

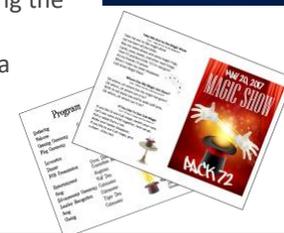
MAGIC THEME MEETING IDEAS

www.shac.org/magic-theme

Cub Scouts love to amaze and be amazed! Cub Scouts can discover secrets of the magician's art as they demonstrate magical illusions and learn new tricks with cards, coins and other everyday objects. The *Cub Scout Magic Book, No. 33210* 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 Scout 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 present advancements. Magic makes for a mystifying theme for a pack meeting or blue and gold banquet. Magic makes a great theme for pack meetings or banquets.



- **Pack Meetings:** The pack meeting brings all the dens in the pack together for the purposes of recognizing the achievements of the Cub Scouts, communicating information about upcoming events, and providing a program that enriches the Cub Scouting experience. It helps the Cub Scouts realize their den is part of a larger organization. A good pack meeting should be well planned and well organized. Packs meet several times during the year – there is no required number.
- **Banquets:** Most packs celebrate Scouting Anniversary Week in February with a birthday party called the blue and gold banquet; some packs do end of the year banquets.



Content

Sources: Baloo's Bugle Abacadabra Themes: [May 2002](#), [April 2008](#), [Jan 2012](#); BSA Jan 2012, BSA Feb 2018

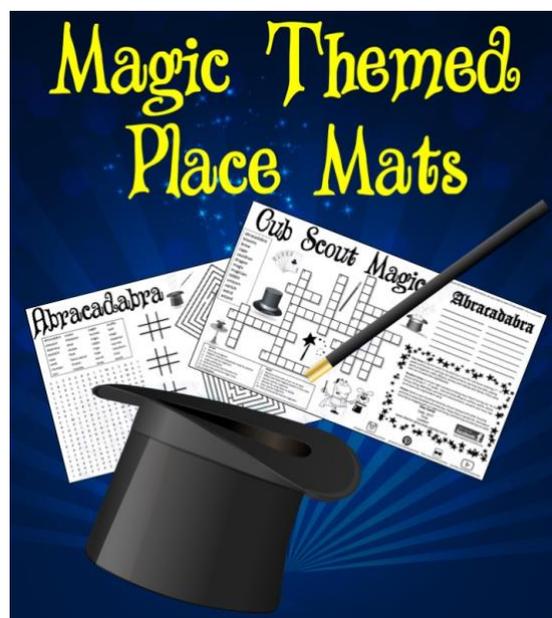
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Blue and Gold Placemats



Free, customizable placemats are available for packs to use at blue and gold banquets and den leaders to use during den meetings to help promote day camp. Download placemats at www.shac.org/magic-theme.

ABOUT PACK MEETINGS

1. Before the Meeting prepare all materials and notify each person responsible for a part of the program. Plan to arrange the room (e.g., doors unlocked, room set up: chairs, tables, sound system, flag displayed properly) and set up equipment and materials (e.g., advancements and awards, props, agenda, script) with plenty of time to spare so the meeting can start on time.

2. Gathering (optional) activities give participants something to do while waiting for meeting for start. Elements can include:

Greeters to make people feel welcome and knows where to sit.

Den Exhibits and demonstrations set up on tables.

Preopening Activity such as an informal activity (e.g., activity sheet, placemat) or game often conducted by the den chief to keep everyone interested and active until the entire group has arrived. The gathering activity must be done prior to the formal start of the meeting as it encourages everyone to arrive on time so the meeting can start on time. Find gathering activities [here](#) and in the *Den Chief Handbook*, No. 647787, *Cub Scout Leader How-To Book*, No. 33832 and *Group Meeting Sparkers*, No. 33122.

3. Opening: While brief and energetic, the opening should include several elements:

Opening ceremony is the official start to the meeting and sets the stage. It can reinforce the purpose of Scouting and help make the Scouting ideals meaningful through the words and pictures of the ceremony. The Cubmaster, other pack leader or dens can lead the opening ceremony which should include a flag ceremony, and reciting the Scout Oath and Law. Pre-select a den to lead the pledge and have the den leader practice flag etiquette with the Scouts for several meetings prior. The pocket guide can assist the Scouts: <https://shac.org/Data/Sites/1/media/instep/flag-ceremony.pdf>. One of the points of the Scout Law can be highlighted each month or the pack meeting theme can be creatively introduced. Be aware of physical and/or mental disability challenges. Be sensitive that not all youth may be able to read or talk in front of a group. Adapt ceremonies in a sensitive way to involve everyone at the level they will feel comfortably involved. Dens pre-selected to lead the opening ceremony should practice for several den meetings prior to the pack meeting. If posters or props are used, have a picture on one side and the script printed with large letters on the back. Den leaders should teach the Scouts how to talk with their head up and project their voice to the people in the back of the room. Find opening ceremonies [here](#) and in the *Cub Scout Ceremonies for Dens and Packs*, No. 33212.

Invocation. A brief prayer may be included, but be sensitive to the diverse religious beliefs that may be represented in your pack. Find invocations [here](#) and in the *Cub Scout Ceremonies for Dens and Packs*, No. 33212.

Welcome and Introductions. The Cubmaster introduces and recognized visitors.

4. Program is the most fun and energetic part of the meeting. It can include these elements:

Audience Participation involve the entire audience and will help get the meeting into high gear and to add variety and fun. It can be led by the Cubmaster or another leader. Some include motions. Some require the audience to be divided into groups that respond to a key word in a story read by a leader. It's a good idea to let groups practice their motions or phrases first. Find participation skits [here](#) and the *Cub Scout Leader How-To Book*, No. 33832.

Skits appeal to Cub Scouts. Acting comes naturally to many Cub Scouts, and help channel youth imagination. Skits give a chance for creative expression, gaining self-confidence, and teamwork and cooperation. Some shy kids many not want to take part in skits and might be give responsibilities for handling props or "directing." Have a den leader select a [skit](#) and practice for several meetings prior. Skits can also be found in the *Cub Scout Leader How-To Book*, No. 33832. The Cub Scouts should be taught how to talk clearly, slowly, loudly and to the back row of the audience (or speaking into the microphone correctly).

Run-ons are similar to skits but are much shorter and require only one or two people. Run-ons are good for a change of pace during pack meetings and campfires – something to make everyone laugh and relax. They come in handy as fill-ins between acts to fill dead time or to enliven the program.

Webelos Den Demonstrate things they learned during the month.

Games provide most of the action in the meeting and are part of the fun of Scouting. Games (e.g., relay races between dens, parent-child competitions, or skills competitions) can help youth develop self-confidence, independence and the ability to get a long with others. Games teach youth to follow rules, take turns, respect the rights of others, to give and take and to play fair. Games can be effective during pack meetings as long as the meeting doesn't run too long. Consider the physical aspect, age of the youth, space requirements, time requirements, equipment, skills and abilities, number of players needed, equipment and purpose (physical, mental, educational). Games can be found a [here](#) and in the *Cub Scout Leader How-To Book*, No. 33832 has a whole section on cooperative games.

Songs. Singing builds pack spirit and enthusiasm. Singing gives Cub Scouts a chance to let off steam. Singing is fun! Use a song or two to set the mood for meetings, to get the audience moving and get rid of those wiggles or to quiet and calm the group when it's time to go. Have a few songs ready to use as fillers during transition times. If not using "repeat after me" songs, make sure attendees have a printed copy. Pre-select a den to lead a song in the [meeting handout](#). Songs can be found [here](#) and in the *Cub Scout Leader How-To Book*, No. 33832 and *Cub Scout Songbook*, No. 33222.

For **blue and gold banquets**, the pack committee may decide to bring in an entertainer such as a scientist or magician and have a video or slide show of what the pack did over the past year. Each unit is requested to hold a Friends of Scouting (FOS) presentation typically at the blue and gold banquet. The presentation, which takes approximately seven minutes to conduct, informs parents and leaders of all council services, its financial needs and extends an opportunity to help fulfill the need. The FOS campaign is a vital component to the programs and services of the council. The money offsets cost of training leaders, operating camps, and the service center, as well as providing other resources to units in the council.

5. Recognition

Advancement Ceremony. Recognition is important to Cub Scouts. Each one represents a great amount of time and effort on the part of the Cub Scout, family, and leaders and should be presented in a special ceremony. The presentation should be worthy of the award and the work that went into it. When Cub Scouts are recognized for their accomplishments, they are motivated to achieve more. Memories of meaningful, impressive ceremonies will last years. Depending on the advancements that you have for each month's pack meeting, you'll need to adapt ceremonies. Delete sections that relates to a badge that you are not presenting or change that section to a narrative form in place of the badge presentation. Use your imagination to make the ceremonies work for you. A variety of leaders can be involved in the advancement ceremony (e.g., advancement chair, Cubmaster, assistant Cubmasters, den leaders, den chiefs). Use simple props and costumes to enhance ceremonies. Some ceremonies will be simple (monthly awards) while others are more involved (e.g., rank ceremonies, crossover ceremonies, Arrow of Light ceremonies). When ranks are presented, a family member can be called forward with the Cub Scout and receive the recognition to then give to the youth; otherwise, it is acceptable to present awards to the Cub Scout directly. Find advancement ceremonies [here](#) and in the *Cub Scout Den and Pack Ceremonies*, No. 33212.

Leader Recognition (for banquets and other meetings as appropriate). When working with volunteers, thanks is the only payment we can really give them. Public recognition is the most valued form of payback for volunteers – so remember to recognize parents, leaders and others who help the program! Consider a hand written thank you note, homemade award, certificate of appreciation, or gift from the Scout Shop. Consider submitting pack leaders for [adult awards and recognitions](#) (e.g., training awards) or district awards that they qualify for and presenting them at the blue and gold banquet. Also recognize volunteers who have made significant contributions. Find leader recognition ceremonies [here](#).

6. Closing

Announcements. Announcements should be kept brief, to the point, and written out, if possible. Announcement details (e.g., date, time, address, description of event, who can attend, what to bring, web page to find more information) should be provided in pack meeting handout. The Cubmaster should take only about one minute to enthusiastically highlight the exciting upcoming activities and the date of the next pack meeting.

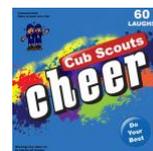
Cubmaster Minute. At the end of a pack meeting filled with learning, fun, and fellowship comes the grand finale, the Cubmaster Minute. Consider it a closing argument to your Scouts — one last chance to inspire before they head home. Find a message that's relevant, powerful, and memorable that can be crammed into 60 seconds. It's an opportunity to quiet the Cub Scouts and put them in a reflective mood before departing. Find Cubmaster Minutes [here](#).

The **Closing Ceremony** draws the meeting to an end. It's usually serious and quiet and provides an opportunity to present a brief character lesson, a simple thought. Keep it simple.

7. After the Meeting.

Refreshments (optional). Packs can serve refreshments which can be furnished by a special committee or brought by assigned dens. It is important that sufficient help be recruited to put the meeting room back in order. The leaders review the events of the meeting, finalize plans for the next pack meeting, and review their progress toward the upcoming pack meeting.

Cheers and applause add fun to meetings and campfire programs and are a great way to recognize Scouts and Scouters during den or pack meetings or campfires for accomplishments and performances. Be sure everyone knows and understands the cheers or applause and how to do it. Cheers and applause serve more than one purpose -- they not only provide recognition but also help liven up a meeting. Strive for quality of performance. Another important side effect is they provide "wiggle time" for all the Scouts and siblings during the ceremonies so they sit still during the serious moments. It is a lot easier and a lot less stressful to lead a cheer and have fun than to be constantly reminding the Scouts to sit quietly. Assign a leader (e.g., assistant Cubmaster) to enthusiastically lead the cheers at every opportunity throughout the meeting (e.g., after a skit or advancement ceremony). Stuff the cheer box with themed cheers before the meeting. Find cheers [here](#) and www.shac.org/cheers. Make a cheer box or bag by attaching the graphic (www.shac.org/Data/Sites/1/media/resources/leader-guides/Cheer-Box-1200x1170.jpg) to a blue bag or box.



Resources:

- Pack Meeting Resources: www.shac.org/pack-meetings
- BSA Pack Meeting Resources: www.scouting.org/programs/cub-scouts/pack-meeting-resources
- Pack Meeting Tips: <https://blog.scoutingmagazine.org/2018/12/10/8-essential-tips-for-controlling-chaos-at-cub-scout-pack-or-den-meetings>

PACK MEETING PLANNING SHEET

Pack Meeting Date: _____

Theme: Magic

| Time | Activity | Materials | Responsible |
|---------|--|---|--|
| 6:30 pm | <p>Before the meeting Meeting props: construction hats, traffic cones, safety vests, tool belt</p> | <input type="checkbox"/> set up chairs <input type="checkbox"/> sound system <input type="checkbox"/> flags <input type="checkbox"/> advancement table | <ul style="list-style-type: none"> • |
| 6:45 pm | <p>Gathering <i>Meeting Props: magician hats, wands, cape, magician props</i></p> <p>Opening Icebreaker Cubmaster 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 they have forgotten the magic words. Maybe the Cub Scouts can help them. With each magic word they take an item out of box (car, comb, ball, etc). Then CM remembers word – Akela! All Cub Scouts 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.</p> | <input type="checkbox"/> activity sheet <input type="checkbox"/> pencils <input type="checkbox"/> pack meeting handouts | <ul style="list-style-type: none"> • (greeters) |
| 7:01 pm | <p>Opening Ceremony: - Magic Cards Opening Ceremony M is for our Magnificent Cub Scouts (same Cub Scout or another Cub Scout yells “Hey, that’s us.”) A is for the Amazing Audience. (same Cub Scout or another Cub Scout yells, “Hey, that’s you.”) G is for the Great time we hope you will have tonight. I is for Illusions and the interesting tricks you will see. C is for Captivated! (another Cub Scout or the same Cub Scout) And that spells Magic. Magic is the theme for our banquet tonight, so sit back, relax and prepare to be amazed!</p>  | <input type="checkbox"/> 5-7 Cub Scouts <input type="checkbox"/> M-A-G-I-C posters with script on back <input type="checkbox"/> flags <input type="checkbox"/> pocket guide <input type="checkbox"/> cheer box <input type="checkbox"/> printed cheers | <ul style="list-style-type: none"> • ___ Den • den leader • assistant Cubmaster (leads cheer) |
| 7:06 | <p>Invocation Scouts, family members and friends let us take this moment to offer a prayer. Here in Your presence many friends and families are gathered to celebrate in fellowship the achievements and accomplishments of these young Cub Scouts. We thank You for this fellowship and for helping these families to give their sons the opportunity to grow and learn to do their best at all they try. Open the heart of each Scout to realize their duty to You and their promise to help others and give their parents joy and patience as they learn and try new things. For these gifts and the blessing of abundant food to nourish us in spirit and in body we give You thanks. Amen. <i>Source: http://usscouts.org/scoutduty/sd2qc57.asp</i></p> | <input type="checkbox"/> printed script | <ul style="list-style-type: none"> • |
| 7:00 pm | <p>Welcome</p> | <input type="checkbox"/> props to wear: magician hat | <ul style="list-style-type: none"> • Cubmaster |

| | | | |
|------|--|---|--|
| 7:08 | Program <i>If you have a recommendation for a magician in your area, or would like a referral for NW Houston, please send us a message on our Facebook page (www.facebook.com/shac.bsa).</i> | <input type="checkbox"/> | <ul style="list-style-type: none"> • ___ Den • den leader |
| | Audience Participation (optional) | <input type="checkbox"/> printed script | <ul style="list-style-type: none"> • Cubmaster • assistant Cubmaster (leads cheer) |
| 7:15 | Song Listed on pack meeting handout | <input type="checkbox"/> pack meeting handout | <ul style="list-style-type: none"> • ___ Den • den leader |
| 7:17 | Skit (optional) | <input type="checkbox"/> | <ul style="list-style-type: none"> • ___ Den • den leader • assistant Cubmaster (leads cheer) |
| | Game (optional, if time permits) | <input type="checkbox"/> | <ul style="list-style-type: none"> • Cubmaster • assistant Cubmaster (leads cheer) |
| 7:20 | Advancement Ceremony: Color Changing Ceremony <i>(see below)</i> | <input type="checkbox"/> awards <input type="checkbox"/> printed script <input type="checkbox"/> cheer box <input type="checkbox"/> printed cheers | <ul style="list-style-type: none"> • advancement chair • Cubmaster • assistant Cubmaster (assists; leads cheer) |
| | Leader Recognition (if applicable) | <input type="checkbox"/> printed script <input type="checkbox"/> recognition items | <ul style="list-style-type: none"> • committee chair • Cubmaster (assists) |
| 7:50 | Song Listed on pack meeting handout | <input type="checkbox"/> pack meeting handout | <ul style="list-style-type: none"> • ___ Den • den leader |
| 7:53 | Announcements | <input type="checkbox"/> printed script <input type="checkbox"/> pack meeting handout | <ul style="list-style-type: none"> • Cubmaster |
| 7:55 | Cubmaster Minute: The Magic of Cub Scouting To take little Cub Scouts and help them grow into a adult –That's magic. To teach them how to make things and let them know they can – That's magic. To watch them learn the Scout Oath and Law and apply it in their life – That's magic. To see them grow in mind and body, overcoming strife – That's magic. To watch their family beam with pride at everything they'll do – That's magic. And love them even if things don't go as they wanted them to – That's magic. And as their Scouting leaders we also beam with pride. Because we know they are learning and growing up inside – That's Cub Scout Magic. | <input type="checkbox"/> printed script | <ul style="list-style-type: none"> • Cubmaster |
| 7:56 | Closing: Closing Ceremony <i>Use the same posters as the opening ceremony.</i> M - is for merits, which we always have in sight. A - is for adventure, what we're always looking for. G - is for growth, to open every door. I - is for integrity, for all the world to see. C - is for Cub Scout, which we are all glad to be. All: Put it all together, and it's Magic. Goodnight everyone. | <input type="checkbox"/> 6-7 Cub Scouts <input type="checkbox"/> M-A-G-I-C posters with script on back | <ul style="list-style-type: none"> • ___ Den • den leader |
| 7:59 | Closing Flag Ceremony | <input type="checkbox"/> flags | <ul style="list-style-type: none"> • ___ Den • dean leader |
| | After the Meeting | <input type="checkbox"/> | <ul style="list-style-type: none"> • (clean up) |

