

Abracadabra!



May 2002

Magic Words

Fill in the missing letters below with vowels to complete the magic words:

P R _ S T _
 _ B R _ C _ D _ B R _
 _ P _ N _ S _ S _ M _
 S _ M _ S _ L _ B _ M
 _ L _ K _ Z _ M
 S H _ Z _ M
 H _ C _ S _ P _ C _ S

Answers: Presto, Abracadabra, Open Sesame, Sim Sala Bim, Alakazam, Shazam, Hocus Pocus

Hogwarts School of Witchcraft and Wizardry

Match the faculty positions at the Hogwarts School, where Harry Potter studies, with the correct faculty member.

- | | | |
|-----------|--------------------------------------|--------------------------------|
| 1. _____ | <u>Arithmancy</u> | A. <u>Argus Filch</u> |
| 2. _____ | <u>Astronomy</u> | B. <u>Professor Binns</u> |
| 3. _____ | <u>Care of Magical Creatures</u> | C. <u>Professor Sprout</u> |
| 4. _____ | <u>Librarian</u> | D. <u>Professor Sinistra</u> |
| 5. _____ | <u>Charms</u> | E. <u>Professor McGonagall</u> |
| 6. _____ | <u>Defense Against the Dark Arts</u> | F. <u>Professor Filtrick</u> |
| 7. _____ | <u>Divination</u> | G. <u>Madam Hooch</u> |
| 8. _____ | <u>Caretaker</u> | H. <u>Rubeus Hagrid</u> |
| 9. _____ | <u>Quidditch Instructor</u> | I. <u>Madam Pomfrey</u> |
| 10. _____ | <u>Nurse</u> | J. <u>Professor Vector</u> |
| 11. _____ | <u>Herbology</u> | K. <u>Professor Moody</u> |
| 12. _____ | <u>Potions</u> | L. <u>Madam Pince</u> |
| 13. _____ | <u>History of Magic</u> | M. <u>Professor Trelawney</u> |
| 14. _____ | <u>Transfiguration</u> | N. <u>Professor Snape</u> |

Answers: 1-J, 2-D, 3-H, 4-L, 5-F, 6-K, 7-M, 8-A, 9-G, 10-I, 11-C, 12-N, 13-B, 14-E

Magic Cards Opening Ceremony

Personnel: 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 #1: M Magnificent Cub Scouts
 Cub #2: A Amaze friends and family with
 Cub #3: G Great and mystical
 Cub #4: I Illusions! You will be
 Cub #5: C Captivated! Please stand and join us in the Pledge of Allegiance

Or, with the same 5 cards:

- Cub #1: M M is for the many hours we have practiced.
 Cub #2: A A is for our audience – that’s you!
 Cub #3: G G is for the great time we hope you’ll have tonight.
 Cub #4: I I is for the interesting tricks you will see.
 Cub #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!

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

CUBMASTER: 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)

CUBMASTER: 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.

To add some magic to your next campfire, try the following ideas. When working with open flames, always exercise caution. Keep a safe distance from the fire, and always supervise young children.

Magic Wishing Powder

A container filled with white granulated sugar makes a nice wishing powder. Have everyone stand around the campfire, and pass the container around the campfire circle. Everyone takes a small handful and holds it until everyone is ready. Everyone makes a wish, and on the count of 3, tosses the powder into the fire. The sugar makes some nice sparks that lasts a few seconds.

Spell Fire

This is a cool special effect that can be used to spice up a ghostly or magical story. Throw a handful of powdered coffee creamer over the fire as a "spell" is being cast in the story. The particles are very fine, and the powder contains some oil that catches on fire in an array of sparkly bits that vanish quickly.

Wenceles Cakes

Get some "blue stone", also know as copper sulfates (which can probably be obtained from a pharmacist). Mix a spoonful of powdered blue stone (powder carefully, it is slightly toxic, so wash hands afterwards) in with enough melted wax to fill half a small wax paper muffin baking cup. If the baking cup containing the wax is then thrown into a fire, nice blue-green flames will be produced.

Magic Advancement Ceremony

Greater St. Louis Area Council (from Baloo's Bugle; Nov. 1999)

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, Wolf and Bear tracks and marching along the Arrow trail, a boy transforms himself before our very eyes. And during his years in the Webelos program, a Cub Scout enters a period of accelerated growth and development - often earning an activity pin a month 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.

Color-Changing Ceremony

Supplies: Yellow and green food coloring, Pitcher or water, 4 clear plastic glasses, Liquid bleach

Setup: Four clear glasses: one empty, one with a drop of yellow food coloring, one with a drop of green food coloring, one with 1/4 teaspoon of liquid bleach. Be sure the audience does not see the preparation or the bottom of the glasses during the ceremony. Set the glasses away from the audience and the participants.

Effect: Water changes color from clear to yellow to green to blue as the liquid is poured from glass to glass.

CUBMASTER: "Water from a spring at a nearby Scout camp has the special properties of changing into different colors as a Cub Scout advances rank along the Cub Scout trail."

(Water is poured from the pitcher into the first glass.)

