MAGIC FOR SCOUTS

UNIVERSITY OF SCOUTING

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Magic Related Requirements for Cub Scouts:

- **Tigers** - Elective #19 Magic Fun, Learn a magic trick and show it to your family or den.
- **Wolves** – Achievement 10F – Family Fun, Attend a concert, a play, or other live program with your family
  Elective #1- It's a Secret, 1A - Use a secret code 1B - Write to a friend in invisible 'ink'

- **Bear** - Achievement #22E- Learn a magic rope trick and Elective #13 deals with magic.
- **Webelos** - Scientist Activity Badge, 11 - Explain how you use your center of gravity to keep your balance. Show three different balancing tricks. 12 - Show in three different ways how your eyes work together, and show what is meant by an optical illusion.

Magic can be used for:

- Ceremony – part of a ceremony, use magic/wizard theme. Some ideas found at Pow-wow for May, 2002
  http://www.macscouter.com/CubScouts/PowWow02/May02.pdf Pow Wow May, 2002
  http://usscouts.org/usscouts/bbugle2001-2002.asp Baloos Bugle, April. 2002

- Awards – have someone dressed as magician/wizard pull awards out of magic hat or magic box.
- Skits – have Scouts do a magic trick as a skit.
- Pack/Troop and Den Meetings - Invite a Magician to your Pack/Troop or Den Meeting (Blue and Gold)
- As an outing go to a Magic Show – there are a number of local magic clubs in the area contact them to see when they do public shows.
- Have Scouts put on a Magic Show along with some magic you could also have face painting, animal balloon tying, juggling, stunts and skits (Backyard Circus Theme)

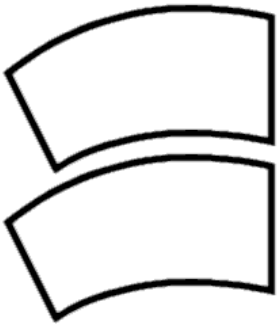
Some Common Types of Magic Tricks:

- Card Tricks – Tricks using about any type playing cards. Inexpensive and travel well.
- Silk Magic – Magic using silks (handkerchiefs, neckerchiefs)
- Rope/Ring Tricks – Tricks using strings and ropes.
- Money Magic – Magic with coins and bills.
- Mental Magic – Magic using numbers, symbols, names etc.
- Stage Magic – Illusions, which can be done inexpensively and with ordinary things easily found.

Face of an Eskimo

or the whole Eskimo

Which piece is larger



Do you see an old man

a young lady or a old lady?