Advancement Ceremony – Color Changing Ceremony

- Food coloring (orange, yellow, green, blue, red), good quality (e.g., find in baking section of Hobby Lobby or Michaels),
- 5-6 containers of water with enough water to fill up the glass tube (number needed depends on how many different ranks are being presented)
- 5-6 clear plastic glass tubes (hint: purchase from Hobby Lobby at 50% off)
- Cub Scout signs on front of each container

Setup:

Before the ceremony, place a few drops of food coloring in each container of water. Practice ahead of time to determine how many drops will be needed and to have containers prepared to correctly fill the tubes. It will take more yellow drops and less of other colors (too much blue food coloring will look black and not the right amount of red can look pink). Be sure the audience does not see the preparation of placing food color in bottom of the glasses. Have the glass tubes on a podium or a table. Notify the den leaders to pick up the containers of water sitting on a table to the side before coming to the front.



CM: *Call up the den leaders.* The den leader has some water that they will pour into our magical vases. Now you may ask, what makes these vases magical. Well, if and only if all of the Scouts in the den have completed all of the requirements to earn the rank, something magical will happen.

CM: *(call up Lions and their parents).* Den leader (name), have all of these Scours completed all of the requirements for the Lion badge? *(wait for response).* Ok, let's see *(leader pours water into the glass tube).* Yellow symbolizes the spirit of Scouting which is present in all the Lion Scouts. *(present Lion rank).* *Lead cheer.*



CM: *(call up Tigers and their parents).* Den leader (name), have all of these Scours completed all of the requirements for the Tiger badge? *(wait for response).* Ok, let's see *(leader pours water into the glass tube).* Orange symbolizes the enthusiasm and creativity the Tigers used while earning the Tiger rank. *(present Tiger rank).* *Lead cheer.*



CM: *(call up Wolves and their parents).* Den leader (name), have all of these Scours completed all of the requirements for the Wolf badge? *(wait for response).* Ok, let's see *(leader pours water into the glass tube).* Green symbolizes the earth which the Wolves learned about and discovered. *(present Wolf rank).* *Lead cheer.*



CM: *(call up Bears and their parents).* Den leader (name), have all of these Scours completed all of the requirements for the Bear badge? *(wait for response).* Ok, let's see *(leader pours water into the glass tube).* Blue represents the sky which is limitless, like the many adventures that the Bear Scouts encountered. *(present Bear rank).* *Lead cheer.*



CM: *(call up 4th grade Webelos Scouts and their parents).* Den leader (name), have all of these Scours completed all of the requirements for the Webelos badge? *(wait for response).* Ok, let's see *(leader pours water into the glass tube).* Red represents courage. The Webelos Scouts have been learning to be brave and to stand up for what is right. *(present Webelos rank).* *Lead cheer.*



Option 2 (if Bobcat and Arrow of Light ranks need to be presented):

CM: *(call up Scouts who have earned the Bobcat badge and their parents).* Parents, have all of these Scours completed all of the requirements for the Bobcat badge? *(wait for response).* Ok, let's see *(leader or one of the parents pour water into the glass tube).* Purple represents wisdom. These Scouts have learned the meaning of Scout Oath and Law. *(present Bobcat rank).* *Lead cheer.*



CM: *(call up 4th grade Webelos Scouts and their parents).* Den leader (name), have all of these Scours completed all of the requirements for the Webelos badge? *(wait for response).* Ok, let's see *(leader pours water into the glass tube).* Brown represents reliability. The Webelos Scouts have been learning some of the skills that will be needed to be a reliable Scout in a troop. *(present Webelos rank).* *Lead cheer.*



CM: *(call up 5th grade Webelos Scouts and their parents).* Den leader (name), have all of these Scours completed all of the requirements for the Arrow of Light badge? *(wait for response).* Ok, let's see *(leader pours water into the glass tube).* Red represents courage. The Webelos Scouts have been learning to be brave and to stand up for what is right. *(present Arrow of Light rank).* *Lead cheer.*



Print for Advancement Ceremony Props. The size of graphics may need to be adjusted depending on the size of the glass tubes.









Podium Script: Invocation

Would the audience please rise (*pause*).

Let us each prepare to pray according to his or her tradition.”

Scouts, family members and friends let us take this moment to offer a prayer.

Here in Your presence many friends and families are gathered to celebrate in fellowship the achievements and accomplishments of these young Cub Scouts.

We thank You for this fellowship and for helping these families to give their sons the opportunity to grow and learn to do their best at all they try.

Open the heart of each Scout to realize their duty to You and their promise to help others and give their parents joy and patience as they learn and try new things.

For these gifts and the blessing of abundant food to nourish us in spirit and in body we give You thanks.
Amen

Podium Script: Advancement Ceremony

Call up the den leaders. The den leader has some water that they will pour into our magical vases. Now you may ask, what makes these vases magical. Well, if and only if all of the Scouts in the den have completed all of the requirements to earn the rank, something magical will happen.

Call up Lions and their parents.

Den leader (name), have all of these Scouts completed all of the requirements for the Lion badge? *Wait for response.*

Ok, let's see. *Leader pours water into the glass tube.*

Yellow symbolizes the spirit of Scouting which is present in all the Lion Scouts.



Orange symbolizes the enthusiasm and creativity the Tigers used while earning the Tiger rank.



Green symbolizes the earth which the Wolves learned about and discovered.



Blue represents the sky which is limitless, like the many adventures that the Bear Scouts encountered.



Red represents courage. The Webelos Scouts have been learning to be brave and to stand up for what is right.



Podium Script: Cubmaster Minute

To take little Cub Scouts and help them grow into an adult – That's magic.

To teach them how to make things and let them know they can – That's magic.

To watch them learn the Promise and apply it in their life – That's magic.

To see them grow in mind and body, overcoming strife – That's magic.

To watch their family beam with pride at everything they'll do – That's magic.

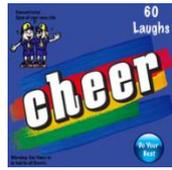
And love them even if things don't go as they wanted them to – That's magic.

And as their Scouting leaders we also beam with pride. Because we know they're learning and growing up inside – That's Cub Scout Magic.



Magic Cheers

shac.org/magic-theme



Cut out cheers and put in a cheer box. Find more cheers and instructions to make a cheer box at shac.org/cheers.

Disappearing Rabbit

Hold hands to side of head like bunny ears and shout, "Poof! Poof! Poof!"



Handkerchief Applause

(Materials: handkerchief)

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



Magician Applause

Take imaginary hat off head, make a magical gesture over the hat and say "Presto!"



Magic Hand Applause

Applaud with hands in front, then with hands behind back while saying, "Now you see them, now you don't!"



Magic Yell

Pretend to reach up your sleeve. Pull hand out and shout, "ShaZamm!"



Magic Cheer

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



Magicians Cheer

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



Magicians Cheer 2

Pretend to take off a top hat and wave 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!"



Bravo Applause

Everyone shouts, "Bravo, Bravo, Bravo!" gradually getting louder. End with huge clapping.



PACK MEETING HANDOUT

Edit the text boxes on the next two pages. An editable, word version of this document is available at www.shac.org/magic-theme.

- Page 1: insert pack number and month/year
- Page 2: list detailed announcements, edit upcoming events for next three to six months, customize electronic communications.



Print one copy per person (of next two pages), one-sided to two-sided

Announcements: During meetings, keep announcement very short. Having detailed announcements printed in the handout saves times during meetings and avoids the dreaded long announcements that run on and on (that nobody can hear, nobody pays attention too and Scouts dislike). Encourage the parents to put the handout on their refrigerator. Parents will get used to getting a handout at each pack meeting.

In addition to upcoming pack events, Add district and council events. Visit www.shac.org/toolkit for upcoming council events. Visit your district website for upcoming district events.

Songs: have more songs than you think you need. You don't have to sing them all, but having a back-up in case of a lull in the program is always helpful.

Pack <#>



<Month Year>

Take Me Out to the Magic Show

(Tune: Take Me Out to the Ballgame)

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!



Scout Oath

On my honor
I will do my best
to do my duty
to God and my country
and to obey the
Scout Law;
to help other people
at all times; to keep
myself physically strong,
mentally awake
and morally straight.



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?

Scout Law

A Scout is:
Trustworthy
Loyal
Helpful
Friendly
Courteous
Kind
Obedient
Cheerful
Thrifty
Brave
Clean
Reverent

If You Like To See Cub Scout Magic

(Tune: If You're Happy and You Know It)

If you like to see Cub Scout 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 Scout magic,
Give a cheer. (Hoo-ray)



Outdoor Code

As an American,
I will do my best to -
Be clean in my
outdoor manners.
Be careful with fire.
Be considerate
in the outdoors.
Be conservation
minded.

Announcements

<insert announcements>

Upcoming Events

<Month Year>

<day> <event>
<day> <Den meeting>
<day> <Pack meeting>
<day> <District event>
<day> <Council event>

<Month Year>

<day> <event>
<day> <Den meeting>
<day> <Pack meeting>
<day> <District event>
<day> <Council event>

<Month Year>

<day> <event>
<day> <Den meeting>
<day> <Pack meeting>
<day> <District event>
<day> <Council event>

Pack Committee

<insert pack committee and contact information>

Pack <#>

facebook.com/<insert URL>
<pack website>

<insert> District

<district website>
facebook.com/<insert URL>

Sam Houston Area Council

www.shac.org
facebook.com/shac.bsa

BANQUET PROGRAM

A formal handout for banquets.

Edit the text boxes in the next two pages (insert Scout's names, upcoming events, pack number, agenda and date). An editable, word version of this document is available at www.shac.org/magic-theme

Blue & Gold Banquet

Banquets: Most packs celebrate Scouting Anniversary Week in February with a birthday party called the blue and gold banquet; some packs do end of the year banquets. It brings families together for fun and cheer. The purpose of a banquet is to celebrate the Scouting, thank leaders and volunteers, and inspire the leaders, Scouts, and parents.

The banquet can be like a regular pack meeting with songs, skits, stunts, and awards, or it can be something different and a little more special. The pack committee may decide to bring in an entertainer such as a mad scientist or magician and have a video or slide show of what the pack did over the past year.

A good banquet needs lots of careful planning at least two months in advance to be successful. The pack committee should recruit a banquet chair, who in turn may select others to carry out the responsibilities of the program, such as making physical arrangements, promotions, inviting special guests, decorations, choosing a theme, ordering food, etc. Try to involve as many people as possible, but avoid giving den leaders too many additional responsibilities because it may distract them from their duties to their dens.

A detailed plan for banquets, including a planning calendar, sample agenda, and suggested program activities, is available in the *Cub Scout Leader How-To Book, No. 621165*.

Banquet Planning: www.skscouts.org/wp-content/uploads/2013/06/Blue-Gold-Planning-Guide.pdf

Banquet Planning: www.ocbsa.org/wp-content/uploads/2011/06/Blue-Golf-Banquet-for-Website.pdf

Upcoming Events

| | |
|-------------------|--|
| February 11, 2017 | University of Scouting (leader training; www.shac.org) |
| March xx, 2017 | Pack Meeting |
| April xx, 2017 | Pack Meeting |
| May 5, 2017 | Scout Fair (shac.org/scout-fair) |
| May xx, 2017 | Pack Meeting |
| June xx-xx, 2017 | Day Camp (www.shac.org/day-camp) |
| July xx, 2017 | Pack summer time activity #2 |
| July 2017 | Resident Camp (www.shac.org/resident-camp) |
| August xx, 2017 | Pack summer time activity #3 |

Communication Tools

Pack website
Pack Facebook page

District website
District Facebook page

www.shac.org
www.facebook.com/shac.bsa



Gathering

Welcome

Opening

Flag Ceremony

Invocation

Dinner

FOS Presentation

Advancement Ceremony

Song

Leader Recognition

Skit

Cubmaster Minute

Closing

Name
Cubmaster

Webelos
Den 6

Webelos
Den 4

Name
Title

Name
Title

Name
Cubmaster

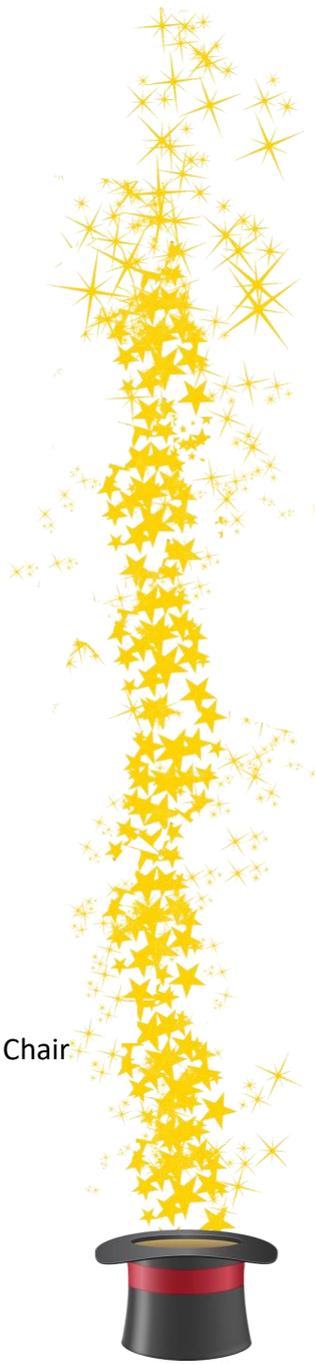
Wolves
Den 1

Name
Committee Chair

Tigers
Den 3

Name
Cubmaster

Bears
Den 5



Take Me Out to the Magic Show

(Tune: Take Me Out to the Ballgame)

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!



Where Has My Magic I

(Tune: Where Has My Little Girl 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?

If You Like To See Cub Scout Magic

(Tune: If You're Happy and You Know It)

If you like to see Cub Scout 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 Scout magic,
give a cheer. (Hoo-ray)



ADVANCEMENT CEREMONIES

Abracadabra Arrow of Light Ceremony

Materials:

- White Poster Board or large white paper,
- Lemon juice,
- Iodine,
- Paintbrush,
- Magician’s box,
- 4-6 display items about the Cub Scout(s) obtained ahead of time to surprise them.