CUBMASTER: "This first glass represents the Bobcat, it is clear and pure at heart."
(Call forth the Bobcats and parents to receive the Bobcat award)

CUBMASTER: "From the Bobcat, the Cub Scout becomes a Wolf." (Pour water from first glass into second.) "This glass is yellow, and symbolizes the spirit of Cub Scouts,

which is present in all Wolf Scouts." (Call forth the Wolf scouts and parents to receive the Wolf award)

CUBMASTER: "From the Wolf, the Cub Scout becomes a Bear." (Pour water from second glass into the third.) "This glass is green, and symbolizes the earth, which all Bear Scouts learn about and discover." (Call forth the Bear scouts and parents to receive the Bear award)

CUBMASTER: "The Bear scout then becomes a Webelos." (Pour water from third glass into the fourth.) "This glass is blue, and represents the sky which is limitless, like the many adventures that a Webelos scout will encounter." (Call forth the Webelos scouts and parents to receive the Webelos award)

Secret to the Effect: First glass is empty so water is clear when poured into the first glass. Water turns yellow when added to the glass with the drop of yellow food coloring. Yellow water turns green when added to the glass with a drop of green food coloring. Green water turns blue when added to the glass with the liquid bleach - the bleach removes the yellow color from the green color, leaving the water blue. Rehearse the ceremony at least once.

The Magician and the Mouse

MAGICIAN: "Abracadabra!"
MOUSE: "Squeak, Squeak"
CLOUD: "Puff, Puff"
WIND: "Whoosh"

One day a mighty MAGICIAN went swimming and saw a MOUSE drowning in the river. He pulled the MOUSE out of the water and transformed it into a beautiful maiden. She was so lovely that the MAGICIAN thought he would try to find her the most splendid husband of all.

"Marry the sun!" he said to the girl.

The girl replied: "No, I won't marry the sun. It hasn't any legs and has fiery arms. All day it wanders around the world and at night it disappears. And anyway, it already has two wives, light and shade."

"But the sun is all powerful," objected the MAGICIAN.

"No, I'm not all powerful," interrupted the sun. "A CLOUD is stronger. If it wants, it can conceal me."

"Marry a CLOUD then!" said the MAGICIAN to the girl.

"No, I won't marry a CLOUD. A CLOUD is black, and water flows from it. No one likes CLOUDS, they make everything wet. And then a CLOUD has a wicked son, lightning."

"But a CLOUD is all powerful," said the MAGICIAN.

"I'm not all powerful," said the CLOUD. "The WIND is stronger. If it wants, it can blow me away."

"Marry the WIND," said the MAGICIAN to the girl.

"No, I won't marry the WIND. It's always running somewhere, annoying people, and if it touches things they break or dry up. I don't want to marry the WIND."

"But the WIND is all powerful," said the MAGICIAN.

"I'm not all powerful," howled the WIND. "The hill is stronger, I always dash myself to pieces against it."

"Marry the hill then!"

"No, I won't marry the hill. It's made of nothing but stones and thistles. What would I do with a hill?" said the girl.

"But the hill is all powerful," said the MAGICIAN.

"I'm not all powerful," thundered the hill. "Brother MOUSE is stronger; he can gnaw away and undermine me, if he chooses."

"Will you marry Brother MOUSE, then?" asked the MAGICIAN.

"Yes," replied the girl, and she smiled at the MOUSE with his strong, sharp teeth and red eyes.

So the MAGICIAN changed the girl back into a MOUSE and she ran off with the other MOUSE into a field.

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.

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: "Abarcadabra, Alakazoo. I can do this trick for you!"
(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."

The Magic Envelope

Preparation: 3x5 inch index card with the words: "THAT NAME" written on it. Seal the card in an envelope.

MAGICIAN: (Hands the spectator a blank index card, and a pen.)
"Write down the name of any president of the United States, living or dead."

MAGICIAN: (Waving the envelope in the air.)
"I have in my hand a magic envelope. When I open it, you will see that I have already written down THAT NAME."

Spectator: "I will pick a hard name."
(Spectator thinks hard, and writes 'Zachary Taylor'.)

Spectator: "There! I bet you don't have THAT NAME."

MAGICIAN: "I bet I do."
(Tears open the magic envelope, and shows the card with 'THAT NAME'.)

Spectator: "You tricked me."

MAGICIAN: "Magicians are tricky people."

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.
- Did you hear about the magician who was walking down the street, and he suddenly "turned into a pet store!"
- My wand is made from the wood of the silent dogwood tree. That's the tree with no bark!
- What kind of magician does it take to light a match? A Fire-Poof one!
- What do you get when you cross a snake with a magician? Abra da cobra.
- What do you get when you cross a bird with a magician? A flying sorcerer.
- What do you get when you cross a rabbit with a lawn sprinkler? Hare Spray.
- Why did the magician cancel his show? He just washed his hare and couldn't do a thing with it.
- What do hockey players and magicians have in common? They both do hat tricks.
- Why don't ghosts make good magicians? Because you can see right through their tricks.
- Why do witches fly on broomsticks? It's better than walking.
- How does a wicked witch keep her hair in place? With scare spray.
- What do Italian ghosts have for dinner? Spooketti.

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

Cub #2: Sawing people in half.

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

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

Cub #1: Knock, Knock

Cub #2: Who's There?

Cub #1: My Magic Hat Goes

Cub #2: My Magic Hat Goes Who?