Examples of Tricks from Baloos Bugle

Betcha can't…or can you?—
Great Salt Lake Council
The best magic is watching the Cub Scouts, parents, siblings and friends participate together. Have activities that will involve everyone. For your Gathering Time this month, set up several stations around the room each with a quick activity that everyone can try. Here are some activities can be done separately, with each taking just a few minutes, or you can enlist the help of parents to have five or six activities going at once so that the boys can try one and then move on to the next. The question is, can it be done…why or why not?
Bet you can't pick up a chair — Have the subject back away from a wall to the distance of four foot-length. Place a chair or stool between the person and the wall. Instruct the person to lean over and rest his or her forehead against the wall. Now the subject must pick up the chair and then straighten up without touching the chair to the wall or the floor. (Most women, many boys and very few men will be
able to do this successfully; the secret lies in the size of the feet. When a man (with larger feet backs four foot lengths from the wall and leans forward, his center of gravity is farther from his base than a woman's. Cub Scouts get excited that this is something their mothers can do but fathers can't…it's even better when they can do it but their
fathers can't)
Bet you can't tear a piece of paper into three pieces — Fold a piece of paper into thirds. Open it out again and cut or tear the paper equally along the folds so that only about an inch of paper keeps the strips together. Hold the tops of the two end strips. Now try to tear the paper so that the middle strip drops out and there are three separate pieces of paper.
(Paper like all other material, succumbs to force at its
weakest point. The two tears you started in the paper are weak points, and they are not equal, even if they appear to be. When you pull, the weaker tear gives way first. Then you are left without the opposing force needed to separate the other two strips of paper.)
Bet you can't catch a quarter worth of pennies — Fold your hand up to the shoulder on the same side of your body and place 25 pennies on your elbow. The goal is to catch all the pennies at once in that hand. (With practice this is possible…it helps to start with 2-3 pennies and work your
way up.)
Bet you can't step through an index card — Give each boy an index card and a pair of scissors. The goal is to be able to step entirely through a hole cut in the index card. (If cut as shown in the diagram, the index card will expand enough that even a fairly large man or woman will be able to step through the resulting hole.)
Bet you can't cut a paper loop into two pieces — Cut a strip of newspaper about two inches wide. Turn over one end of the strip and then tape the two ends together to form loop. Now try to divide the loop into two pieces by cutting lengthwise down the center of the strip. (When you have finished cutting you will still have a single loop but it will be twice as long as the original. That's because the twisted loop is a topological oddity called a Mobius strip.)
More on the Mobius Strip elsewhere in Baloo. If you cut it again, you get two interconnected loops!! CD *Science and magic are full of the oddities shown above a little research will find even more that will stump and astound the Cub Scouts. Let them experiment to find what they can do---and what they can't do*

Color by Touch:

Alice, Golden Empire Council
Materials: A box of wax crayons.
Directions:
Cub #1: *(taking crayons out of the box to show that each one is a different color)* I have tuned myself to read minds and "see" with my fingertips. Let me demonstrate. I need a volunteer. *Give the box of crayons to the volunteer* While my back is turned, I want you to choose a crayon – any one you want – and put it in my hand. Don't tell me which one. Then hide the box with the other crayons in a place out of sight. Tell me when you are ready.
Volunteer chooses a crayon, puts it in Cub Magician's hand, then hides the others as he said.
Cub #2 OK, I'm ready.
Cub #1: (*Turning to face volunteer, with hands still behind the back – magician scrapes a tiny bit off the top of the crayon with the right index fingernail)*
Now I want you to think of the color you chose –
don't say it, just think it. *Cub Magician, still holding the crayon behind his back, brings his right hand forward and slowly up to his forehead, as if to concentrate – this shows your hand is empty and lets you sneak a look at the tiny bit of crayon in your index fingernail*
Cub #1: *(With a lot of drama)* My fingers are not seeing as well today. Your mind seems to be blank. Please concentrate and think only of the color of your
crayon.
Making it look difficult, the magician finally announces the correct color of the crayon.

These are excerpts form Baloos Bugle for more go to
http://usscouts.org/usscouts/bbugle2007-2008.asp

Psychic Dice Trick

Ask a person to drop three dice in to a glass of water. Then ask them to hold up the glass,add up the total of the numbers on the bottom faces of the dice and then put the glass back down. You then dip your finger tips in the water, mystically rub them on your fore-head and magically tell your subject the total they have.

All you do is subtract the total of the three dice's upward faces from 21. Remember opposite sides of a die total 7 and 3 x 7 is 21.

Another Easy Dice Trick

Ask a person to roll four dice then ask the person to add total of the dice, top and bottom (do not have them reveal the answer) then stack them up on top of each other. You then look at the top dice and are able to predict the total sum of the dice, top and bottom.

All you have to do is say the total is 28. It doesn't matter what numbers they roll the top and bottom sum of any single die is 7. So the answer will always be 28. You could start with two dice answer will be 14, go to three dice answer 21 and so forth.

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).

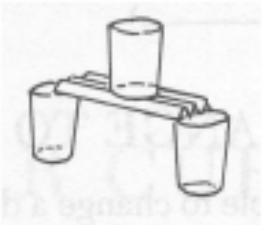
HIDDEN STATES

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.

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.