Directions:

Using a paintbrush and lemon juice, brush the words, “Arrow of Light” (or draw emblem), date, Cub Scout’s name on the paper and allow it to dry. Put some drops of iodine in enough water to saturate the whole paper. The iodine will be brushed on as the ceremony progresses. The iodine will make the paper purple and leave the lemon juice spots white. Iodine will stain the floor. Put the paper over a tarp.

Talk about the magic paper that will reveal a message to the Pack. The magician will paint the iodine water across the paper to reveal the words “Arrow of Light” or the emblem. Wow, the Arrow of Light magically appeared. The magician wonders what that means. The Cubmaster explains the meaning of the Arrow of Light.

Magicians know that it takes certain steps to do a magic trick. Are there steps for this magic Arrow of Light? The Cubmaster can then explain the requirement steps.

The magician then decides to take a break from painting and does some magic out of a box which magically produces display items for the recipient.

The magician then decides to have help painting the paper. They call up the Webelos leader and asks the leader to paint (over the section with the date) while they relate a magical service/activity about Cub Scout (revealing the date.)

The magician then asks the parents to help paint (over the section with the name) while they relate a magical service/activity about Cub Scout (revealing their name.)

The Cub Scout then comes up and talks about their favorite magical service/activity to earn the award and quotes either the Scout Oath or Law.

The magician or Cubmaster presents the Arrow of Light Award. The Cub Scout then gives the pin to their mom with the “Mother’s Salute,” after which, the Father can present the award with the Cub Scout or Scout handshake. The Cub Scout leads everyone in their favorite cheer!

Abracadabra Theme Ceremony Ideas

This can really be a lot of fun – especially if the Cubmaster is willing to “ham it up.” Wear a cape and make the awards “appear” out of your Top Hat as you wave your wand and say Magical sayings.

If you learn some extra tricks, OR if you have a resident “magician” (Cub Scout or adult) in your pack, they could make the awards appear out of various props, like coins, cards, scarves or flowers.

Advancement Ideas

Set Up:

- To present the awards to the Cub Scouts 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 Cub Scout to receive an award and lays their hat (top side down) on the table over the hole. They ask the Cub Scout what achievement they have been working on and then proceeds to pull the award out of the hat. The person under the table hands them a stuffed rabbit, then an old boot, and any number of items except the Cub Scout’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 Cub Scout. This can be done with each Cub Scout 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.

Scout Life Magic Awards Ceremony

Personnel: Cubmaster dressed up as a magician
Materials: A *Scout Life* Magazine,
 Awards to be presented

Directions:
 Ahead of time, take the magazine and put some glue around the bottom and side edges of the first page. Do not put glue on the top edge (you are making a pocket). Stick the first page, by the edges, to the cover of the magazine. Be sure to do this smoothly and neatly. Let the glue dry. You have just made a secret pocket behind the cover. Put the awards inside the pocket and flatten it. When the magazine is rolled into a tube, you can reach inside the pocket and grasp the awards.

Ceremony:
 Cubmaster enters dressed up as a magician with the magazine under their arm. They ask the audience:
 "Who believes that you can get your awards from a magazine? I have here an ordinary *Scout Life* magazine. It is full of good stuff but I don't see any awards in here, do you?"
 They flip through the magazine so that people can see through the different pages. They shake it to prove there is nothing inside. Then they roll the magazine into a tube and says the magic words (any words they want). They then reach their hand into the tube and pull out the awards one by one and present them. CM then says:
 "This is only a demonstration. Please do not try this trick at home. It is very dangerous for Cub Scouts to think that their awards come from a magazine. Only the most experienced magician can get them this way. All Cub Scouts need to earn their awards, just as the Cub Scouts here tonight have. Let's give them a great big applause."

Bubble Advancement Ceremony

Equipment: Bubble solution, and bubble wand, awards to be given.

Personnel: Den Leader or Cubmaster, Cub Scout receiving award (and parents, if appropriate)

Set up: Den Leader spends a few seconds blowing bubbles with the Cub Scouts and then calls them around him/her.

DL: Did you know that soap bubbles can only join at one of two angles (places or ways)? There are no other possibilities. So, the number two would be important if you were a bubble.

Den Asst: The number two is important to Cub Scouts also. Whenever you give the Scout Oath and Law you hold your right arm high with two fingers held out straight in the Cub Scout sign. The two fingers stand for the Scout Oath and Scout Law; to help other people and to obey. They also stand for the two alert ears of a wolf. A wolf that is always listening to Akela.

DL (Name) has been listening closely and working with their parents and in our den. They are now ready to receive their Advancements.

DA We'll now form a living circle and give the grand howl in (name's) honor.

Magic Advancement Ceremony

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 Cub Scout has to do the work by themselves. 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 Cub Scout transforms themselves before our very eyes. And during their years in the Webelos program, a Cub Scout enters a period of accelerated growth and development - often earning an activity pin a month as their 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.

Magic Advancement

Personnel: Cubmaster and Asst CM (or willing adult.)

Props: Cardboard top hat to hold awards.

Cubmaster: We are here tonight to see some amazing feats of magic. These Cub Scouts have accomplished great things. And now, I - the Amazing Cubmaster, will create Bobcats, Tigers, Wolves, Bears and other strange creatures.

Will the following Cub Scouts and their parents please come forward? *(Bring all new Bobcats a their parents up)*. You have learned the ways of Cub Scouting. Are you ready to be transformed into Bobcats? *(Cub Scouts and parents answer yes)*. Then as I say the magic words, Dobum Yobum Bestum, you will become Bobcats. *(Cubmaster reaches into a top hat for awards. Present awards to parents who present to sons. Lead Cheer. Cub Scouts and parents return to seats.)*

Will the following Cub Scouts and their parents please come forward? *(Bring all new Tigers and their parents up)*. You have learned the ways of Cub Scouting. Are you ready to be transformed into Tigers? *(Cub Scouts and parents answer yes)*. Then as I say the magic words, Dobum Yobum Bestum, you will become Tigers. *(Cubmaster reaches into a top hat for awards. Present awards to parents who present to sons. Lead Cheer. Cub Scouts and parents return to seats.)*

Another amazing transformation awaits you. Will the following Cub Scouts and their parents please come forward? *(Bring all new Wolves and their parents up.)* You have all been Bobcats and have demonstrated your skills and know of the ways of the pack. Are you ready to become Wolves? *(Cub Scouts and parents answer yes.)* As I call upon the spirit of the great magician, you will be Wolves. *(Cubmaster reaches for awards to present to the Cub Scouts. Present awards to parents who present to sons. Lead Cheer. Cub Scouts and parents return to seats.)*

Whew! Was that not incredible? But there is more work to do. Will the Bears and their parents please come forward? *(Bring all new Bears and up)*. You all have followed the trail of Baloo the Bear. Are you ready to join your brother the Bear? *(Cub Scouts and yes.)* Now as my assistant, the great Helper Cub, waves the magic hat, please repeat the magic words after me. Helpet opleet!! Shazaam!! You are now Bears! *(Cubmaster reaches into top hat for awards. Present awards to parents who present to sons. Lead Cheer. Cub Scouts and parents return to seats.)*

Amazing, simply amazing? Helper Cub, are there more scouts to be transformed? Yes. This is simply amazing. Please come forward! *(Bring all Webelos up to me.)* You are moving along the trail to the goal of the Webelos and are about to be transformed. However, I have seen signs of you working towards the goal of Webelos rank. You are working hard on your activity pins and I, the amazing Cubmaster know you are Beum Prepareum. *(Cubmaster reaches awards. Present awards to parents who present to sons. Lead Cheer. Cub Scouts return to seats.)* Now I have my strength back. It is time to try the most difficult magic trick of all, following of a Cub Scout into that mythical creature, the Webelos. Will the all their parents please come forward? *(Bring all new Webelos and their parents up)*. You all have climbed the mountain and done the requirements. Are you ready to become Webelos? *(Cub Scouts and parents answer*

yes.) Th ' We-ek Be-ek Lo-ek Yal-ek, Sc-ek Out-ek, abra cadabra, you are now Webelos!! *(Cubmaster reaches into top hat for awards. Present awards to parents who present to sons. Lead Cheer. Cub Scouts and parents return to seats.)*

Magic Awards

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. They 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 Scout and their 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 Cub Scouts 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.

The Magic Colors

Props:

- A clear container with a little dry ice in it,
- A 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.

CA First there is blue, which stands for loyalty, truth, and Honesty.

CM Then there is gold which stands for cheerfulness, Happiness, and Fun.

CA 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 Scouts BSA program.

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

Magic Neckerchief Graduation Ceremony Script

This ceremony is written for Webelos Scouts graduation to Scouts BSA. With slight modification, it can be used for any level rank advancement. It is written assuming several Cub Scouts will be receiving their awards, but with minor changes could be used for a single Cub Scout.

Materials:

- 🦋 Neckerchief (if using Webelos neckerchief, the Webelos patch must be removed because it holds too much acetone and will result in burning the part of the neckerchief above the patch),
- 🦋 2 coat hangers,
- 🦋 2 safety pins,
- 🦋 1 empty wide-mouthed peanut butter jar with lid,
- 🦋 Acetone,
- 🦋 Water,
- 🦋 A lighted candle or advancement log with lighted candles, fire extinguisher

Directions:

Stretch out the hangers and attach one safety pin to each. Mix the "Magic Water" in the jar. This should be done outside with good ventilation. Keep the lid tightly closed except when dipping the neckerchief. Magic water consists of EXACTLY 40% Acetone and 60% Water (2 parts Acetone to 3 parts Water). You will need an assistant for lights, one for handling the dipping of the neckerchief, and one off-stage with the fire extinguisher (just in case).

When it is time to dip and burn the neckerchief, use the following procedure:

1. Attach the corners of the neckerchief to the hangers with the safety pins.
2. Lightly shake the jar of Magic Water to remix the components. Tightly wad the neckerchief and dip it

completely into the jar containing the Magic Water. The whole neckerchief must be wet or the dry part will burn.

3. Squeeze out the neckerchief and quickly extend it, holding the hangers. While this is being done, the lid must be replaced for fire safety.
4. Pass the neckerchief over the flame. Make certain the neckerchief is spread between the wire holders. It cannot be rolled or folded in any part. Make certain that the neckerchief is well in front, or off to the side, of you. We used an old broom stick, with the hangers attached to it so that no one had to be really close. If you work quickly enough, the whole neckerchief will appear to be engulfed in flames and the flames will extend several inches above the top of the neckerchief.
5. Shake gently when just the edges remain burning. This will extinguish the flames along the hems, which hold more acetone than the body, due to the additional fabric there. You must move very quickly through steps 2, 3 and 4, or the acetone will evaporate before it can be ignited. The jar of acetone must be kept away from the flame and be covered at all times, except when actually dipping the neckerchief. Acetone is highly flammable. You might want an additional assistant or two to help with this.

Practice the steps above outside before the meeting to make sure that you can get it right when the time comes. It will be embarrassing if the wet neckerchief doesn't burn due to evaporation of the acetone. This trick works because the acetone burns while the water keeps the neckerchief from burning. Remember that the acetone will evaporate pretty quickly, or you will miss the effect.

Script:

(Leave only the lights in front on while telling the story.)

Tonight, Webelos Scouts are graduating to Scouts BSA. Webelos Scout, please come forward with your parents. These youth have completed their Cub Scouting activities. There remains but one test before they may cross the bridge into Scouts BSA.

Have they done everything they can to BE PREPARED? Deep in the heart of the mountains and deserts of New Mexico, there is an Indian village alongside a small stream. The village and the area around it are very green and lush. This is very unusual, for the village is in the middle of a very harsh desert land.

While hiking in the area several years ago, I came across this village and stopped by the stream for a rest. There was an old Chief sitting in the sun by the stream, and I asked him:

"Why is this area so green and your people so healthy?"

The old Chief replied:

"The waters of this stream are magical. They assist all who come, by telling the people if they have done everything they need to be prepared. By hard work with the assistance of these magical waters, my people have done the things needed to be prepared and prosper in life."

I thought for a while and said:

"I, too, could use these magical waters, for I know of many

young men who are working hard to be prepared for life. Could I take some of these magical waters with me?"

The old Chief smiled and nodded.

"It is for the youth that these waters are most special. Take something special from one of the young men who is to be tested and dip it in the water. Pass the special item over the flame, and if the special item burns, but is not consumed, then they have done everything needed to be prepared."

From one of the Cub Scouts before us, we take the Webelos Neckerchief.

(Fold the fabric. It must be smooth. Dip it in the Magic Water. Quickly take the neckerchief from the jar and spread it tightly between the wire holders. Your assistant covers the jar before you put the neckerchief over the candle, but you cannot wait too long. This part must be done quickly. Then pass it over the flame of the Spirit of Scouting.)

Scouts, you have passed the test and are prepared to cross over into Scouts BSA. May the Great Spirit of Akela go with you throughout your Scouting days.

Don't try this at home! Only trained Cubmasters are allowed to perform this ceremony!

The Magic of Cub Scouting

Personnel - Cubmaster (CM) and asst CM (CA)

CA: *(approaches CM, waiving two tickets)* Hey _____, look what I just got!

CM: Wow _____, you sure are excited. Did you just strike it rich on the lottery or did you win season tickets?

CA: **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 CM)

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

CA: 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.

CM: 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.

CA: Tell me more. What's so magical about Cub Scouting?

CM: 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.

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

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

CM: **(Call names)** you have completed the (5 or 12) achievements needed to complete the (Tiger, Wolf or Bear) badge. Did you do your best? Did you have fun?

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

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

CA: 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)

CM: The magic of Cub Scouting is all around us tonight. Congratulations to all of you on your accomplishments! Let's have a cheer!!

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 Scouts emerges from the box.)

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 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 their rank, and the following Cub Scouts have done so tonight. Will the following Cub Scouts and their parents come forward to receive the Bobcat badge? (Continues through the ranks.)

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.

Magic Words

Materials: Large signs with “thank you,” “please,” “pardon me,” “how nice you are,” and “you’re welcome” written on them. Cubmaster (CM) leads the ceremony. If desired Cubmaster part may be split among several leaders.

CM: We have many values in Cub Scouting. Respect is one of them. To be respectful to others, you need to be courteous, appreciative, kind, and thoughtful. There are important words that tell someone that you are respectful. I call them magic words. I’m sure the Cub Scouts in this room know these words already. I would like to ask the Cub Scouts who have earned special awards to come up and help me review some of these magic words.

Merlin

Trapper Trails Council

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.

CM: 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.

(Turm 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 Cub Scouts receiving advancement and one by one each Cub Scout stirs the brew.

After each stir, Merlin reaches into the bowl and pulls out the Cub Scout’s award. They read the award and congratulate the mix and try again.



Magic Cauldron Advancement

Props: Sorcerer’s cauldron or facsimile. Badges with names attached are placed in the cauldron before the meeting opens. Either keep the cauldron out of sight or place a lid on it until it is time to be used.

Scene: At awards time, announce that you will brew up something in the cauldron, but you will need the help of the new Bobcats in the Pack. Depending on the number to receive that award (five or seven is perfect) you call one at a time forward. They tell you the ingredients that go in to make a Bobcat, (motto. Salute, handshake, sign, promise law, meaning, of Webelos) and demonstrate each one by doing or saying. Pretend to “put” each thing into the cauldron then stir and draw out the Bobcat Badges. Call each Cub Scout’s parents forward to pin the badge on their son. Lead a magical cheer.

For Tiger Badge, add each ingredient to kettle telling what it is based on the five Tiger achievements, i.e. a scrapbook for Making My Family Special, a flag or map of the community for Where I Live, a food pyramid for Keeping Myself Healthy and Safe, a picture of an ear or TV set or Boom Box or a newspaper or How I Tell It, leaf or hiking stick for outdoors. If you cannot find an object print achievement on cardboard and put it in the cauldron. Then stir and draw out the Tiger Badges. Call the Cub Scouts and their parents forward and present badges to the parents to present to their sons. Lead a magical cheer.

For Wolf Badge, add each ingredient to kettle telling what it is based on the twelve Wolf achievements, i.e., band-aid for keeping healthy, string for tying things, stamp for collection, small screwdriver for tools, etc. If difficult to use object print achievement on cardboard and put in. Then stir and draw out the Wolf Badges. Call the Cub Scouts and their parents forward and present badges to the parents to present to their son. Lead a magical cheer.