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

WEB SITES

The All Magic Guide: <http://allmagic.com/allmagicguide>

The Linking Page: <http://www.linkingpage.com>

Lance Burton, Master Magician: <http://www.lanceburton.com>

International Brotherhood of Magicians (IBM): <http://www.magician.org>

The Magic Castle: <http://www.magiccastle.org>

Viewer's Guide to Magic on TV: <http://www.tvmagicguide.com>

Harry Potter Reference Site: <http://www.i2k.com/~svderark/lexicon/index.html>

Books on Magic

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Blackstone, Harry. *200 Magic Tricks Anyone Can Do*. Secaucus, N.J: Citadel Press, 1999

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White, Larry and Broekel, Ray. *Shazam! Simple Science Magic*. Morton Grove, Illinois: Albert Whitman, 1991

Wilson, Mark. *Mark Wilson's Complete Course in Magic*. Philadelphia, Ottenheimer Publishers, 1988

Magic Shops in Silicon Valley Area

Magic Hat, 850 El Paseo De Saratoga, San Jose, CA. 408-871-2133

Sparks' Magic Shop & Studio, 330 Lincoln Ave., San Jose, CA. 408-293-0085

Fun House Novelties, 1512 S. De Anza Blvd., San Jose, CA. 408-446-1755

Magic Magic, 170 Great Mall Dr., Milpitas, CA. 408-934-1494

Capitola Village Magic Shop, 210 Monterey Ave., Capitola, CA. 831-479-3595

House of Humor, 747 El Camino Real, Redwood City, CA. 650-368-5524

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?

Puff the Magic Dragon

(by Peter, Paul & Mary)

Puff the Magic Dragon lived by the sea.
And frolicked in the autumn mist
In a land called Hon-a-lee.
Little Jackie Paper loved that rascal Puff
And brought him strings and sealing wax,
And other fancy stuff.
Together they would travel
On a boat with billowed sail,
Jackie kept a lookout perch on
Puff's gigantic tail.
Nobel kings and princes
Would bow where 'ere they came,
And pirate ships would lower their flags
When Puff roared out his name.

Puff the Magic Dragon lived by the sea.
And frolicked in the autumn mist
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Puff the Magic Dragon lived by the sea.
And frolicked in the autumn mist
In a land called Hon-a-lee.

PLAYING CARD BUILDINGS

What can you do with a deck that's a few cards shy of a full pack? Turn it into a stack of interlocking building blocks, and the sky's the limit.

With each card, use scissors to make a 1-inch snip in the middle of all four edges. Then, join together cards by interlocking the notches to build towers, tunnels and bridges. You can even add to your deck by tracing around a card onto poster board and then cutting out the shapes.

MAGIC WAND 1

Materials: Sticks, Leaves, String, Tape or Glue

Have each boy search for the perfect stick—in the backyard, on a neighborhood walk, in the park or on a trek through the country. Attach dried leaves and long grass to the stick with tightly wound string. You can also affix unusual leaves and seeds with tape or glue for "power magicians."

MAGIC WAND 2

Materials: 1/2 inch clear unflexible plastic aquarium tubing (sold in pet stores), modeling clay, pipe cleaners, sequins or glitter, colored plastic tape.

Cut the plastic tubing into 1-foot lengths (one for each boy). Seal one end of each tube with a small piece of modeling clay. Shape the pipe cleaners to look like worms, then stuff them into the tubes. Add sequins or glitter. Then seal the other end with clay. Tape the ends of the tube with the plastic tape to hide the modeling clay.

WIZARD HAT

Materials: Newspapers, glossy gift-wrap, tape, bright-colored Con-tact paper.

For each hat, lay a sheet of newspaper on a flat surface. Sandwich the newspaper between two pieces of glossy gift wrap. Treating the stack as if it were a single sheet, shape it into a large cone and tape the overlapping edges. Make sure the opening is large enough to fit onto the boy's head. Roll up the lower edge of the cone to create a brow band. Cut out stars and moons with the Con-tact paper, and decorate the hat.

MAGIC MOTHER'S DAY BOX

This magic box gives Mom a little treat, surprise, favors and gifts throughout the year - not just on Mother's Day.

1. Decorate a small box, such as a shoe box.
2. Buy or make a few presents, such as a package of fancy teas, chocolates or coupons that Mom would appreciate getting and place them into the box. Wrap each present, and attach a small tag or label. Number each present.
3. On the box cover attach a card or colored sheet of paper. Write out a fun schedule of when you would like her to open each gift. Here is a great chance for the boys to think up creative gifts that they can give their Moms that cost little or no money. The magic comes when Mom opens the present on a day that is not expected.

INVISIBLE INK PICTONARY

Write some simple words on 3x5 inch index cards - one word per card. Include some words pertaining to magic, such as: magic hat, wand, star, rabbit, broom. Using a white crayon, have the boy draw the word on the selected card onto a white sheet of paper. The other boys try to guess the word. Instead of the white crayon, you can also use a ballpoint pen with no ink. When the boy draws on the paper, you will see an imprint of the drawing without the ink. Also try using a yellow crayon on yellow construction paper.

MAGIC BINGO

M	A	G	I	C
58	5	6	42	49
4	10	23	19	71
72	26	FREE	24	29
68	55	31	62	43
3	50	36	54	57

Play a game of bingo with a standard bingo set and special magic bingo cards. Take the standard set of bingo cards, and photocopy them onto card stock. Replace the letters B-I-N-G-O with the letters M-A-G-I-C. When calling out numbers, use only the number – do not include the letter. Candy, buttons, or punched circles from cardstock can be used as markers.

You can also print magic bingo cards with your computer from the following web site:

<http://www.kidsdomain.com/craft/bingo-magic.html>

HUNT FOR MAGIC BEANS

Supplies: Clear container, Multicolored jellybeans

Have a treasure hunt where the players solve a series of cleverly cryptic clues to find a stash of magic beans (a fancy container filled with multi-flavored jellybeans the boys can divide and take home).