These excerpts on this page are from Pow Wow books online: http://www.macscouter.com/

Magic Resources

Pow Wow Online: http://www.macscouter.com/CubScouts/index.asp

- Look in for April 2008 and May 2002 - Theme "Abracadabra"

Baloos Bugle: http://usscouts.org/bbugle.asp

- April 2008 and May 2002 - Theme "Abracadabra"
  The information online is only archived back to 1997. Also there are archived Pow Wow handbooks on cd format available to purchase online at:http://www.napwb.com/index.html .

Magic Tricks Online

- **Bill Smith's unofficial Cub Roundtable** - http://www.wtsmith.com/rt/magic.html
- **Cub/Boy Scout Trail** - http://www.boyscouttrail.com/cub-scouts/magic_tricks.asp
- **Scouting The Net** - http://www.scoutingthenet.com/Training/Roundtable/Handouts/02/
- Kids Zone - www.kidzone.ws/magic/index
- **Free Magic Tricks** - http://www.goodtricks.net/frameset6.html
- **Magic Guide All** - http://allmagicguide.com/index.html

Books and Magazines

- **Scouting Magazine** - http://www.scoutingmagazine.org/issues/0109/a-magc.html
- **Boys Life** - http://www.boyslife.org/
- **The Cub Scout Magic Book** – official BSA magic book
- **Mark Wilsons Course on Magic** – terrific book of magic nicely illustrated, Amazon $14
- **Magic for Dummies** by David Pogue – Amazon $14