Do the Bear Badge in the same manner. Since there are now 24 Bear achievements, you will have to find out which twelve each Bear choose. If more than one Bear is receiving the badge, use all they choose, but don’t repeat any, i.e.; piece of rope for knots. Baseball for sports, small flag for American heritage, coins for saving and spending well, testament for religious activities, etc.

This ceremony can also be adopted for use with the Webelos Adventures, using the same method with the requirements. This ceremony. Should be done in semi-darkness maybe with candles so the cauldron will not be too obviously unreal. But use enough light so that each item going in can be clearly defined. Can be done “theatrically” ala Harry Potter or a sorcerer putting in “eye of toad. Wing of bat. Etc”

AUDIENCE PARTICIPATION

JARED AND HIS MAGIC SHOW

Directions: Divide the group in two parts. Then tell them, every time you hear the word Magic, I want the Left side to say Abracadabra and then the Right side to say 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 is family and friends.

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

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

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 and she was gone. 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 opened the door 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.”



Magic Water

Divide the group into three smaller groups and assign each group one of the words listed below. Practice as you make assignments. Read the story. After each of the words is read pause for the group to make the appropriate response.

ZIMBINI: "Let The Show Begin"
 MAGIC: "Abracadabra"
 CUBS: "How'd He Do That?"

The Great **ZIMBINI** was coming to town to put on a **MAGIC** show for the Pack. All of the **CUBS** were busily practicing their **MAGIC** tricks since they knew the Great **ZIMBINI** always chose an assistant from the audience to help with the show. As the day of the Great **ZIMBINI'S MAGIC** show approached, Gary was still having trouble with his **MAGIC** trick. He was trying to pull a rabbit out of his dad's top hat, but just couldn't get the rabbit to cooperate. He went to his CUB Scout Den Leader for advice. She suggested a very special trick and whispered it to Gary. His eyes lit up with excitement as he went home to practice his **MAGIC** trick.

The **CUBS** all arrived early to show the Great **ZIMBINI** their **MAGIC** tricks. One by one they auditioned for **ZIMBINI** and watched as he jotted down some notes. Finally it was Gary's turn to perform. He walked on stage and announced his **MAGIC** trick would astound the **CUBS** - he was going to walk on water. The curtain opened to a small pool full of water. Gary walked to the pool to perform his **MAGIC** trick for the **CUBS** and **ZIMBINI**. Gary reached into the pool and picked up a small glass of water, which he poured onto the stage. He then walked on the spilled water and took his bow. The **CUBS** and the Great **ZIMBINI** laughed and laughed at Gary's **MAGIC** trick. Gary was very proud to be picked from the **CUBS** to perform with the GREAT **ZIMBINI** and wowed the audience with his **MAGIC** trick at the show.



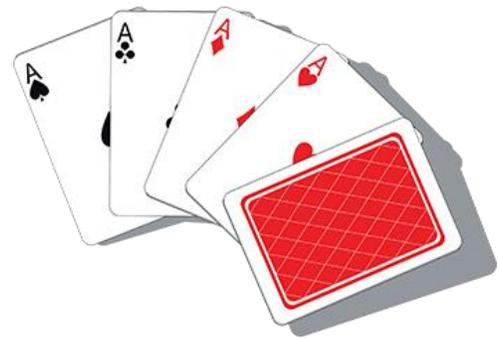
The Mystifying

Equipment: Pencil and paper for each Cub Scout

Formation: Circle

- ✓ Give all the Cub Scouts 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 Cub Scouts, who is the accomplice, and who did not write a sentence nor submit a slip of paper, admits authorship of the sentence.
- ✓ Then unfold the paper, apparently to verify their announcement (and read the sentence to yourself).
- ✓ Next 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 Cub Scouts 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.

In order for the trick to be successful, the accomplice must be careful to conceal from the audience the fact that they did not include a sentence in the collection given to the guardian.



The Reluctant Rabbit

Divide audience into four groups.
Assign each group a word and a response.
Practice as you make assignments.

- 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.

CEREMONY MAGIC

[Ceremony Magic Formulas](#)

The Magic Sugar Cube I

A letter appears to move from a sugar cube dropped in water to the back of the hand of the participant.

Set-up: Tell participants that the letter will magically leave the sugar cube and be printed on the hand of Scouts who are worthy to advance in rank. Drop the sugar cube in the water and have one Cub Scout place their hand over the top of the glass; other scouts place their hands on top of the first. Tell the Cub Scouts to concentrate on their new rank. After 15 seconds or so, have the Cub Scouts take their hands away and look at the top of the hand that was over the glass. The letter appears on the hand.

Materials: Clear glass of water, Sugar cube, Pencil

The Secret: Clearly and darkly mark the letter "W" (for Wolf or Webelos ceremony) or "B" (for Bobcat or Bear ceremony) on one side of the sugar cube. Be sure that the letter is very dark.

Before placing the sugar cube in the water, make some excuse to dip your thumb and fingers in the glass. Wet your thumb and press hard over the letter to ink the bottom of the thumb. Then, assist each Cub Scout in placing their hand over the glass, pressing your thumb to the back of their hand while doing so. You will then have "stamped" the letter onto the back of the hand. As long as it is done quickly and the Cub Scouts are focused on the sugar cube, they will not notice the effect of the thumb on their hand.

The Magic Sugar Cube II

Sugar cubes sink and float in a glass and won't dissolve.

Set-up: Scout spirit keeps us all afloat, and the Cub Scouts that are closest to earning their rank can have a magic affect on a sugar cube. Demonstrate that when a parent drops a sugar cube into a glass of water, that it sinks and dissolves.

Give each advancing Scout a sugar cube and ask them to drop it into a glass of water. Their sugar cubes sink, then floats back to the surface and doesn't seem to dissolve. Award these Cub Scouts their rank.

Materials: Clear glass, Sugar cubes, one per Cub Scout, plus some for adults to be tested, Hot water, Collodion

The Secret: When a sugar cube is soaked in collodion, the collodion coats the sugar crystals. The sugar melts out into the water, leaving the shell behind, which floats to the surface.

Collodion is the main ingredient in a product called "New Skin" which is used to treat burns and blisters.

Use tweezers to treat each sugar cube for about 30 seconds. Make sure that it is fully immersed and soaked with the liquid. Allow the cubes to dry for at least a full day.

Do not eat the collodion treated cube.

Bobcat Bones Ceremony

A magical solution foams when liquid is added.

Set-up: Tell participants that you have found the bones of a Bobcat deep in the forest. Legend has it that if the bones are crushed into a powder and mixed with magic water (rainwater collected on a high mountaintop, water from a well at your local Scout camp, etc.) that the spirit of the Bobcat may be released. However, it will only be released if the Scout holding the bones is truly worthy of the spirit, having walked and lived the path of the Bobcat.

Materials: Clear glass or plastic cup, one per Scout, Baking soda, Vinegar or another mild acid, Baby powder, corn starch, or other white powdery substance, Bones or a bobcat skull for effect (optional)

Vinegar and acids can burn and cause skin and eye irritation. Use caution. Do not drink the solution.

The Secret: Mixing baking soda and vinegar sets off a chemical reaction that releases carbon dioxide gas. Mixing vinegar with cornstarch or baby powder does not.

Put the baking soda and baby powder into two identical containers, such as film canisters. Subtly mark them so that you can tell the difference. Tap a small amount of baking soda into each candidate's cup. As proof that the spirit is not released for someone unworthy of the Bobcat, switch and tap some baby powder into the cup of a leader.

Ask each Cub Scout if they are truly worthy of the Bobcat and ready to be tested. When they reply that they are, pour a small amount of vinegar into their cup. Do the same with the adult or leader, whose powder will not react.

Color Changing Water I

Water is poured into a glass and changes color. The colored water is then poured into another empty glass and turns back into water.

Set-up: Tell participants that you have some water that was collected from a special place in the forest. It is alive with the spirits of the woods and animals, and will react in the presence of Cub Scouts that are deserving of their next rank. If they are ready, the water will go from being clear to colored, and back to being clear again.

Materials: Food coloring, Water, 2 clear glasses, Liquid bleach

Bleach is a poison and can cause skin and eye irritation. Do not drink the solution.

The Secret: Place one drop of food coloring in bottom of one glass, 1 teaspoon of bleach in the other. Place glasses so that the audience cannot see the advance preparations.

You might use yellow food coloring for Wolves; blue for Bears; and red for Webelos.

Pour the water into the first glass and it will change color as it makes contact with the food coloring. Hold the glass in such a way as to hide the food coloring at the bottom of the cup.

Pour the colored water into the cup with the bleach and the coloring will be slowly bleached out.

Test your formulation first, as different colors of food coloring may require more or less bleach to completely bleach out.

Color Changing Water II

Water is poured into a glass and turns yellow. When poured to a second glass turns green. And when poured into a third, changes to blue.

Set-up: Tell participants that you have some water that was collected from a special place in the forest. It is alive with the spirits of the woods and animals, and will react in the presence of Cub Scouts that are deserving of their next rank. If they are ready, the water will go from being clear to yellow, yellow to green, and green to blue.

Materials: Yellow and green food coloring, Water, 4 clear glasses, Liquid bleach

Bleach is a poison and can cause skin and eye irritation. Do not drink the solution.

The Secret: Place one drop of yellow food coloring in bottom of one glass, one drop of green food coloring in the bottom of the second glass, and ¼ teaspoon of bleach in the other. Place glasses so that the audience cannot see the advance preparations.

Pour the water into the first glass and it will turn yellow on contact with the food coloring. Pour the contents into the second glass and the contents turn green on contact with the green food coloring.

Ask the Cub Scouts once again if they've completed all their requirements, and pour into the last glass containing the bleach. The bleach will slowly bleach out the yellow food coloring, leaving blue behind. Note that this may take a few moments, and may give the Cub Scouts a chance to reflect on their efforts!

Over a period of 5-15 minutes, the blue will also be bleached out. Either remove the completed demonstration from view or explain that the spirits have left the glasses now that their job is done.

Test your formulation first, as different brands of food coloring may require more or less bleach to completely bleach out.

Color Changing Water III

Water is poured from one glass to another, changing color each time.

Set-up: Tell participants that you have some water that was collected from a special place in the forest. It is alive with the spirits of the woods and animals, and will react in the presence of Cub Scouts that are deserving of their next rank. If they are ready, the water will change color several times, going from clear to yellow to red to purple to green and finally clear again.

Materials: 6 clear plastic glasses, Sodium carbonate, Yellow and blue food coloring, Vinegar, Phenolphthalein solution, Liquid bleach

Bleach is a poison and can cause skin and eye irritation. Do not drink the solution.

Phenolphthalein is a suspected carcinogen. Do not ingest it.

The Secret: Prepare the glasses as follows:

- Glass 1: 1 pinch of sodium carbonate dissolved in 6 ounces of water
- Glass 2: 1 drop of yellow food coloring
- Glass 3: A few drops of liquid phenolphthalein (made from powdered phenolphthalein and rubbing alcohol); keep covered—it evaporates.
- Glass 4: 1 drop blue food color
- Glass 5: ¼ Tablespoon vinegar
- Glass 6: ¼ Tablespoon liquid bleach

Place glasses so that the audience cannot see the advance preparations. Hold glasses in such a way as to hide the bottom of the glasses so the preparations cannot be seen.

Pour the water into the first glass and it will turn yellow on contact with the food coloring. Pour the contents into the second glass and the contents turn red when mixed with the phenolphthalein (an indicator of pH.) Pour the contents into the third glass and they will turn purple on contact with the blue food coloring. Pour into the fifth glass and the pH is adjusted to remove the red, leaving green behind. Pour into the last glass and the bleach removes the food coloring, leaving the solution clear again.

Test your formulation first, as different brands of food coloring and different proportions of the chemicals will alter the reaction.

Steaming Cauldron Advancement

Neckerchiefs change from one rank to the next after being boiled in a pot.

Set-up: Cub Scouts neckerchiefs are collected and placed in a large cauldron. A special solution of Scout water is poured into the cauldron. It will mysteriously bubble and steam, without any evident source of heat. When the neckerchiefs are removed, they have changed into the next rank level.

Materials: Large plastic pot, Water, Dry ice, Coffee can, One neckerchief for each Cub Scout

Dry ice can cause serious burns. Do not touch it to bare skin. Do not drink from a container holding dry ice, or touch containers holding dry ice with bare skin. Do not put hot water on dry ice!

The Secret: Place the dry ice in the coffee can. Arrange the new neckerchiefs in one side of the cauldron so they can be easily removed. Collect the neckerchiefs from the Cub Scouts and put them in the other side of the cauldron.

Pour the water into the coffee can full of dry ice. The water will hasten the evaporation (actually sublimation—change from solid directly to a gas) of the dry ice, which is frozen carbon dioxide. The carbon dioxide gas looks like steam and the sublimating dry ice will make a boiling sound in the coffee can. Lukewarm water can enhance this effect.

After the boiling subsides, remove the new neckerchiefs and place them on the Cub Scout’s necks. Conceal the contents of the cauldron so the secret is not revealed.

Magic Water Test

Water is poured into a cup, and the cup is turned upside down over the heads of candidates. The water does not pour out.

Set-up: A solution of Scout water collected from a special place is poured into a cup. If the Cub Scout is worthy of earning their next rank, the spirit of Scouting will protect them from getting wet. The cup is turned over the Cub Scout's head and no water pours out.

Materials: 1 Styrofoam or paper cup per Cub Scout. Do not use plastic, Slush powder such as "Aquagel" or "Joke-Gel" for each cup, 1 teaspoon per four ounces of water poured, Food coloring (optional)

Aquagel and Joke-Gel are available at novelty and magic shops.

Do not ingest slush powders.

The Secret: The slush powder gels with the water on contact and won't pour from the glass.

Variation: Invert the cup over the heads of parents, or pierce the bottom of the cups with a knife.

Genie in the Bottle

Magical powder is sprinkled into a flask and a genie magically appears.

Set-up: A magic lamp is displayed on a table. You claim to have a magical powder, passed down for many generations in your family, which is supposed to be the spirit of a magical genie. If the pack welcomes the genie and provides him with a new home, the genie will grant rank advancement to deserving Cub Scouts. The magic powder is sprinkled into the flask and the genie appears as a powerful column of smoke.

Materials: A flask, empty wine bottle or vase with a long, thin neck, wrapped in foil, or decorated so the contents cannot be seen, ½ Cup of 17.5% (or stronger) hydrogen peroxide, ¼ Teaspoon of manganese dioxide

Commonly available hydrogen peroxide is only 3% to 5% concentration. You will need to purchase it from a chemical supply store.

Manganese dioxide can also be purchased from chemical suppliers, but is more commonly available in the casings of Duracell batteries. Drill just through the side of a Duracell "D" cell and remove the black, powdery substance. Be careful not to drill too far into the battery or you will release the electrolyte liquid as well.

Exposure to manganese dioxide can be harmful, causing flu-like symptoms. Use caution.

Hydrogen peroxide is a strong oxidizer and can cause burns and may stain clothing, carpet and fabric.

Dispose of batteries properly. The electrolytes in batteries can cause burns, and batteries may contain other harmful chemicals.

The Secret: Manganese dioxide will cause hydrogen peroxide to break down into water, oxygen, and heat. The heat is sufficient to turn some of the water released in the reaction to steam, which is ejected from the bottle in a powerful plume.

The steam will be hot, and the bottle will get hot. Use caution.

Food coloring can be added to the hydrogen peroxide and will produce colored steam. However, the steam will deposit the coloring on the ceiling and floor around the bottle. Use common sense.

The manganese dioxide can be dried and reused. It is not changed by the reaction, merely a catalyst.

The Magic Wand

A magic wand is touched to a powder and a “poof” of smoke and flame is produced.

Set-up: Good as a magic fire start. A magic wand is touched to a surface and smoke, flames and a small fire is ignited.

- Materials:
- 1 ounce potassium chlorate
 - 2 ounces sugar
 - 1 drop concentrated sulfuric acid
 - 4-foot glass rod
 - A flat, heat- and fire-resistant surface

Mixtures of Potassium Chlorate and combustibles (sugar) are potentially explosive. Store these chemicals separately. Wear safety goggles, disposable gloves, and heavy gloves (ex. Leather or acid gloves) when handling.

Potassium chlorate is poisonous. Handle it with care.

Sulfuric acid is extremely corrosive. Wear safety goggles, disposable gloves, and acid gloves.