1. First choose four to six successive hiding spots around the house or yard (the last spot is where you hide the treasure).
2. Write a clue that leads to each spot.
3. Some ideas for clues: The first clue, which might lead the boys to look under a pot of marigolds, could be printed backwards so that they will need to hold it up to a mirror to read it. The second clue, hidden under the doormat, might lead them to the mailbox. This time you could write the clue with a white crayon on white paper and leave it with a colored marker and instructions to scribble all over the paper to reveal the clue. For the other clues, you could ask a riddle, use a numeric code and a key to translate each number into a letter, or even create a word search puzzle. Use your imagination!

FIND THE GOLDEN SNITCH

Supplies: A bag of white or colored Ping-Pong balls, permanent marker, gold spray paint

1. Using the permanent marker, write point values on each ball: 10, 20, or 30 points. If you are using colored balls, each color can have a different point value. Hide these balls throughout your yard.
2. Spray one ball metallic gold. This is your Golden Snitch., which is worth 150 points to the team that finds it. Hide this ball well. The game ends when the snitch is found.
3. Add up the points for each team. The winning team gets first choice for snacks.

BROOM SWEEP RELAY

Supplies: 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 balloons (inflated) on hand in case one should break. This game can also be played outdoors – fill the balloons with water for some wild fun.

ABRACADABRA SPELLING GAME

Supplies: a package of 5x8 inch colored index cards: 11 yellow cards, 11 blue cards, 11 red cards

Preparation: With a thick black marker, write out the word 'ABRACADABRA' onto the 11 yellow cards, with a single letter of the word on each card. Repeat with the 11 blue cards, and then with 11 red cards.

This is a good game for a large group. Combine all 33 index cards into one stack, and thoroughly mix up all of the cards. Distribute the cards in random order to everyone in the group, with each person taking one card. Everyone holding an index card must group themselves with others who are holding the same colored card. When the group has found all 11 people with their color, the group must form a line, so that their letters they are holding will spell the word: 'ABRACADABRA'. The first team to line up with the correctly spelled word and shouts, "Abracadabra, Alakazam!" is declared the winner. For a larger group, add another set of 11 cards with a different color.

PENNY PUZZLE



You will need a shiny new penny and a pocket magnifying glass for this puzzle. Hand both items to someone and ask him to tell you how many letters he can find on the face (front) of the penny. The figures in the date do not count as letters. Some pennies many have a letter below the date, which is the mintmark. Count this letter too.

He will probably say "19" or "20" (if the mintmark is included).

The correct answer is "22" or "23" (if the mintmark is included). If you use the magnifier and look carefully on the left side of the base of Lincoln's bust, you will find three tiny letters - VDB - for the initials of the original designer of the modern penny (Victor D. Brenner).

FOOL'S BET

Take a quarter from your pocket and borrow another quarter from a friend. Place both coins in the center of a table napkin, gather up the ends, and have him hold them. Tap the lower part of the napkin to make the coins rattle. The dialog goes something like this:

You: "How many quarters are you holding?"

Friend: "Two."

You: "Are you sure?"

Friend: "I'm positive." (If he isn't, let him look inside the napkin.)

You: "If you're so sure, will you give me 35 cents for the contents of the napkin?"

If your friend answers "Yes," ask him for the 35 cents. What he forgets is that one of the coins is actually his! He will be buying your quarter for 35 cents. Even the smartest people can fall for this!

MULTIPLYING MONEY

To magically change a quarter into 75 cents, you will need a quarter and a clear drinking glass with a thick bottom. Put the quarter in the center of the bottom of the glass. Make sure it stays in that position. Pour about an inch of water into the glass, covering the quarter. Look at the glass from the side and a little above the level of the water. At the correct angle, you will see the quarter appearing to float on the water. And below the quarter on the bottom of the glass is a larger coin that looks like a fifty-cent piece. Your money has multiplied!

The curvature of the glass acts like a magnifying glass to enlarge the quarter to the size of a fifty-cent piece at the bottom of the glass. At the same time, light rays bouncing

upward from the quarter bend toward your eyes as they leave the surface of the water, making the quarter appear to float on top. Light can play tricks to make you see double.

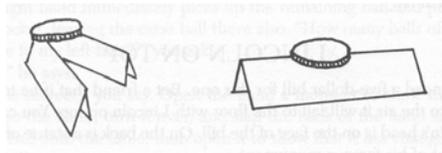
HIDDEN STATES

Did you know that the names of more than 20 states appear on the five-dollar bill? They are printed in tiny print across the top of the Lincoln Memorial. Use a magnifying glass to see the names. Another way to reveal the names is to use a glass of water with smooth sides. Hold the bill flat against the glass and read the names of the states through the water. The curved water acts as a magnifying glass.

LINCOLN ON TOP

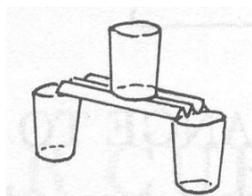
You will need a five-dollar bill for this trick. Bet a friend that if he tosses the bill into the air it will fall to the floor with Lincoln on top. You cannot lose! Lincoln's head is on the front of the bill. On the back is the statue of Lincoln in front of the Lincoln memorial.

BALANCED COIN



Fold a dollar bill in half lengthwise, and place it on the table with the fold up. Challenge your friend to balance a half-dollar coin on top of the fold. Fold the bill again into a V-shape, and place the coin as shown. Pull slowly and gently on the ends of the bill to straighten it out, and the coin will remain balanced on the creased edge.

BALANCED GLASS



Set three empty glasses and a crisp dollar bill on the table. Say that you can place each end of the dollar bill on the rims of two side-by-side glasses in such a way that the bill will balance the third glass in the middle of the bill.

