic Hat Goes

Cub Scout #2: My Magic Hat Goes Who?

Cub Scout #1: I didn't know you could pull an OWL out of your hat!

## Closing Ceremonies

### It's Up to You

**Personnel:** 5 Cub Scouts

**Equipment:** None

**1st Cub:** God gave you this day to do just what you would,  
You can throw it away; or do some good.

**2nd Cub:** You can make someone happy; or make someone sad.  
What have you done with the day that you had?

**3rd Cub:** God gave it to you to do just as you would,  
you can do what is wrong; or do what is good.

**4th Cub:** You can hand out a smile; or just give 'em a frown,  
You can lift someone up; or just put them down.

**5th Cub:** What did you do with your beautiful day?  
God gave it to you; did you throw it away?

### Happy Faces

**Personnel:** 8 Cub Scouts

**Equipment:** A happy face sign for each

**1st Cub:** I think there were 1,000 smiles here tonight, but did you know

**2nd Cub:** A smile costs nothing,

**3rd Cub:** But creates much.

**4th Cub:** It happens in a flash, but the memory sometimes lasts forever.

**5th Cub:** It cannot be bought, begged, borrowed or stolen,

**6th Cub:** But it is of no earthly good to anyone unless it is given away.

**7th Cub:** So, if in your hurry and rush you meet someone who is too weary to give you a smile, leave one of yours.

**8th Cub:** No one needs a smile quite as much as a person who has none left to give.

### Magic of The World

As parents, we want to show our sons the wonders of the world. In the eyes of a child, there are not just eight wonders of the world but eight million. We want him to be able to look at the stars, sunrise, sunset, and feel their beauty.

- We want them to see a world of love, laughter, and compassion.
- We want them to build strength within themselves of strong character and a sensitivity to the needs of others.
- We want them to be the best they can be.

Unfortunately, no one can wave a magic wand so that they will receive these things. We as leaders and parents must set the example to show the guidance so they may see the way to accomplish all of these things. This is the magic; Our example and guidance.

So as we leave, let's be aware of our actions and how loudly they speak to our youth.

## **THE MAGIC OF CUB SCOUTING CLOSING**

To take a little boy and help him grow into a man - That's magic.

To teach him how to make things and let him know he can - That's magic.

To watch him learn the Cub Scout Promise and apply it in his life - That's magic.

To see him grow in mind and body, overcoming strife - That's magic.

To watch his family beam with pride at everything he'll do - That's magic.

And to love him even if things don't go as he wanted them to - That's magic.

As his Scouting leaders, we also beam with pride, because we know he's learning and growing up inside. That's Cub Scout Magic.

## **MAGIC WORDS CLOSING**

Submaster: There is a very special kind of magic. This magic will open the coldest heart and win wonderful friends for us. (Cub Scouts come on stage, each one carrying a different sign. Examples are: Please, Thank you, Pardon me, Excuse me, You're welcome, How nice you look, I admit I made a mistake)

Submaster: Simple words, but important words that tell someone else that you are appreciative, courteous and thoughtful. Add kind deeds to the magic of words, and the possibilities are unlimited. A smile happens quickly, but the memory of it lasts a long time.

## **Cubmaster's Minutes**

### **IT'S MAGIC - CUBMASTER'S MINUTE**

You know, we are all magicians.

It doesn't take a magic hat; it doesn't take a magic wand. Magic is always present in our lives.

The magic of a sunset, of a friend's kind word or deed, or how we are loved and needed. These things can leave a magical feeling within us. The greatest way we can use the magic around us is by using it to quietly help others and not be so concerned about getting the credit.

Maybe we can provide magic for others by doing small deeds that will make another person wonder who did the deed for them. Cub Scouts, can you create a little magic for someone else this month?