The Secret: Potassium chlorate is a strong oxidizing agent, and sugar is combustible. When mixed together, and initiated with a drop of acid, the potassium chlorate provides the oxygen necessary for the sugar to burn.

Carefully mix potassium chlorate and sugar together in a plastic container. Pour the mixture into a pile onto the heat and flame resistant surface. Make a small depression in the top of the pile. Dip the glass rod into a small amount of sulfuric acid so that there is a drop of acid on the tip of the rod. Put drop of acid into the depression in the pile of powder (touch the pile with your magic wand).

Stand back. The reaction will start slowly, evolving smoke and then flames.

Source: B. Z. Shakhshiri (1983) Chemical Demonstrations: A Handbook for Teachers of Chemistry, vol. 1. pp 79-80.

The Burning Neckerchief

A neckerchief is lit on fire, but does not burn.

Set-up: Water collected from a magical spring will protect the neckerchiefs of Cub Scouts that are ready to earn their rank. If the neckerchief is soaked in the solution, it will burn but will not be consumed by the fire, but only if the Cub Scout has worked hard and knows their requirements.

The neckerchiefs are collected and, one at a time, placed in the solution. They are held up by the corners and passed across a candle flame. The neckerchief will burn, but soon goes out, leaving the warm, steaming fabric unharmed. It is returned to the Cub Scout and the next candidate is “tested.”

- Materials:
- Alcohol
 - Water
 - Coat hanger or tongs
 - Metal bowl
 - Candle
 - Matches
 - Fire extinguisher

Alcohol is a flammable liquid. Use care when it is near heat or flame. Be aware of your environment, especially the potential for igniting combustibles above you, or setting off fire alarms and sprinkler systems. Keep Cub Scouts away from the flames, fuels, and have a safety and evacuation plan in place and practiced prior to attempting this ceremony.

The Secret: Mix alcohol and water equally in the metal bowl. Soak the neckerchief in this solution, making sure to mix it well, and stretch out over the coat hanger or hold with the tongs so that there are no folds or creases. Pass the neckerchief through the candle flame and the alcohol fumes will light and burn. The water will protect the neckerchief itself. When the alcohol is gone, the neckerchief will go out.

Use care with Webelos neckerchief. The alcohol may cause the colors to bleed, and the patch may melt or burn since it does not soak up as much water to protect it.

Keep the burning neckerchief and candle several feet from the bowl of alcohol and water.

Once the neckerchief is soaked, move immediately to the flame and light it, before the alcohol has evaporated.

The Fireproof Neckerchief

A neckerchief will not burn when placed in a flame.

Set-up: As the Cub Scouts bridge to the next level of Scouting, their Scouting spirit is strong enough to protect their new neckerchief from fire. The Cub Scouts hold hands and think of their best Scouting memories from the last year. One of their new neckerchiefs is held in a candle flame, where it will not burn. The neckerchiefs are then presented.

Materials: Photographic hypo clearing solution
 Neckerchiefs, one per Cub Scout, plus one extra of each rank
 Candle
 Matches
 Fire extinguisher

Hypo solution is poisonous. Use care when mixing and handling it.

Do not give a hypo soaked neckerchief to youth, or handle more than necessary.

Use care around heat or flame. Keep Cub Scouts away from flames and fuels, and have a safety and evacuation plan in place and practiced prior to attempting this ceremony.

The Secret: Fabric soaked in hypo will not burn. Mix the hypo according to the directions and thoroughly soak one neckerchief of each rank to be presented. Allow the neckerchief to dry completely.

At the ceremony, have the Cub Scouts hold hands and stand a safe distance from the candle. Place the prepared neckerchief into the flame and demonstrate that it will not burn. Pass out the remaining neckerchiefs to the Cub Scouts, retaining the treated neckerchief.

Magic Candles

Touching a magic candle to water or ice will cause the candle to light.

Set-up: Scouts are told that if their Scouting spirit burns brightly inside them, they can light a candle by touching it to water.

Materials: Sodium metal
 Candles, one per Cub Scout
 Bowl of water
 Fire extinguisher

Sodium metal is poisonous. Do not allow Cub Scouts to touch it or the wicks.

Use care when near heat or flame. Keep Cub Scouts a safe distance from flames and fuels, and have a safety and evacuation plan in place and practiced prior to attempting this ceremony.

The Secret: Sodium metal burns on contact with water. Into the wick of each candle, place a small piece of the sodium metal. When the wick is touched to the water and removed, it will ignite the wick.

Burning Water

Water is poured into a metal bowl and catches fire.

Set-up: If the spirit of Scouting among the Cub Scouts at a bridging ceremony is strong enough, it can be used to light the fire of Scouting. A pitcher of water is brought out and a leader or Scout pours some into a glass and drinks it. The Scouts then gather around, holding hands, while the leader pours the water into a metal bowl. The water appears to catch fire, and candles or torches may be lit from the fire of Scouting.

- Materials:
- Water
 - Drinking glass
 - Metal bowl
 - Ether
 - Potassium metal
 - Fire extinguisher

Potassium metal is highly reactive and poisonous. Handle it carefully. Follow all appropriate storage and handling instructions.

Ether fumes can cause loss of consciousness and death if inhaled. Avoid using ether in an enclosed space.

Ether is highly flammable. Use care when it is near heat or flame. Be aware of your environment, especially the potential for igniting combustibles above you, or setting off fire alarms and sprinkler systems. Keep Cub Scouts away from the flames, fuels, and have a safety and evacuation plan in place and practiced prior to attempting this ceremony.

Do not drink the solution once it has been poured into contact with the ether and potassium.

The Secret: Place a pea-sized piece of potassium metal in the bowl and cover it with the ether.

Prove that the pitcher of water is just that by drinking some, or allowing a Scout to do so themselves. When the water is poured into the metal bowl, the ether floats on the surface of the water, allowing the water to react with the potassium. Potassium burns in contact with water, and ignites the ether floating on the surface.

Ghost Writing

The spirits of Scouting magically char the names of Scouts that are worthy of earning their rank advancement into a piece of paper.

Set-up: The spirits of Scouting are alive and watching over the pack. They know which Cub Scouts are truly worthy of earning their next rank advancement, and will write the names of those Cub Scouts onto a piece of paper with a burning hand.

A plain piece of paper is shown, free of any writing. A match is lit, around which the spirits will gather. We use the heat to collect and guide the spirits to the paper so they can write the names of the Cub Scouts. When it is blown out, the spirits will remain around the heat of the still-glowing tip, and the tip is touched to the paper so they can begin writing their message.

- Materials:
- Sodium nitrate
 - Paintbrush
 - Filter paper
 - Pencil
 - Match or taper candle

Sodium nitrate is a strong oxidizer and can react violently when mixed with combustibles. Sodium nitrate is poisonous. Handle it carefully.

Use care around heat and flame. Keep Cub Scouts away from flames, fuels, and have a safety and evacuation plan in place and practiced prior to attempting this ceremony.

The Secret: Sodium nitrate is a strong oxidizing agent. Once the paper is lit, it provides enough oxygen to keep the reaction going, but only where the writing has been placed. Whatever is written will appear to be slowly charred into the paper by an invisible hand.

Pour 10cc's of water into a glass beaker and add small amounts of sodium nitrate while stirring, until no more sodium nitrate can be mixed in. This produces a saturated solution. Use a paintbrush to write the Cub Scouts names on the paper. Use a cursive writing so all letters are connected, and try to write in one continuous line, so that lines don't cross one another. Mark the start of the name with a small pencil mark that only you will see. Allow the paper to dry. The writing will be invisible.

Light the candle or match, then blow it out. Touch the still glowing tip to the pencil mark until the paper starts to glow and char itself.

Remove the candle and allow the message to finish appearing.

Glowing Rank Advancement Ceremony

A solution glows magically in the hands of Scouts.

Set-up: Cub Scouts that are to be awarded their rank advancement are each given a small jar of "Scout solution" that was collected in a special place deep in the forest. When a few drops of another magic solution, (the tears of a Bobcat/Wolf/Bear/Native American or nectar collected from a special plant only found in a certain place at your local Scout camp, etc.) the spirits of Scouting will show whether or not the Cub Scout is worthy of receiving their rank.

The lights are dimmed. A leader, den chief or other dignitary takes a small jar and uses an eyedropper to place a few drops of this special solution into the Cub Scout's jar. Instantly, the liquid in the jar begins glowing. Cap the jars.

- Materials: Glowsticks or lightsticks, one per Cub Scout in various colors
 Baby food jars, one per Cub Scout plus one for each color lightstick
 Eyedroppers
 Rubber gloves
 Sharp knife
 Needle nose pliers
 Paper towels

Assume that the contents of lightsticks are toxic. Do not ingest or come in contact with the liquids inside them. The glass vials inside lightsticks are fragile and produce very sharp and dangerous shards of glass. Protect yourself when handling and dismantling them. Use caution around knives. Do not touch or ingest the liquid in the jars.

The Secret: Glowsticks work by combining two chemicals that produce a reaction that releases light. Inside a glowstick, one chemical is in a long, sealed glass vial that is broken when the glowstick is bent. Consider using different colors for different ranks, for example Tigers/orange, Bobcats/white, Wolves/yellow, Bears/blue, Webelos/green and Cub Scout Scouts/red.

Wear rubber gloves and work on a covered surface. Use a sharp knife to cut the end off of a glowstick. Pour off the liquid into individual baby food jars. Carefully remove the glass vial.

For each vial, wrap it in a paper towel and use the needle nose pliers to carefully break the end. The paper towel will catch glass fragments. Pour the liquid from each vial of a given color into a single baby food jar. Keep track of which vials go with which jars and avoid any surprises!

Blue Water

Two glasses of water are mixed. After a few seconds, the water suddenly turns blue.

Set-up: Scouts are each given a glass. A leader explains that when water is poured into their glasses, if they have good Scout spirit and are worthy of earning their rank, that their water will turn true Cub Scout blue.

A leader pours equal amounts of two clear solutions into each glass. After a few moments the liquid turns blue.

- Materials: Two glasses per Scout
 Solution 1
 .6 grams starch
 30 ml acetic acid
 4.1 grams sodium acetate
 50 grams potassium iodide
 4.7 grams sodium thiosulfate
 Cool and dilute to one liter with distilled water
 Solution 2
 500 ml 3% hydrogen peroxide
 500 ml distilled water

The chemicals used in this ceremony are toxic. Use care and caution when handling them.

Do not drink any of the solutions. Take the blue liquid from the Cub Scouts once complete. Assume that the liquids will stain.

The Secret: Three chemical reactions take place. Not until the first two are complete can the third take place, which results in the blue color of the liquid. This is known as a clock reaction in chemistry, and varying the proportions of the mixtures can cause the reaction to take longer or shorter. This proportion will take about 10 seconds.

Source: B. Z. Shkhashiri (1992) *Chemical Demonstrations: A Handbook for Teachers of Chemistry*, vol. 4. pp 37-43.

Hatching Rank Advancement

A hard boiled egg is peeled to reveal the name of Cub Scouts that have earned their rank.

Set-up: The leader knows of an eagle that knows which Cub Scouts have earned their rank. If eggs are removed from the nest and hard boiled, the name of the Cub Scout and their rank appear on the egg beneath.

Eggs are given to each Cub Scout, and when they peel them, the name and rank are on the surface beneath the shell.

Materials: Eggs, one per Cub Scout
 Alum
 Vinegar
 Paintbrush

Alum and other aluminum compounds are believed to cause Alzheimer’s disorder. Do not ingest them. Vinegar and other acids can irritate the eyes and skin. Avoid exposure. Do not eat the alum painted eggs.

Hard boil the eggs for about 5 minutes and allow them to cool. Dissolve as much alum as possible into about a tablespoon of the vinegar. Paint the Cub Scouts name and rank heavily with the brush onto the surface of the egg, and allow it to dry naturally. Once dry, there is no sign that there is anything unusual about the egg, so be sure that you can identify them later.

The vinegar allows the alum to penetrate the shell and react with the egg white beneath. It’s important that you dissolve as much alum as possible in the vinegar, that the vinegar is fresh, and that the eggshells are thin. Make a few extra to test beforehand to make sure that the batch of eggs and chemicals you are using are working consistently.

CLOSING CEREMONIES

Disappearing Act

Personnel: 5 Cub Scouts, Cubmaster, person to cut off house lights.
Props: Cape and magic wands, flashlights
#1: We shown you the magic of Cub Scouting and how we can make many things.
#2: We’ve abra’d and cadabra’d till our wands are weak.
#3: But we’ve got just a bit of magic left.
#4: So everyone wish real hard for the thing that they want most.
(House lights are shut off, Cubmaster runs off stage, Cub Scouts swing flashlights around wildly and then house lights come back on.)
#1: It seems that we all wish the same thing - that the Cubmaster would disappear till next month. So Good Night and Good Scouting!!

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 them 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.

Magic Words Closing

CM: 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.
 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.

CUB GRUB

Abracadabra – Bigger Edible Wands!

Ingredients:

- ½ cup white chocolate pieces
- 1 teaspoon shortening
- 10 long pretzel logs
- Decorative candies or colored sugar (*the kind you decorate cupcakes with*)

Directions:

- ✓ Melt the white chocolate with shortening.
- ✓ Dip pretzels half way in chocolate,
- ✓ Then roll the pretzels in candy or sugar.

Edible Wands

Ingredients:

- Pretzel sticks
- White frosting in a tub
- Knife or small spatula
- Small bowl
- Edible star sprinkles
- Wax paper

Directions:

- ✓ Scoop out a small amount of frosting and put in a small bowl. (Note: The pretzels will make the frosting taste salty, so only take out as much as you need. Save the rest of the frosting for icing cookies, etc.)
- ✓ Dip the pretzel in the frosting and twist and pull the pretzel out of the frosting.

Magic Brew Root Beer

Ingredients:

- 5 gallons water
- 8 cups sugar
- 1 bottle Hire's Root Beer extract
- 10 lbs. dry ice (handle with leather gloves and or tongs as exposed skin can be easily frostbitten)

Directions:

- ✓ Mix all ingredients. This will give a great “magic brew” with bubbles and smoke.
- ✓ Stir frequently.
- ✓ DO NOT drink until all dry ice has dissolved.
- ✓ Can also make ½ of a recipe.

Magic Potion

Ingredients:

- 1 package unsweetened drink mix (any color)
- Lemon-lime flavored carbonated soda, chilled
- Water

Directions:

- ✓ Mix the drink mix with 1 ½ cups water. Pour mixture into an ice cube tray and freeze solid.

- ✓ To serve, pour the soda into clear cups. Put 1-2 flavored ice cubes into each glass.
- ✓ As the ice cubes dissolves, the drink will change color and flavor – like magic.

Out of the Hat Cake

Ingredients:

- 1 cake mix
- 1 recipe of dark frosting – if you use paste food coloring, you can even have black! Or you can use 1 can of dark chocolate frosting
- pudding or jam, your choice

Directions:

1. Mix the cake as directed on the box
2. Bake in three 8-inch round pans. Reduce the baking time listed by 5 minutes.
3. While the cakes cool, cut a 9-inch circle from cardboard.
4. Then cut out a 6-1/2 inch circle from the center, leaving a 1-1/4 inch wide ring. This will be the hat brim of your Magician's Hat.
5. Cut the same size ring from waxed paper and attach to the cardboard with a glue stick.
6. Cut out two bunny ears from white construction paper, and two inner ears from pink construction paper.
7. Place a toothpick on the white ear so half of it extends below the ear.
8. Now glue the pink inner ear on top of the white, sandwiching the toothpick in between.
9. Assemble the 3 cake layers, putting more frosting, jam or pudding between the layers.
10. Frost the cake and also cover the ring with frosting and place it on the cake.
11. Smooth the frosting over the cake and ring so they look like one piece.
12. Place the rabbit ears in the center of the cake.

Now you have a Magician's Hat, complete with the Rabbit!

CUBMASTER'S MINUTE

It's Magic

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?

Magic Words

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) 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

A Smile is Magic

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—in the magic of a sunset, 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?

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DECORATIONS



The magician's hats were purchased at Party City.

Magic wands were made from wooden dowel rods and then painted black and white.

The large deck for cards were purchased from Arne's Warehouse in Houston.

The curly silver and red tinsel was purchased from Hobby Lobby, but can also be found at Arne's Warehouse. Silver tinsel can be purchased and spray painted red, if needed.