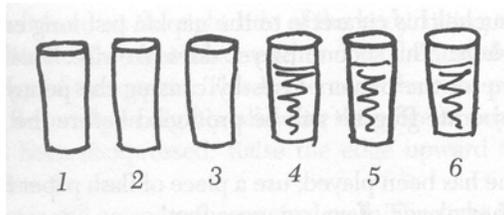
Solution: Fold five or six sharp pleats lengthwise in the bill. The bill will become stiff enough to support the third glass. Use a crisp bill for this trick. A used bill will not be stiff enough to support the glass.

THE FIVE GLASSES PUZZLE

Arrange five glasses in a row, with the center three filled with water; the end glasses are empty. The puzzle is to rearrange the glasses so that they are alternately empty and full. The glasses will end up so that every full one is next to an empty one. You are allowed to move only one glass.

Solution: Pick up the middle glass, drink the water, and put the glass back where it was sitting. Every full glass is now next to an empty one; the difference is that there are only two full glasses instead of three.

THE SIX GLASSES PUZZLE



Arrange six glasses in a row as shown. The three on the right are filled with water. The three on the left are empty. The puzzle is to arrange the glasses so that they alternate, full and empty. You are allowed to move only one glass.

Solution: Pick up glass number five, pour its contents into glass number two, then replace it in its original spot.

The magic tricks in this chapter have been selected for their simplicity, and are easy enough for a Cub Scout to learn and perform. Doing magic tricks isn't simply about knowing the secrets behind the tricks. Knowing how the tricks are accomplished does not make you a magician. Being able to properly perform magic, and affect people in a positive way, is what makes you a magician. When you are performing magic, your goal is to entertain your audience. Choose an appropriate setting, select a costume, add some decorations and have some fun.

The Magician's Code

As you learn the secrets to these magic tricks, follow these important rules of the magician's code:

1. *Never reveal how a trick is done.*
2. *Never repeat a trick for the same audience.*
3. *Practice, practice, practice.*

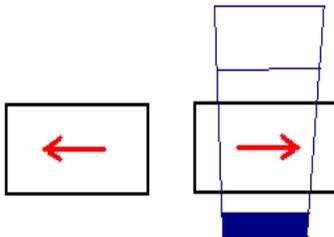
Tricks with Common Objects

THE COUNTING TEST

Six pennies and a book are sitting on a table. Tell the audience this is a "counting test." Open the book and count out the pennies onto the book. "One, two, three, four, five, six." Tip the book and spill the pennies into your hand. Close your fist and say, "How many pennies are in my hand?" The audience says, "Six." You open your hand, and count out ten pennies.

Secret: Use a hardcover book, such as a Harry Potter book. Open up the book and look at the binding at the top. There is a space between the binding and the book spine. Slip four extra pennies into that space. Leave the book open on the table. When you do the trick, count six pennies onto the open book. Then tip it up when you close it so that the pennies will slide into your hand. The extra hidden pennies will slide out with the others. Don't let anyone else see the extra pennies. (Practice this move until it is smooth) When you open your hand, and count out the pennies, the audience will be amazed!

THE REVERSING ARROW



Draw an arrow about one inch long with a magic marker in the center of a 3x5 inch index card. Lean the card upright against another object, with the arrow pointing left. Tell the audience that you can reverse the direction of the arrow without moving the card or touching it at all.

Secret: This trick works through the use of a scientific principle. Take a tall clear glass and fill it with water, then place it about 3 inches in front of the card. Look at the arrow through the water - the arrow will appear to have reversed directions!

THE CHARMED BOOK

Lay a book on the floor. Ask a friend to jump over the book. He will of course be able to do it. Pick up the book, this time wave your hand over it and tell your friend that you will put a charm on the book so that he will not be able to jump over the book. You put the book down and he cannot jump over it!

Secret: To make it impossible to jump over the book, put the book on the floor in the corner of the room.

LEVITATING ARM

Tell a friend that you can create a powerful force that will invisibly raise his arm. Ask your friend to stand up straight with one shoulder leaning against a wall. Tell him to push hard against the wall with the back of his wrist and to keep pushing while you slowly count to twenty-five. Then ask him to step away from the wall and relax. Within a short time, he will be astonished to find that his arm is floating up and away from his body as if something were pulling it up.

Secret: The secret lies in the muscles. During the time that your friend is pushing against the wall, the shoulder muscles that would normally raise his arm out to the side are tensing. Later, after the arm is free, the muscles automatically respond again in a delayed reaction. But to the person doing the trick, his arm feels as if it is moving magically on its own.

TERMITES IN MY PENCIL

Press the side of a wooden pencil against your ear. Say, "That's odd" to your friend. Your friend will say, "What odd?" You reply, "There are termites in my pencil chewing up my wood." Of course they will not believe you. Hold the pencil up against your friend's ear. Chomp, Chomp, Chomp. The termites can be heard clearly chewing on the pencil.

Secret: Press the side of the pencil against your friend's ear. Stand to the side and slightly behind your friend. Hold the pencil so that your hand is back from your friend's eyes. Scratch the pencil gently with your fingernail. The wood will carry the scratching sound to your friend's ear. The sound your friend hears will be quite loud, and will sound like termites chewing inside the pencil.

THE BALANCING GOLF BALLS

You take three golf balls and balance them perfectly on top of one another. Even expert jugglers would find this feat to be almost impossible. You do it with ease.