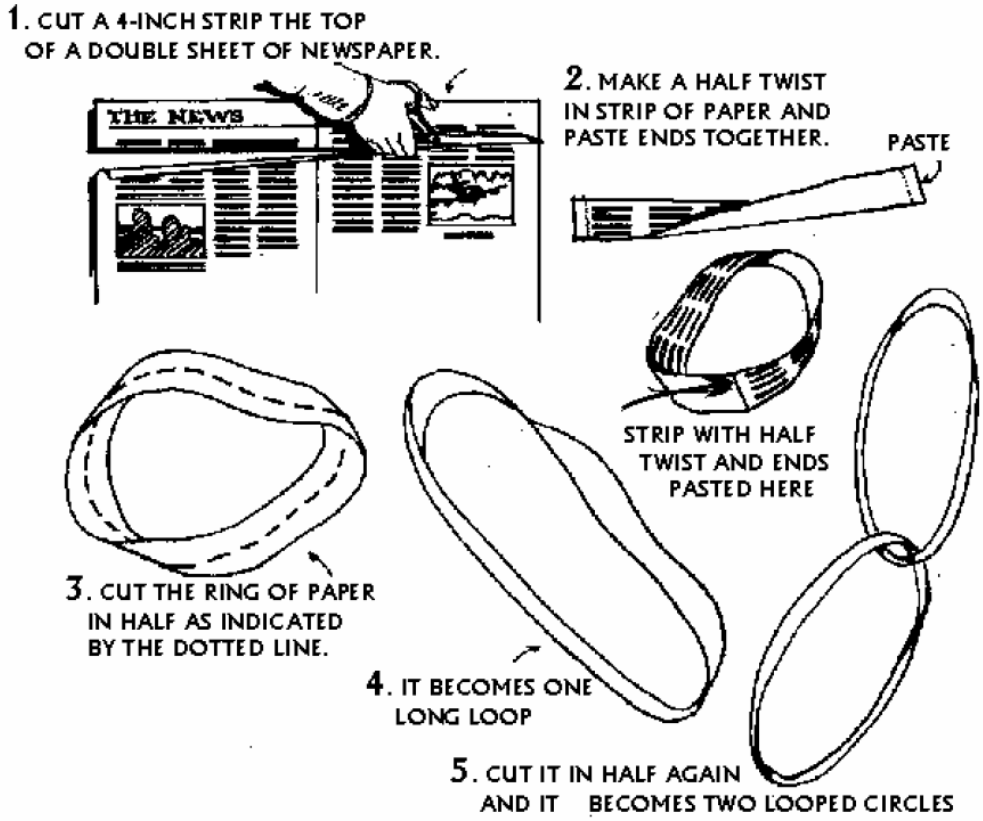
Magic Clubs

- **S.A.M.** – Society of American Magicians - http://www.magicsam.com/
- **I.B.M.** – International Brotherhood of Magicians - http://www.magician.org/portal/
- **F.C.M** – Fellowship of Christian Magicians - http://www.fcm.org/
- Many of these clubs have local chapters near your area that meet monthly. Magicians in these club are often willing to help you with magic often share ideas and put on public shows.

Places to Purchase Magic and Magic Accessories

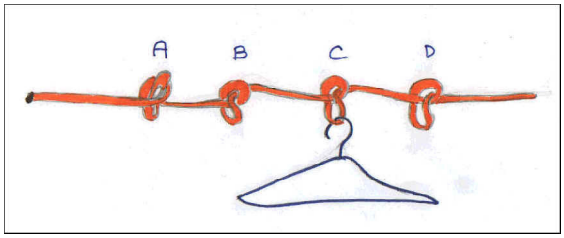
- **Tannen's Magic Online -** http://www.tannens.com/shop/featured.php
- **Larocks -** http://www.larocksmagic.com/
- **Empire Magic** – (located in Rochester,NY) http://www.empiremagic.com/
- **Abracadabra Magic Shop** - http://www.abra4magic.com/
- **Scholastic Book Club** - http://teacher.scholastic.com/clubs/ offers a nice monthly book club for magic and comes with great kits.

The Mobius Strip



Jumping Rings Trick

How this exciting powerful free magic trick looks to the audience:
The magician holds a rope between his hands. There are three knots tied on it, and on the center knot is tied to a wire hanger. The magician says a magic word and FLASH, right before everyone's eyes, the hanger jumps from the center knot to the right knot!
How this free magic trick is done (don't tell anyone!):
Use a strong piece of rope, about 3' long. It should be about ¼" thick. Take a look at the drawing below these instructions. It shows 4 knots on the rope. Knots B, C and D are regular knots. The hanger is tied to knot C. But knot A isn't a regular knot, it is a "slip knot." It looks pretty much like the others, but when pulled by the ends of the rope, comes undone.
What to do:
Begin the trick with knot D covered by your right hand. Hold the rope so that knots A, B, and C are showing.
Say: "Here we have three knots. Notice that a hanger is tied onto the end knot. But watch … Abracadabra!"
Now, do two things:
First: Pull the rope very tight between your hands. This will cause the slipknot (A) to come undone. It seems to disappear.



Second: Pull the rope again with the left hand. Slide knot D from your right hand. When you do this fast, it looks to the audience as if the hanger has jumped from the end knot to the center knot.
Practice, practice, practice … try it in front of a mirror, then when you can do it fast and smoothly, try it in front of your friends and family. It's a great trick.

Open Sesame

Deal out 3 piles of seven cards face down. Ask a spectator to choose a pile. You then pick up the pile that the spectator selected and display the cards in a fan facing the audience. (It is not necessary for you to see the front of the cards.) Then ask the spectator to look at the cards and choose one, instructing them not to tell you which card they choose.
1) Put the cards that the spectator chose face down in between the other two piles to make one pile of 21 cards.
2) Deal out the cards one at a time into 3 piles of seven moving left to right .
3) Pick up each pile individually and then display the cards to the volunteer asking them to indicate which of the piles contains the chosen card. (They must not name their selected card).
Repeat steps 1 to 3 one more time.
After the steps are completed say the magic words "OPEN SESAME". You then pick up the pile of 21 cards and spell O-P-E-N-S-E-S-A-M-E by placing one card face down on the table per each letter spelled. Turn up the next card after spelling OPEN SESAME to reveal their selected card.

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!