The shiny red and silver tissue paper was purchased from Hobby Lobby.

Hot glue several playing cards to floral wire and then bend. Hot glue a large piece of floral foam to the bottom of the hat. Use a rocks at the bottom to keep the hat from tipping over.

Social Media Poster

Make a beach-themed social media poster for the your banquet. Here is an idea from a raingutter regatta.

Post a sign asking parents to tag @shac.bsa or @Sam Houston Area Council (www.facebook.com/shac.bsa), your district Facebook page (see shac.org/districts), and your unit page.



All items (photo frame, large deck of cards on wall, small deck of cards) were purchased from Arnie's Warehouse in Houston, except for the letter stickers.

The magician's hat was purchased at Party City.



GAMES

Black Magic (circle / passive)

The leader needs a helper who understands how the trick works. The helper leaves the circle. While they are gone, the group decides on an object. The helper then comes back to the group. Their task is to guess what the object is. The leader asks questions like, "Is it the swings?" or "Is it the bench". The helper replies no. The trick is that the object will be the first one after a black object.

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 their 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 their 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.

Catching the Dragon's Tail (active/cooperative)

A dragon is formed by grouping the players into a long line each with their hands on the shoulders of the one in front of them. The first in the row is the dragon's head. The last in the row is the dragon's tail, eager to lash to the right and left in order to escape the head. Until the signal GO is given, the dragon must be a straight line. Someone in the group counts "One, two, three, go!" On the signal GO the head runs around toward the tail and tries to catch it. The whole body must move with the head and remain unbroken. If the head succeeds in touching the tail, they may continue to be the head. If the body breaks before they catch the tail the head becomes the tail and the next in line is the head and so on until each has a chance to be the head and the tail.

Fumble Fingers Relay

How To Book, pg.2-42

Ask the Cub Scouts what a good magician needs. Accept all answers, but eventually get down to nimble fingers – no matter what other equipment a magician have, they must have nimble fingers.

Each team has a pair of large canvas gloves or mittens. At the goal line is a canning jar, (or jar with a lid that has to be unscrewed), containing five toothpicks – one for each team. On signal, the first Cub Scout on each team races to the goal line, puts on the gloves, removes the lid, empties the jar, picks up the toothpicks, then puts them back in the jar and screws on the lid.

Then the Cub Scout takes off the gloves and races back to hand them to the next player, who repeats the action.

Crazy Quarter

Equipment: 2 quarters, 1 nickel (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.



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 their 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 their waist, with the balloon hanging from behind, to represent their tail.

He hugs the large balloon to their tummy, to represent the fluffy underside of a bunny.

Then, with their ears and their two balloons, they hop down to the chair, hugs the large balloon until it breaks, and sits on their 'tail' until the small balloon breaks.

When both balloons have burst, they hop back to the team where they give 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.

Hunt the Magic Key

Object: 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 their 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 they open their 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 they are 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 their 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 their eyes at base and counts while the other players find hiding places.
- ✓ 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 they think they are spotted. If they get there before "it" can say "I spy..." he's home free.
- ✓ This game is especially fun at dusk.

Magician Match-Up

Use the information under Famous Magicians and Fun Facts About Magic to create a matching game or Magic Concentration Game. Match the magician to their description. For example:

- | | |
|----------------------|------------------------------------|
| 1. Harry Houdini | a. Comic Book Hero |
| 2. Blackstone | b. Flew over Australia |
| 3. Horace Goldin | c. Used eclipse for magic |
| 4. David Copperfield | d. Did 45 tricks in 17 minutes |
| 5. Columbus | e. Built statue to honor magicians |
| 6. Ancient Greeks | f. Has a Magic Museum |

Magic Sticks (circle / passive)

The leader starts with 2 sticks. They hold the sticks crossed or uncrossed and says "These sticks are crossed" or "these sticks are uncrossed". The leader then passes the sticks around and each camper tries to figure it out. The trick is that the sticks are crossed if the passer's legs are crossed and if the passer's legs aren't crossed neither are the sticks.

Magician Tag

This is a version of freeze tag.

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 they may rejoin the game and try to free other players. The aim of the magician is to render all the players inactive.

Magic Trivia

Use the information in Fun Facts About Magic to create a Trivia Game. For example: What unusual hiding place did a famous 18th Century Dutch magician use to hide their props?
Answer: their hollowed-out wooden leg.

Magic Toothpick Trick

Effect:

- ✓ The magician shows a pan full of water with five toothpicks in the shape of a pentagon.
- ✓ The magician takes their 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!

Supplies:

- Tinfoil pan (pie plate or Chinese food plate work well)
- Water
- 6 flat wooden toothpicks
- The magic ingredient: liquid dishwashing soap

Away from the Audience - 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).

In Front of the Audience - Preparation:

- ✓ Arrange the five SOAPLESS toothpicks in the shape of a pentagon.
- ✓ Make sure the tips of the toothpicks overlap so your pentagon stays together. This can be a bit of a challenge the first time you do it, so practice arranging the toothpicks at home a few times first and consider arranging them while the audience is seating itself.
- ✓ Now, when the audience is settled, let them look at the pentagon. They may have to stand to do this or you may want to do the trick on the floor with the audience around you in a U-shape.
- ✓ Tell the audience that you've arranged the toothpicks into a special five sided shape called a pentagon and that you're going to cast a spell on the sixth toothpick to imbue it with some of your magical force so it will be able to break apart the pentagon.
- ✓ Take out the sixth toothpick (the one that was dipped in dish soap) and wave your hand over it while chanting some magical words. Close your eyes and frown a bit so it looks like you're working on putting your magic into the toothpick.
- ✓ Now, dip the magical toothpick into the center of the pentagon (Make sure you dip the soapy end in the water and try to get it as close to the center of the shape as possible -- the soap shouldn't be visible anymore). The five toothpicks will fly apart.
- ✓ If you have a non-believer in the audience, offer to let them try the trick. Arrange the pentagon in the water again and

hand them the magic toothpick. Let them dip it in the center. It won't work!

- ✓ If the audience asks you to do the trick a second time, just tell them that it takes a while to recharge your magical force. You have to rest before you can put more of it into a toothpick, otherwise you could lose your magic forever!

Secret:

Throughout history, a lot of 'magic' has really been science disguised with a few silly words. This is one of those tricks. All things (including water) are made up of tiny things called molecules). Water molecules like each other and stick together (that's why when a bit of water falls on a table or window, it blobs together in a little droplet).

The surface of the water has a layer of clingy molecules on it -- this layer is called the water's surface tension. The toothpicks were nice and flat so they were floating on this layer.

Remember that we dipped the sixth toothpick in dish soap?

That's the real trick to this trick. The soap molecules break the surface tension of the water. This effect spreads out in an ever widening ring (like ripples in the water when you throw a rock in a lake). The molecules originally holding the toothpicks break apart. The molecules farther away from where you dipped the toothpick still have their surface tension (for a little longer) so they pull the toothpick toward them. Of course, eventually the "ripples" of soap hit those molecules too.

Once the soap is in the water, the surface tension won't come back. That's why the audience member couldn't recreate the trick. It will only work once and then you have to clean everything up and use new toothpicks to do the trick a second time. That's also why you have to be careful that your pan is well rinsed before you do the trick.

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.

Number Magic

There are lots of ideas similar to this floating around for fun with numbers where the Cub Scouts will think you are a genius. I like the ones where you wind up with your birth year. Here is an easy one to learn and teach –

- ✓ 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.

Rope Trick

Effect: Holding a piece of rope, the magician places the ends of the rope into their hands and closes their fingers around the ends. The magician shakes the rope slightly, says a magic word, blows on their 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.

Smaug's Jewels (passive/circle)

One person is chosen as Smaug stands guard over their jewel's (a beanbag, handkerchief, etc.). Everyone else forms a circle around them and tries to steal the treasure without being tagged. If you are touched by the Smaug, you are instantly frozen in place until the end of the game. The snatcher becomes the Smaug.

GATHERING ACTIVITIES

Card Tower

Build the highest possible tower using all the cards.
Materials: a full pack of playing cards.