Secret: If you plan to do some real juggling to start the trick, use six golf balls. (Otherwise you can use just three balls.) Coat three balls with rubber cement. The rubber cement, when dry will allow you to handle each ball separately as though unprepared. It also allows you to stack the balls on top of each other so that they remain in place. Juggle the three unprepared balls in the air. Then place them aside. Stack two of the prepared balls on each other. Pretend to balance them. Move around to keep the apparent balance, and move more when you place the third ball on top of the second. Finally, separate the balls one by one and toss them aside. When performed with flair, the stunt will be convincing.

GHOST WRITING

Surprise your friends by telling them that your magical powers can make ghost writing appear. The message will probably be the name of someone in the audience. Mysteriously move over to the window and breathe heavily through your mouth on the invisible name. Fog will form around the printing and the name will appear because of your magic breath. It is a spooky effect.

Secret: Prepare a magic mix consisting of a drop of liquid detergent in a glass with a little water. Think of a name of a person who will be at your show. A short name works best. Dip your finger into the magic mix and print that name on a window or mirror. Let this dry so that you cannot see it. If the name shows too much, add a little more water to the magic mix and try again.

Dinner Party Tricks

THE SPINNING EGG

You present a bowl of raw eggs to the spectators, and challenge someone to spin an egg on its pointed end. He or she cannot do it. You give one a twirl, and it spins like a top.

Secret: All of the eggs in the bowl are raw except one, which is hard-boiled. Place a pencil dot on this egg, so that you can identify it from the rest. When the person reaches for an egg, make sure he takes a raw egg. It will wobble and not spin. The egg that you select is hard-boiled, and will spin perfectly.

SUPER-STRENGTH NAPKIN

This is a great trick to do at a dinner party, such as the Blue and Gold banquet. Twist a paper napkin into a "rope." Hand the paper rope to a friend, and challenge him to break the napkin rope by pulling at the ends. No matter how hard he pulls, he will not be able to break it. You take the napkin rope and break it easily.

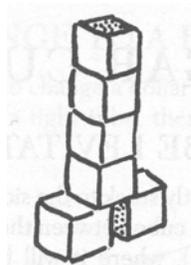
Secret: Have a glass of water handy. First twist the napkin into a tough rope. While your friend is trying to break the napkin rope, dip your fingertips into the glass of water. When you take the napkin, twist the middle once more. Touch the middle of the rope with your wet fingertips, so that the rope gets wet. When the rope gets wet, it becomes easy to break apart.

DISAPPEARING WATER

Here is another great trick for the Blue and Gold banquet. Pour a little water into a paper cup. Say you will make the water disappear. Ask someone to hold out a hand. Pour the cup into their hand. Instead of getting wet, the person will be left holding an Ice Cube instead. Say that you tried to make the water disappear - but it was too hard!

Secret: You will need to prepare the cup in advance. Take a piece of dry sponge, and cut it into a round shape so that it fits into your paper cup. Glue the round sponge to the bottom of the cup. Put an ice cube into the cup, just prior to performing the trick. Have a second cup of water ready. Pour a little water into the cup, so that the water doesn't touch the ice cube. The sponge will soak up the water. Pour the ice cube onto the person's hand. You may want to cover the top of the cup while pouring so that the person cannot see the contents of the cup.

BALANCING SUGAR CUBES



Arrange six sugar cubes as shown. Challenge someone to hold the two lower cubes between the thumb and forefinger of each hand, lift the entire stack, and drop it into a glass. You can do it every time, but when the challenger tries it, the stack tumbles over. Present the stunt as a test of "steady nerves."

Secret: When you start to lift up the stack, let the tips of your thumbs touch in back. This will steady your hands and make the lift easy.

Divination Tricks

THE KNOW-ALL BOX

Supplies: A cardboard box, bright wrapping paper, colored paper, paints, glue, scissors, envelope, pencil, small pieces of paper.

Preparation: Cover the box with bright paper. Decorate the box with color paper cutouts or paint. Draw a picture of a dog on a piece of paper, and write the word "dog" below it. Stuff this paper in the envelope and seal it.

Tell your audience that inside the sealed envelope is the name of an animal, and that your Know-All box will be able to tell which animal it is. Ask your audience to help by naming some animals. Write each animal on a small piece of paper and put it into the box. Chant: "Hocus Pocus, Pocus Hocus," and wave your hands in the air. Swoop down and pull out a name from the box. The name is "dog." Open the sealed envelope, and Surprise! The Know-All Box knew the answer.

Secret: On the small pieces of paper, write "dog" on each one instead of the audience's suggestions. Chances are that someone from the audience will call out "dog," but to be doubly sure, plant a friend in the audience to say it.

THINK A CUB SCOUT WORD TRICK



and tiger cubs. Mix up the cards and place them on the table in no particular order.

Have a member of the audience mentally select one of the words. After she has done so, ask her to silently spell the word, one letter at a time, as you tap on a card in turn. Every time you tap a card, your spectator is to silently spell one letter. When she reaches the last letter of the word, she is to yell, "Stop!" Amazingly, you will be pointing at the card she had selected.

Secret: The secret is that each word contains a different number of letters. Den has three, wolf has four, Akela has five, etc. For the first two letters that the spectator silently spells, you can touch any of the cards. However, starting with the third letter, you must touch the three-letter card, *den*, for the fourth letter the card *wolf*, for the fifth letter the word *Akela*, and so on, until the spectator yells, "Stop!" When you place the cards on the table, mix them up well so that the fact that each word contains a different number of letters is not obvious. This trick should be used as a transition from one trick to another. Do this trick only once, because the secret can be quickly revealed if the trick is repeated.

You can also make up a set of cards for other things, such as colors, cars, **drinks** (tea, milk, water, coffee, limeade, root beer), and **pets** (dog, bird, snake, turtle, hamster, gold fish). Tailor the cards to match your theme.



THE MYSTERIOUS DOMINOS

Dump a box of double-six dominoes and a sealed envelope on the table. Select two members of the audience and have them arrange the dominoes in a long line, matching the ends of each domino as they would when playing the game. When they are finished, tell them that prior to today's show you had a vision of a long line of dominoes and that you wrote down the numbers on the two ends of the dominoes and placed this information in the envelope that is on the table. When they open up the envelope, and read the paper, it says: "The number at one end of the line of dominoes is a four, and the number at the other end is a two."

Secret: Before the trick, you must remove the four-two domino from the box, and write the above note. The secret to this trick is the fact that when you lay out a complete set of dominoes end to end, the two ends would come together to form a circle. Therefore, if you were to remove any domino from a complete set and then lay them out in a straight line, the two end dominoes will always match the two numbers on the domino that you removed.

Make sure that when you dump the box of dominoes on the table, no one sees that there is one missing from the box. Placing the dominoes in a zip-lock plastic bag would solve this problem. This trick will also work with a set of double-nine dominoes, but will take longer to arrange the dominoes in a line. If the two audience members are Cub Scouts, have an adult such as a Den Leader supervise the lining up of the dominoes. Make sure that all the dominoes are used up, and that the numbers on each adjoining domino match. Before revealing the prediction in the envelope, check the line of dominoes to make sure that they are arranged correctly.

LIGHTNING MATH

This is a great demonstration of mental mathematics. You will show your audience that you can add up a column of numbers before the total is written down. Ask a volunteer from the audience to help you with this trick. On a whiteboard or drawing pad, write down the number 234. Have your assistant write any three-digit number under it. Now write a three-digit number under his. Continue doing this three more times, so that your volunteer has written five numbers and you have written four numbers. There should be a total of nine numbers. Next draw a line under the column and hand him a calculator to add up the numbers. He'll come up with the number 4,230. Before the volunteer writes down the number, hold up an envelope and say, "In this sealed envelope is the answer to this math problem. Let's compare answers." Have him write down his answer. Then

hand him the envelope and have him open it. Inside is a note that reads: "The total of the numbers is 4230."

Secret: You will be controlling the column of numbers so that the column adds up to 4230. The first number that you write down is the key number. The next eight numbers are written in a series of four pairs. For each number that your assistant writes down, you write down a number that when added to his number will give a total of 999. See the example to the right. You will notice that the pairs of numbers 2-3, 4-5, 6-7, and 8-9 each total 999. So, when your assistant wrote 321, you wrote 678 under it. This pair of numbers adds up to 999. For you math types, the total is determined by the formula:

$$\text{Total} = 4000 + (\text{KeyNumber} - 4)$$
 Knowing how the key number derives the total, you can repeat the trick using a different key number and generate a different total each time.

Example:	
(1)	234 ←
(2)	321
(3)	678
(4)	972
(5)	027
(6)	321
(7)	678
(8)	422
(9)	<u>577</u>
Total	4,230

Card Tricks

THE SPELLING-BEE TRICK

Shuffle a deck of cards, and take the top 13 cards from the pack and place the rest of the deck to the side. Turn the 13 cards face-up and show the audience that they are all different. Tell the audience that you are going to conduct a spelling bee with these cards. Close up the cards and turn them facedown in your hand. Tell your audience, "I am going to spell out the name of each card in order. For each letter I will transfer the top card from the pack to the bottom. When the name is complete, the next card will be the card that I named. Let's begin. A-C-E. Now we turn over the next card, and ... there's an ace. We'll hand the ace to my assistant. T-W-O. And the next card is ... a two. Repeat in this fashion until all 13 cards have been spelled out.

Preparation: Remove and arrange 13 cards in the following order: three, eight, seven, ace, queen, six, four, two, jack, king, ten, nine, and five.

Secret: This is a self-working card trick. When shuffling the cards, make sure that the top 13 cards are not disturbed. Remove the top 13 cards as a group and fan them out so that your audience can see the cards. When you spell out each card, do it in the following manner: For example, you are spelling the word ACE. Say "A," remove the top card and place it on the bottom. Then say "C," remove the top card and place it on the bottom. Next say "E," remove the top card and place it on the bottom. Then turn over the next top card, show that it is the ace, and hand it to your assistant for display. You will spell out the rest of the cards in this manner, until you reach the king, which you simply turn over and reveal.

ANY DECK, ANY TIME

This is a card location trick that is very impressive. You can use any deck, even a borrowed deck. Have a spectator shuffle the deck, and to cut it into three approximately equal piles. Turn your back, and ask the spectator to choose any of the three piles, shuffle it and note the top card. Have him show the card to the audience. Then tell him to turn the pile face-up and place it on top of either of the other two piles on the table. Next, have him place the remaining pile face-down on top of all.

The deck should now contain a pile of face-up cards sandwiched between two face-down piles. Tell the spectator to carefully square up the deck. Then have him cut off half of the deck and shuffle it into the other half. He is to square up the deck after the shuffle and give the deck a cut. The face-up and face-down cards are now randomly mixed throughout the deck.

Take the deck from the spectator and turn it over. Run the cards from hand to hand. You will notice that small groups of face-up and face-down cards appear at random in the deck. *Secret:* You will also notice that there is also a long run of face-up cards in the deck, longer than any other run. As you study the cards, pretending to look for his card, cut the deck so all of this long run of face-up cards has been brought to the front nearest you. Behind this long run of face-up cards will be a face-down card. This face-down card will be your spectator's card. Tap on the card, say some magic words, and reveal the card as dramatically as you can.