Tricks of the Trade Word Search

Find the words in this word search that all have to do with magic – the words can be vertical, horizontal or diagonal

```

F O Z S Z T K J E S A B X E F
M U S P W A X T D L U A N T Y
A T M E C B P I K E T U A M K
D W E L S R S L O V O N I I C
A T H L C A R D S I P X C F L
I F O M P C S A D T H K I C J
D D T P E A U D H A A R G O O
M C E T H D T S I T T J A M C
S A R R R A A Z L I R F M V W
R P C G A B R R L O O D M A U
S R E T B R A O U N P L N L T
A K S P B A P S S X E D E Z H
Y V J E I B P A I K C I R T F
W J H B T G A H O L G K L V G
F O Z G W O E I N I O C E H F
    
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- | | | |
|-------------|----------|-----------|
| Abracadabra | Rabbit | Apparatus |
| Rope | Cards | Secret |
| Coin | Spell | Disappear |
| Top Hat | Illusion | Trick |
| Levitation | Wand | Magician |

Abracadabra – A Magical Word

Give each family or den a paper with **Abracadabra** spelled out vertically along the left side. They must come up with a word that has to do with magic for each letter. Winning team is the one that finishes first or has the most answers.

Betcha can't...or can you?—

The best magic is watching the Cub Scouts, parents, siblings and friends participate together. Have activities that will involve everyone. 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 Cub Scouts can try one and then move on to the next. The question is, can it be done...why or why not?

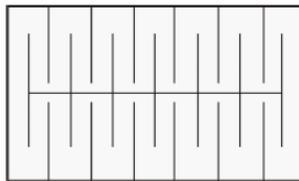
Bet you can't pick up a chair — Have the subject back away from a wall to the distance of four foot-length. Place a chair or stool between the person and the wall. Instruct the person to lean over and rest their or her forehead against the wall. Now the subject must pick up the chair and then straighten up without touching the chair to the wall or the floor. (Most women, many Cub Scouts 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 Cub Scout 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.)

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*

By any other name:

Have each family or den think of as many words as they can that mean magic. (see some ideas under Fun Facts About Magic)

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?

Pull a Rabbit out of the Hat:

Put directions for some simple magic tricks in a Magician's hat, along with the necessary props, all in a sealed plastic bag. Have some parents pull out a trick, without looking. During the pack meeting, call them up to perform their trick. Be sure to give everyone a great applause – and check out the "When it all goes Wrong" section.

Give "Magician in Training" awards and remind the Cub Scouts that Practice makes Perfect!

See various magic tricks in Cub Scout Magic Book, various Cub Handbooks (Tiger has a few great tricks and so do some others) and the *Klutz Book of Magic*.



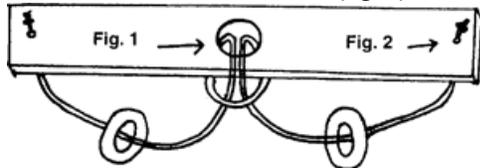
Washer Puzzle

Materials:

- Tongue Depressor or wood scraps
- 2 Washers
- 15 inches of String

Directions:

1. Drill 1/4" hole in center of tongue depressor.
2. Drill 2 smaller holes 1/2" in from each end.
3. Tie a lark's head knot through the center hole (fig. 1).
4. Thread a washer on each end of the string. insert each string end through the smaller holes on each end of the depressor and tie an overhand knot (fig. 2).

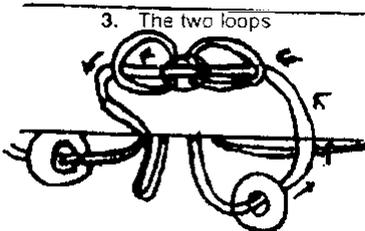
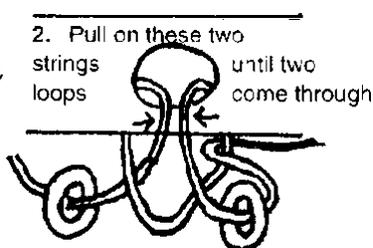
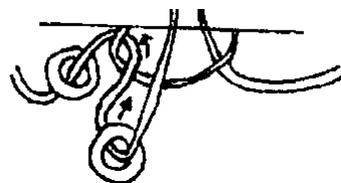


Object:

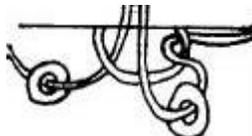
Get both washers on the same side and then back again.

Solution:

1. One washer up through center loop and over



4. Pull loops back through



OPENING CEREMONIES

Cub Magic

Personnel: 8 Cub Scouts

Equipment: Eight Cards spelling C-U-B-M-A-G-I-C. Setting: Cubs stand in line holding cards to turn over before reading their part.

- #1: C - is for comradeship, we learn to get along.
- #2: U - is for unity, together we are strong.
- #3: B - is for boys and girls, wild and funny but always polite.
- #4: M - is for merits, which we always have in sight.
- #5: A - is for adventure, what we're always looking for.
- #6: G - is for growth, to open every door.
- #7: I - is for integrity, for all the world to see.
- #8: C - is for Cub Scout, which we are all glad to be.

Magic American Flag Opening

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 of America Opening

The assigned den carries in the U.S. flag and posts it.

Cub Scouts take turns reading the following parts:

- #1: It's great to be an American, this fact is greatly known,
And the beauty of this land has a magic of its own.
- #2: The magic of America does not come from a spell-
It comes from you and me who love her very well.
- #3: The wave of a magic wand did not buy us liberty:
Great men and women died so we might all live free
- #4: So let us now pledge to always do our part,
For the magic of America lies deep within our hearts.
- #5: Please join us in the Pledge of Allegiance.

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 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.

Magic Opening Ceremony

Props: Top Hat, wand and (if Scouts want to dress up) capes etc. Have fun with it!

Set Up: Cubmaster lights candle representing Scout Spirit. Talks about Cub Scout spirit. Audience stands, repeats Cubs Scout Promise and Law of the pack. (Leaves candle burning during meeting and den performing opening enters.).

- #1:** 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!
- #2:** In first we'll put a heaping cup of red for courage true. *(Scout pours container full of red paper into magic top hat)*
- #3:** And then we'll add for loyalty A dash of pure blue. *(Scout pours into hat a container full of blue paper)*
- #4:** For purity, we'll now sift in a layer of snowy white. *(Scout adds a cup of white paper into the hat)*
- #5:** We'll sprinkle in a pinch of stars to make it come out right. *(Scout sprinkles silver glitter into hat)*
- #5: (Have #7 help so flag stays off the floor and is help properly)** We'll wave our wand over the hat... and then you'll see Abracadabra!!! That what we' ve made... **OLD GLORY! !!** *(Scout pulls American flag from hat suddenly)*
- #6:** Our flag is the most beautiful in the world. Let's always be loyal to it!

CM: Our flag is not magic, but it has given many men who fought for it the courage to continue, it has brought a feeling of patriotism to many who see it wave. It is the most beautiful flag in the world. Let us always be loyal to it. Please stand and salute, and join us in the Pledge of Allegiance.

Note: *The trick to this is to have the den practice (outside would be a good idea as this may get messy) and have the flag on the side away from the rest of the contents. Of course, if it's at the bottom and all the items flying out is okay as well. It's up to you to decide.*



Magical Symbols

- #1:** *(Wearing a Top Hat)* This top hat reminds many people of a magician, especially when a rabbit comes out!
 - #2:** *(Showing off a Magic Wand)* The Magic Wand is a very important tool for a magician.
 - #3:** *(Holding a rope)* Many Magicians also use a rope in their tricks.
 - #4:** *(Showing off a deck of cards)* Lots of magical tricks are done with a deck of cards.
 - #5:** *(Showing off a coin in their palm)* And even though it's even smaller, lots of tricks can be done with just a coin!
 - #6:** *(Holding up a scarf like that used in Magic Acts)* Sometimes this scarf can be used in a magic act!
- Narrator:** The Cub Scouts have shown you some magical symbols, including a Magician's scarf. There is another symbol that has a special meaning for all of us – our Flag.

Openings

- 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

Opening Ceremonies

- ✓ CM lights electric bulb-candle representing spirit.
- ✓ Talks about Cub Scout spirit.
- ✓ Audience stands, repeats Cub Scout
- ✓ Keep light burning during meeting).
- #1:** Tonight we are going to do for you A magic trick that is really grand. We'll make for you a item proud, The greatest in the land.
- #2:** In first we'll put a heaping cup of red for courage true. ***He pours in a container of red paper***
- #3:** And then we'll add for loyalty A dash of pure blue ***He pours in a container of blue paper***
- #4:** For purity, we'll now sift in a layer of snowy white. ***He sifts in white paper***
- #5:** We'll sprinkle in a pinch of stars To make it come out fight. ***Sprinkle silver glitter***
- #6:** We'll stir and stir, And then you'll see That what we've made...Is **OLD GLORY!** ***He pulls flag from kettle suddenly***
- #7:** Our flag is the most beautiful in the world. Let's always be loyal to it.
- CM:** Everyone please stand and recite the Pledge of Allegiance.

The Magic of America

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

- #1: It's great to be an 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.
 - #4: So let us all now pledge to always do our part, for the magic of America lies deep within our heart.
- CM:** Everyone please stand and recite the Pledge of Allegiance.

OPENING ICEBREAKERS

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 their hand over the balloon as they say some magic words. Tell one person in the audience to burst their balloon with the pin. The balloon pops. The magic takes the pin from the person and sticks it into their balloon and nothing happens. The magician repeats this with several of the balloons that were handed out and their 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!



RUN-ONS & JOKES

Run-Ons

- #1: Which toilet bowl cleaner do most magicians use?
- #2: Vanish!

- #1: How do you make a magician faint?
- #2: Use a dizzy spell!

- # 1: I know a person who thinks he's an owl
- # 2: Who?
- # 1: Now I know two.

- # 1: How many birds can carry a big basket?
- # 2: I don't know. How many.
- # 1: Toucan!

- # 1: Why was the little bird punished at school?
- # 2: Why was he?
- # 1: He was caught peeping during a test.

- # 1: What do you get when you cross a cuckoo clock bird with an octopus?
- # 2: Beats me. What?
- # 1: A cuckoo clocktopus!

Jokes & Riddles

- 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. *Answer: That's the tree with no bark!*
- What do hockey players and magicians have in common? *Answer: They both do hat tricks.*
- Why don't ghosts make good magicians? *Answer: Because you can see right through their tricks.*
- What kind of magician does it take to light a match? *Answer: A Fire-Poof one!*
- 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*
- 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.*

1089 Audience Game

Materials:

Piece of paper
pencil

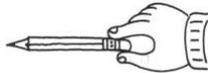
Directions:

- Write 1089 on the paper without showing anyone, fold it, and place it on the table in plain view.
- Give someone a piece of paper and pencil.
- Tell them to write down any 3-digit number that uses 3 different numerals in the middle of the paper. Not 111 or 202 or 330 where the same numeral is used more than once.
- Tell them to reverse the number. If the number is larger, write it above the first one. If smaller, write it below.
- Subtract the smaller from the larger.
- If the resulting number has 2 digits, fill in ahead of it with a zero.
- Reverse the number and write it below the bottom number.
- Add the bottom two numbers.
- Unfold your paper and ask if it matches their result - 1089!

The Amazing Rubber Pencil

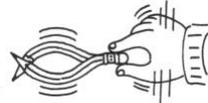
#1: *(holding up a pencil)*

Can you change this wooden pencil into rubber?



#2: *(takes the pencil, looks perplexed)*

That's impossible!



#1: Using my magical powers, I can change this wooden pencil to rubber. Just watch!
Lightly hold a pencil at the eraser end between your thumb and index finger. As you quickly bounce the pencil up and down, it will appear to others as if it has been made of rubber

Audience Tricks

1. Ask someone to spell the word "joke". Then ask them to spell "folk". Next ask them to spell "poke". Finally ask them to spell the white of a egg. They will probably spell "y o l k". But the yolk is the yellow part of an egg. The white part is called albumin.
2. Shade your eyes and look around. Aha! You spot your friend in the audience. Go to them and shake their hand, slap them on the back and hug them. Then stare at their shirt and shake your head. You find a loose thread. Take hold of it and put...and pull...and pull. The thread comes...and comes...and comes. You can wind it around your hand, you can dance with it, you can pass it around the audience and let them pull.

THE TRICK: You and your friend get ready together. Thread a needle with the end of a spool of thread. Put the spool inside your friend's shirt and run the threaded needle out through their shirt. Take off the needle and let the thread hang loose.

Corners

- #1: Can you take away four and leave eight?
- #2: No, it can't be done!
- #1: Can anyone else solve this puzzle?
(Let people try to guess how this could be done)
- #1: Let me show you how.
(He picks up a square of paper)
- #1: Here you have four corners.
(He cuts off each of the four corners)
- #1: Now you have eight corners! I took away four and left eight!

Color by Touch

Materials: A box of wax crayons.

Directions:

Cub Scout #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 they say.)

Volunteer: OK, I'm ready.

Cub Scout #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 their back, brings their 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 Scout #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, but magician finally announces the correct color of the crayon.)

Drop Out Pins

This trick is really an optical illusion. Before you start, get two identical and large safety pins. Now you want to close each pin – But here’s the trick: Put the pointed end of each pin into the **other** safety pin – you will have two safety pins making a “V” shape, and they will actually be attached to each other. Now pick up the pins, covering the bottom of the pins (the loops where the pointed end comes out). By holding the pins between your thumb and index finger, and covering the bottom of both, it will look like you have two ordinary safety pins, closed up as usual. Display the pins as above, and point out that they are securely fastened. (Still hiding the bottom) Hold the pins about 12 inches above the table and tell everyone you will cause the pins to open magically. Now drop the pins. They will come to rest, separated and in the open position, without you really having to do anything. Now, close each safety pin, give them to a volunteer and ask them to duplicate the magic!

Even or Odd

Magician: I need a volunteer to turn around, take some coins from their pocket and hold them inside your closed fist. *(Volunteer does so)*

Magician: OK, now I am taking some coins from my pocket, and I will hold them in my fist. Now we both have coins concealed in our hands. Although I have absolutely no idea how many coins you have in your hand, I can positively predict that when my coins are added to yours, if your amount is odd....it will become even. If your amount is even, it will change to odd. Please count your coins. *(The audience member counts their change and finds that they have an odd number of coins.)*

Magician: *(The magician adds their coins to the spectator's)* Now, please count the coins. *(As predicted, the amount will change to the opposite)*

Magician: *(Making a great show of it)* Proof positive – my magic has changed your coins to an (say even or odd) total!

Secret: It may look like this trick depends on the magician magically knowing the exact amount of coins in the volunteer’s hand, but nothing could be further from the truth. The trick works regardless of the amount. The secret is that the magician's hand always contains an odd amount of coins. The odd amount of coins, when added to the audience member's will make an even amount total odd, and an odd total even.

Favorite Trick

- #1:** I understand you like to do magic tricks. What’s your favorite?
- #2:** Sawing people in half.
- #1:** Interesting, and are there any other people in your family?
- #2:** Yes, I have two half-brothers and two half-sisters.

Finger Power

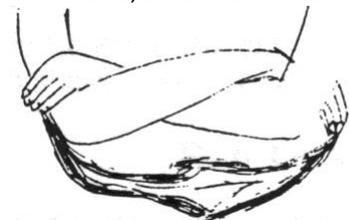
- #1:** I have developed my magical powers so that I can mentally force your fingers to move, without even touching you.
- #2:** I don’t believe it!
- #1:** I’ll prove it to you. Clasp your hands together with your fingers intertwined. Now raise both your index fingers straight up in the air.
- #2:** OK – but you can’t touch my fingers!
- #1:** *(Making a great show of waving your hands over the other person’s fingers – but never touching them –take a little time)*
I command your fingers to move.
(and they will – not because of your command, but because they can’t stay up in the air very long in that position)

Knock, Knock

- #1:** Knock, Knock
- #2:** Who’s There?
- #1:** My Magic Hat Goes
- #2:** My Magic Hat Goes Who?
- #1:** I didn’t know you could pull an OWL out of a magic hat!

Knot Likely

With great fanfare, ask for a neckerchief and then spread it out on a table. Ask if anyone can tie a knot in it while holding one corner in one hand and the opposite corner in the other hand – WITHOUT letting go of either corner! Let several people try. When everyone has failed, show them the secret:



Cross your arms in front of you as shown BEFORE you grab the opposite corners of the neckerchief. Now, WITHOUT LETTING GO of the corners, uncross your arms – the neckerchief will be knotted!

The Magical Moving Coin Reversal

Hold up a nickel and two quarters. Sandwich the nickel between the two quarters and tell everyone you can magically make the coins change places in mid-air, without touching them as they fall. Here’s how you do it – but I don’t know why it works: Hold the coins between the thumb and first finger of one hand, with your finger and thumb holding the SIDES of the coins. Hold your other hand about 10 inches below the other hand, palm up, for the coins to land in. Now, let the two bottom coins fall while you continue to hold onto the top quarter. Amazingly, the nickel and bottom quarter will change places as they fall – the nickel will always land UNDER the quarter!

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 their 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 they put their index finger on the red circle, and blow as hard as they can. The yellow and blue circles fly off their hand. The red circle does not move.)

Spectator: You tricked me!

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

Magician Favorites

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

#2: Sawing people in half.

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

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

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. They fold it in half again, then they tear the paper along the folds.)

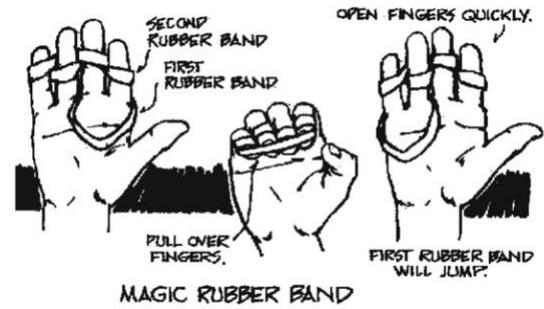
Here are your four equal pieces.

Magician: And here is your quarter
(Magician hands spectator one of the squares.)

Spectator: You tricked me!"

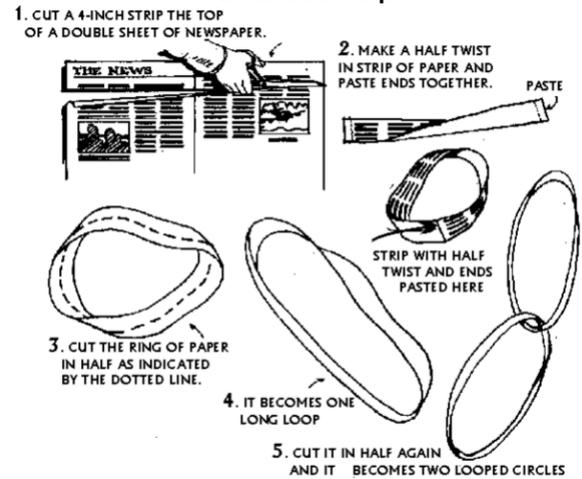
Magician: Magicians know lots of tricks.

The Magic Rubber Band



1. Loop one rubber band over the first two fingers of your right hand.
2. Place a second rubber band over the tips of all four fingers, twisting it between each finger.
3. Now grasp the loop of the first rubber band with your left hand bend the fingers of the right hand, and pull it over all four fingertips.
4. When you straighten the fingers quickly, the first rubber band will jump mysteriously to the third and fourth fingers as shown.
5. Make it jump back by repeating the process.

The Mobius Strip



Paper Clip Connection

(You will have to practice this beforehand to remember just how to place the paper clips.)

#1: *(holding up dollar bill with paper clips attached as shown below)*



I can make these two paper clips connect without even touching them! Want to see how it's done?

#2: Sure! It looks impossible to me!

#1: Here goes!

(He grabs the two ends of the bill and yanks it taut – the paper clips will link together)

Pick It Up and It's Yours

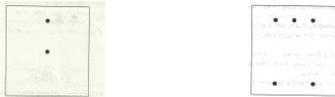
#1: Can you pick up this dollar bill?
#2: Of course!
#1: OK – Stand here, with your back and heels against the wall. If you can pick up this dollar bill without moving your heels or your back away from the wall, it's yours! *Place the dollar bill less than a foot in front of Cub Scout #2. they will not be able to bend over without moving their back and/or heels away from the wall*

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 their 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!

Seeing Spots

You hold a cardboard with dots in front of your friend and ask how many dots are on the card. He'll say One. "Fine" you say, flipping the card over. "Now, how many on this side?" He'll look and say they see six dots. "Exactly," you say. "But let's check that other side again, shall we?" You flip it over and now they see....THREE dots! And the other side? Again, you flip the cardboard over and NOW they see FOUR Dots! By this time, your friend is seeing spots. You will need to prepare a big piece of cardboard first. On one side, use a marker to make two dots like this:



On the reverse side, put five dots in this pattern. Here's how to confound your friend:

- First, show them side A, but with your hand and fingers hide the TOP dot. All they will see is that center dot, so they'll say that side A has One Dot.
- Now flip the card over, holding your fingers over the middle bottom space where there is NO dot. Your friend will say there are 6 dots, because he'll assume there's a dot where your finger is.