MYSTIC MUFFINS

Make some muffins with a secret message or a fortune in each muffin.

1. Follow your favorite muffin recipe, or use a muffin mix.
2. Line a muffin pan with paper cupcake holders.
3. Write fortunes or special messages on small pieces of paper, and wrap each in waxed paper.
4. Put the wrapped-up fortune in each cupcake holder.
5. Pour in the muffin mix and bake. Wrapped-up fortune must be completely covered with muffin mix.
6. Add icing and decorate muffin as desired.
7. Break open the muffin to retrieve the fortune before eating the muffin.

MAGIC POTIONS

Fill assorted jars with a variety of colorful sport drinks or fruit juices. Then set out ice-filled tumblers into which the boys can pour their beverage of choice or mix a few together. For a touch of magic, provide a sprig of magical herb - mint leaves that the boys can pull off and add to their potions.

CHOCOLATE TOADS

Ingredients: 1/2 cup chocolate chips
2 tsp. butter or shortening
2 dozen gummy frogs

In a double boiler, melt the chocolate chips and the butter. With a food brush, lightly brush the melted chocolate onto the tops of the gummy frogs. Set the frogs into a wax paper lined cookie sheet to dry. After the frogs have dried, store in an airtight container.

HEALTHY CELESTIAL MUNCHIES

Ingredients: 1 green bell pepper
1 orange bell pepper
1 red bell pepper
1 yellow bell pepper
1 large carrot, peeled and sliced in 1/4 inch thick slices (lengthwise)
1 seedless cucumber sliced in 1/4 inch thick slices (lengthwise)

Remove the seeds from the bell peppers. With small cookie cutters or a sharp paring knife, cut out stars, moons, planets and lightning bolts. Serve with your favorite dip. Makes 3 to 6 dozen pieces, depending on size.

EDIBLE BROOMSTICKS

Ingredients: 12 8-inch pretzel rods
6 2-inch pieces of fruit leather
7 2-inch pieces of fruit leather cut in half lengthwise (12 total)

For each broomstick, you will need three of the 2-inch pieces and one of the halved pieces of the fruit leather. Stack the three pieces and fold them four times, stopping 1/2-inch from the top. Overlap the top edges around the pretzel, sticky side out. Wrap the remaining piece of fruit leather around the top edges, sticky side to sticky side. Repeat for remaining brooms. Makes 12 broomsticks.

BROWNIE BITES WITH MAGIC FROSTING (Recipe from Hershey's Kitchens)

Delicate chocolate treats are baked in tiny foil cups then filled with a peanut butter center for a double delicious treat.

Ingredients: 3/4-cup Hershey's ® Cocoa Powder
2/3 cup vegetable oil
1 cups white sugar
4 eggs
2 tsp. vanilla extract
1-1/4 cups all-purpose flour
1 tsp. baking powder
1/2 tsp. salt
1 (10 oz.) package Reese's ® Peanut Butter Chips, divided

1. Heat oven to 350° F. On cookie sheets, place about 40 foil baking cups (2-inch diameter)
2. In a large bowl, stir cocoa and oil until smooth; stir in sugar. Beat in eggs and vanilla; stir in flour, baking powder and salt. Stir in 1 cup peanut butter chips, reserving remaining 2/3 cup for frosting. Drop mixture by rounded tablespoonfuls into baking cups.
3. Bake 15 to 18 minutes or just until set and small cracks appear in surface. Remove from oven; immediately place about 6 reserved peanut butter chips onto center of each brownie. Let stand several minutes to soften; swirl melted chips with knife or spatula. Makes about 3 dozen brownies.

CHOCOLATE WIZARDS HATS

(Recipe from Family Fun)

Ingredients: 4 oz. unsweetened chocolate
(Brownies) 3/4 cup sweet butter
1-3/4 cups sugar
2 tsp. salt
3 eggs
1-1/3 cups all-purpose flour

Ingredients: 12 chocolate sugar cones
(Hats) 12 3-1/2 inch brownie circles,
plus scraps
1 quart chocolate ice cream
colored sprinkles

This is a brownie a la mode in disguise, which is both simple and delicious.

1. Preheat the oven to 350° F. Spray a 10x15-inch jellyroll pan with vegetable spray and dust with cocoa or flour. In a large glass bowl, microwave the chocolate and butter on High for 2 to 3 minutes, stirring once. Remove bowl and stir until the chocolate is completely melted, then cool slightly. (Or, place the bowl over a medium saucepan of simmer water and stir occasionally until chocolate is melted.) By hand, stir in the sugar, vanilla and salt. Fold in the eggs and add the flour, being careful not to overmix. Spread the batter into the prepared pan and bake 15 to 18 minutes, or until a toothpick comes out cleanly.
2. Cool the brownies on a wire rack. When brownies are completely cool, cut into 12 3-1/2 inch circles with a round cookie cutter or by tracing a 3-1/2 inch hole with a small paring knife. Wrap each cut brownie in plastic wrap and save the trimmings in a plastic bag. Remove plastic wrap when you are ready to complete the hat.
3. To make the hats, use the brownie scraps to stuff into the bottom of the sugar cones. Fill the rest of the cone with a large, upside-down scoop of ice cream. Flip the cone upside down and place in the center of the brownie circle. To make the hats more colorful, dip the top edge of the cones in melted chocolate then roll them in the colored sprinkles (before filling the cones). Repeat. Makes 12 Wizards Hats.