- Now, flip your card over to side A, but hold it right below the center dot, where a THIRD dot might me – but isn't! You friend will "see" Three Dots on the card. Again, in their mind, they complete the pattern.
- Flip over to Side B, and hold the card so the top center dot is masked ... and they will see ONLY Four Dots!

- It will seem to be quite a magical card you have there!

Twelve Thousand Baffler

Hand around some pencils and paper to a few people. Tell them to work quickly – the first one done correctly wins! Now tell them to write a very simple number – Twelve thousand, twelve hundred and twelve. But the faster they try to write this number, the more perplexed they will be. Most will end up with something like 12, 1212. The answer is that there IS no such number as 12 thousand, 12 hundred and twelve. You have to ADD together the component numbers 12,000 – 1200 – and 12 – which will actually give you 13,212 – the correct answer!

Walk Through a Card

An old but effective trick. It's shown in the How to Book. You challenge someone to walk through an ordinary postcard – and it's actually easy!



SKITS

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 their hand over the balloon as they say some magic words. Tell one person in the audience to burst their balloon with the pin. The balloon pops. The magic takes the pin from the person and sticks it into their balloon and nothing happens. The magician repeats this with several of the balloons that were handed out and their 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!

The Best You Can Do

Setting: Two Cub Scouts are on stage. Two more come on the stage.

- #1:** (Looking downcast) I can't do it.
#2: I'm worried, too.
#3 and 4: (Coming up to the two Cub Scouts) Hi, guys.
#3: What's wrong?
#1: We're supposed to be part of the skit for the pack meeting next week.
#2: And we're worried we'll make mistakes.
#1: Or forget our lines.
#2: It's kind of scary.
#1: Yeah.
#3: Oh, come on, guys. You can do it.
#4: Remember the best.
#1: The best?
#3: Yeah, nothing more and nothing less.
#4: The best you can do is to do your best.
#1 and 2: Huh?
#3: Like this. Stand in front of people. (They all face the audience.)
#4: And look at them and say . . .
ALL: The best you can do is to do your best!

Climb That

Two Scouts meet, and the first Scout begins to brag they can climb anything.

- #1:** "Can you climb that tree?"
#2: "Sure I've done it lots of times."
#1: "Can you climb the steep hill over there?"
#2: "No sweat, no problem for me."
#1: "How about the Empire State Building?"
#2: "Done it, Did it."
#1: "How about Mount Everest?"
#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!"
#1: "I'll bet you ten bucks I can show you something that you can't climb."
#2: "Your on!"
#1: (*pulls out a flashlight and shine the beam up into the sky*)
 "All right, climb that!"
#2: "Are you crazy? No Way!"
#1: "I knew you would back out, now pay up!"
#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. They introduce the professor, who enters carrying a bag of their props. The professor explains they have invented a wonderful machine that makes things grow. They proceed to demonstrate. They pull a small piece of paper from their 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 them off stage.

Robots or Rabbits

Characters: 6 Scientists in lab jackets (white shirts, collars turned inside out, put on backwards). 7th scientist is dressed in the same manner and wears a top hat. Cub Scout dressed in cardboard robot costume.

Setting: Table, covered with old sheet reaching to the floor at front. Fishbowl or other round glass bowl, test tubes, flasks, etc. are on the table. One of the six is reading a book plainly marked "How to Build a Robot" while another looks over their shoulder. Another is stirring in a large bowl with a large wooden or cardboard spoon. Scientist #7 is offstage. Cardboard robot is hidden behind table.

Scientist 1: It doesn't seem to be working.

Scientist 2: I can't understand it.

Scientist 3: We'll have to change the formula. (Scientist #7 enters from stage left, carrying top hat)

Scientist 7: I've got it! I've got it! A friend of mine just told me how to do it. (He places hat on the table.) You just say "Abra-ca-dabra 1-2-3!" reach in, and...

Scientist 4: Wait a minute. What did you say your friend's name was?

Scientist 7: Magisto the Magician. They say he's pulled a robot out of a hat lots of times.

Scientist 5: That's "rabbit"... not "robot"... you dunce! (They chase Scientist 7 offstage, waving book, spoon, etc.

Scientist 6 starts to join them, but stops and looks at hat on table.)

Scientist 6: (Shrugging shoulders) It just might work! Abra-ca-dabra 1-2-3! (He takes hold of hat with the left hand, tips it towards himself at edge of table, pretends to reach in hat, but really reaches behind table and pulls up the robot who has been hidden.) Hey, you guys, it worked! Now I'll just push this button... (he pretends to push button on front of robot. Robot drops to all fours and hopped off stage reveal a big fluffy bunny tail.)

The Magic Potion

Cast: 4 Cub Scouts

Props: A big pot, spoon and magic ingredients

2: Hey what are you doing?

1: I'm making up this magic disappearing potion.

3: Disappearing potion? How did you come up with that?

1: I was cleaning out my grandpa's attic and I found this really old magic book. It says right here" recipe for magic potion, that will make your friend disappear.

4: You don't really believe all that mumbo jumbo do you?

1: I don't know this is a pretty old book it may just work.

2: Well let's try it and see. What's in it.

1: First you add a gallon of turnip juice, then a quart of sauerkraut.

4: Nothing's happening yet. What's next?

1: Three tablespoons of hot sauce and an old sneaker.

3: Still nothing. Is that all there is?

1: No there are a few more ingredients to go – lets see one moldy onion five cloves of garlic and one pair of socks left over from day camp. That's it.

2: Well I don't see any magic happening, but that stuff is starting to smell pretty gross.

3: It sure is, it's starting to smell like something my sister made for dinner the other night.

4: I don't know about you guys but I've had enough lets get out here. (Cub Scouts 2,3,4, run off stage)

1: Well, what do you know? It really works.

Magic Kite

Personnel: 6 Cub Scouts

Equipment: Ball of string with a kite tail

1: What's that?

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

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

2: It'll fly, it's magic!

3: Kites can't be magic!

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

4: Then what?

2: He shows me how to make one.

5: That kite still won't be magic!

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

6: 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.



Magic Show Skit

Personnel: Magician (Cubmaster(CM)), 7 Cub Scouts
 Materials: Table, Tablecloth, Copy Paper, Peanut Butter Sandwiches, Glass of Water, Napkin, Penny, Neckerchief, Boiled Egg, Cardboard Box, Playing Cards
 Directions: Hide sandwiches under cloth on table on the stage

Part One

Magician: Ladies and gentlemen. Welcome to our magic show. Tonight, I shall attempt to amaze and astound you with clever tricks! May I have my first assistant, please?

(#1 enters the stage carrying a glass of water and places it on the table. Magician holds up napkin, shows both sides, then places it over the glass.)

Magician: I will now make this water disappear without touching the napkin. ALLA PEANUT BUTTER SANDWICHES!
(Magician waves hand over napkin. #1 takes off the napkin and the water is still there)

#1: It didn't work! The water is still there.
(Magician picks up the glass and drinks the water.)

Magician: There, the water is gone and I didn't touch the napkin.
(Cub #1 picks up the glass and napkin and leaves the stage.)

Part Two

Magician: May I have my next assistant, please?
(#2 enters, handing the magician a penny. Magician rubs penny between their palms)

Magician: This is a magic penny. If I put this penny down, you will not be able to jump over it!
(Magician puts penny on the top of the Cub Scout's head)

Magician: ALLA PEANUT BUTTER SANDWICHES!
(#2, not being able to jump over the penny on their head, leaves the stage.)

Part Three

Magician: May I have my next assistant, please?
(Cub #3 enters carrying a rolled up Cub Scout Neckerchief)

Magician: I will tie a knot in this neckerchief without letting go of either end. Would you like to try first?
(Magician offers the Cub Scout the neckerchief.)
(#3 tries and fails.)

(Magician lays neckerchief on the table, folds their arms and grasps ends with their arms still folded. As they unfold their arms, the knot is tied.)

Magician: ALLA PEANUT BUTTER SANDWICHES!

Part Four

Magician: May I have my fourth assistant, please?
(#4 enters, bringing an egg, and places it on the table. Magician instructs the Cub Scout to the clasp their hands together with their fingers in an interlocking position, and let their arms hang in front of them with their hands still in that position.)

Magician then puts the egg in the Cub Scout's hands)

Magician: Please hold this for me.
(Magician goes on to their next trick leaving the Cub Scout standing there with the egg. The Cub Scout pretends to be nervous, afraid of dropping the egg.)

Part Five

(#5 enters, carrying box and playing cards. They place the box on the floor.)

Magician: You cannot drop all the cards into the box from a standing position.

(#5 drops the cards, one at a time, from a standing position. Most cards should miss box and fall on the floor.)

(Magician gathers cards and holds them over the box in a stack between their thumb and middle finger.)

Holding them flat over the box, they drop them all at once. All cards should fall into the box.)

Magician: ALLA PEANUT BUTTER SANDWICHES!

Part Six

(Magician goes over to Cub Scout holding the egg.)

Magician: You cannot break that egg.

Go ahead and squeeze as hard as you can.

(#4 squeezes their palms together. Egg should not break. Cub Scout looks amazed. They are left holding the egg. If their hands are still in the correct position when they squeeze, the egg should not break.)

Part Seven

(#6 enters, bringing several pieces of copy paper.)

(Magician makes two tears in a piece of paper)

Magician: Tear both ends from the middle with one tear.

(#6 grasps each side and tears. They will fail each time, trying several pieces of paper.)

(Magician makes the tears in one last sheet of paper)

Magician: ALLA PEANUT BUTTER SANDWICHES!

(Magician puts the middle section in their mouth and tears from both sides at once.)

(#6 shakes their head.)

Part Eight

(#7 enters)

#7: There's something I would like to ask you. Most magicians say ABRACADABRA, or wave a magic wand, but you only say ALLA PEANUT BUTTER SANDWICHES. Why is that?

Magician: I have a good reason for that!

(Magician lifts table cover, exposing sandwiches)

Magician: ALLA PEANUT BUTTER SANDWICHES!

(ALL CUB SCOUTS, EXCEPT #4—the one holding the egg—run in and grab a sandwich and start eating.)

The Cub Scout is left holding the egg and the curtain closes.)



Unspelling the Spell

Personnel: Three Cub Scouts – or just add in to match the number of Cub Scouts in the den and reassign some of the parts.

Prop: A set of rabbit ears for Cub #3

#1: *(walking along)* I wonder where *(fill in the names of other Cub Scouts)* are today. They weren't at the den meeting today. Oh, there's *(name of #1)* Hey, he/she's got a rabbit with him/her!

#2: Hi! I sure am glad to see you! You've got to help us! (names #3) and I really need your help! *(#3 acts like a rabbit throughout the skit, and hops alongside #2)*

#1: Sure, I can help! What's the problem? And where is *(names ##3)?* By the way, that's a nice friendly rabbit! *(pats the bunny on the head)*

#2: That's just it – that's not really a rabbit. It's (names ##3)

#1: A Rabbit?? How did they get to be a rabbit?

#2: Well, we were watching a magician, and we accidentally made him/her mad!

#1: What did you do to make the magician mad?

#2: Well, we saw the magician throwing a soda can on the ground, so we told him/her he/she shouldn't litter. The next thing you know, they spell a whole bunch of weird words and Poof! – (name of ##3) turned into a rabbit!

#1: Hmmm, maybe that's the key! Can you remember the words they spelled?

#2: Let me think...*(wrinkles their forehead, scratches their hair)* One was MADAGASCAR...one was EQUATION.. and one was DIMPLE. *(pauses)*And then they spell RABBIT!

#1: *(pacing back and forth and thinking hard)* Ok, let's see. They spelled the words, and then...*(turns excitedly)* That's it! They spelled the words which made the spell. So now all we have to do is UNspell it!!

#2: Huh?

#1: We spell the words backwards! Come on, try it! *(Everyone looks very busy, perhaps with a paper and pencil to work out the words)*

All except #3: RAGSAGADAM; NOITAUQE; ELPMID; TIBBAR
(They look around at ##3)

#3: *(slowly stands, takes off the ears, and looks around)*

All: Hooray!

#3: Thanks guys! I was getting really tired of carrots!

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 them 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 their big feet.

SONGS

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 boola
 But the thingamabob that does the job
 is Bibbidi-Bobbidi-Boo
 Salagadoola menchicka boola

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

Bring Back My Bunny to Me

Tune: "My Bonnie Lies Over the Ocean"

My hat is right there on the table,
 My wand here, as you all 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,

Cub Scout Magic

Tune: Are You Sleeping (sung as a round)

Cub Scout Magic, Cub Scout Magic
 Tricks are Fun, Tricks are Fun
 I can fool my brother,
 Maybe even mother
 Everyone, Everyone

Cub Scout Magic (Version 1)

Tune: Are You Sleeping?

This song could be done as a round

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

Cub Scout Magic (Version 2)

Tune: Alouette

Chorus:

Cub Scout Magic,
 I like Cub Scout Magic!
 Cub Scout Magic
 It's a lot of fun!
 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 verses

Cub Scout Magic Show

Tune: "Hail, Hail, The Gang's All Here"

Hail, hail, the gang's all here.
 Watch the Cub Scout magic,
 It is so fantastic.
 Hail, hail, the gang's all here.
 See the Cub Scout Magic show!

Puff the Magic Dragon

Puff the magic dragon, lived by the sea,
And frolicked in the autumn mist,
In a land called Honnilee.
Little Jackie Paper, loved that rascal Puff,
And brought him strings and sealing wax
And other fancy stuff.

Chorus:

Oh, Puff the magic dragon, lived by the sea,
And frolicked in the autumn mist,
In a land called Honnilee.
Puff the magic dragon, lived by the sea,
And frolicked in the autumn mist,
In a land called Honnilee.

Together they would travel,
On a boat with a billowed sail.
Jackie kept a lookout, perched
On Puff's gigantic tail.
Noble kings and princes
Would bow when e'er they came.
Pirate ships would lower their flag
When Puff roared out his name

Chorus

A dragon lives forever, but not so little boys.
Painted wings and giant strings,
Make way for other toys.
One gray night did happened,
Jackie Paper came no more,
And Puff that mighty dragon,
He ceased his fearless roar.
His head was bent in sorrow,
Green scales fell like rain.
Puff no longer went to play,
Along the cherry lane.
Without his lifelong friend,
Puff could not be brave.
So, Puff that mighty dragon,
Sadly slipped into his cave.
(Make up other appropriate lines for the chorus)

M-A-G-I-C

Tune.- "Bingo

Sing the new first line for each verse followed by "And magic was his game, oh." For line three each time don't say another letter from M-A-G-I-C and clap instead; finish with line four

Cub Scout Jon he did some tricks,
And magic was his game, oh.

M-A-G- I-C, M-A-G-I-C, M-A-G-I-C

And magic was his game, oh!

He made a quarter disappear,

And magic was his game oh.

[clap]-A-G-I-C, [clap]-A-G-I-C, [clap]-A-G-I-C And magic was his game, oh!

(3) It disappeared into the air...

(4) He found the quarter In a hat...

(5) Finally he took a saw...

(6) Then Jon was finished with his show...



THEME RELATED STUFF

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..."

Rules of Magic:

- **Practice, Practice, Practice!**
- **Better one good trick than 10 not-quite ready ones!**
- **Don't reveal the secret!** (*although some simple tricks between friends might be ok to share*)
- **Don't repeat the same trick, unless repetition is part of the trick.**
- **Don't try to make your audience look foolish.**
- **Know when to start** (*when people are waiting for something to happen*) **and know when to Stop** – (*before people get bored – Leave them wanting more!*)
- **Act the part – and Smile!** (*Your audience wants to have fun*)
- **Know what to do if the trick fails ~ see below:**

And if the trick goes wrong:

Good magicians know that sometimes a trick doesn't work – the earth is rotating too slowly, your hands are sweaty, it's Friday the 13th – for whatever reason, a good magician just goes on. They either move on to another trick or use humor to keep the audience happy. Here are some Great Things to Say when your trick doesn't work:

- Well, it worked in the Magic Store!
- It looked great from my side!
- The real magician will be here shortly!
- When I get this trick right, it won't be a trick – it will be a miracle!
- That was actually a trick we magicians call misdirection – while I kept your attention by pretending to mess up the trick, my assistant sneaked by with an elephant for a trick I'm doing later. If you don't believe me, go check in the other room!
- OK! On to the next trick!
- Hey, what do you expect? I got this trick out of *Magic for Dummies!*

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 beforehand 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! Now... on with the show!



Tricks with Common Objects

Ghost Writing

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!

Levitating Arm

Tell a friend that you can create a powerful force that will invisibly raise their arm. Ask your friend to stand up straight with one shoulder leaning against a wall. Tell them to push hard against the wall with the back of their wrist and to keep pushing while you slowly count to twenty-five. Then ask them to step away from the wall and relax. Within a short time, they will be astonished to find that their arm is floating up and away from their 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 their 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, their arm feels as if it is moving magically on its own.

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.

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

A Parent's Magic Bag of Tricks

This is not, strictly speaking a magic trick – but parents will certainly appreciate this Magic Bag of Tricks when faced with a journey with children in a car, train or plane, or a long wait at a restaurant or doctor's office!

There are some important rules:

- Use the bag only in these situations – otherwise, it will lose its appeal!
- Only one thing at a time for each child can come out of the bag!
- Everyone must share the "magical" things in the bag!

Any bag will do – but a colorful cloth one is extra special. It needs to have a secure closure, either a drawstring or a zipper. Use only unbreakable items, and put individual things in sealable plastic bags to keep them handy. Here are some suggestions of what to put in your bag:

Pads of paper, pencils, colored pencils, crayons, re-useable stickers and sticker books, stopwatch or small hourglass, matchbox type cars, finger puppets, trivia books, playing cards, dice, magnifying glasses, Rubik's cube or other 3D puzzles, magnetic travel games, small plastic army men, animals, dinosaurs or action figures, Etch a Sketch, pipe cleaners, shoelaces, origami paper & directions, small blunt scissors, scotch tape, sidewalk chalk, balloons, jump rope, jacks or marbles, a small book of game ideas.

- * For a car trip, add: inflatable ball, Frisbee, hacky sacks, clipboard or lapboard for each child, glow sticks, small flashlight (set a rule that no one can aim at the driver or rear-view mirror)
- * For a restaurant bag: Add games that need a table to play, such as Pick Up Sticks, Slamwich card game

Try it – you will definitely like it!

And the results of having a "Bag of Tricks" will certainly seem magical!

Fun Facts About Magic

- ✓ The word magic comes from the Persian word "magus," a priestly class.
- ✓ Magic has many names: conjuring, hocus pocus, prestidigitation, legerdemain, necromancy, sorcery, thaumaturgy and wizardry are a few of them.
- ✓ The phrase Hocus Pocus may have come from a wizard of the Middle Ages known as Ochs Bachus, but some people think it comes from hoc est corpus, a Latin phrase from the Catholic Mass.
- ✓ Ancient priests and shamans often used their knowledge of eclipses to perform "magic." Even Christopher Columbus used his knowledge of an upcoming eclipse to show his "magic" to Jamaican islanders. He called in the chiefs, warned them that God was about to blot out the moon for letting his men starve, and then took credit for the "restoration" of the moon from an eclipse when they brought food to his ship.
- ✓ Levitations of people were performed in Greek dramas as early as 431 B.C.
- ✓ The ancient Greeks erected statues of their favorite magicians, and Homer mentions "conjurers" in the Iliad.
- ✓ More than 2,000 years ago, Hero of Alexandria described temple doors that opened mysteriously when a nearby fire was lit by priests.
- ✓ Algonquian-speaking tribes from the Northeast to the Great Plains used ventriloquism to create the illusion of spirit voices.
- ✓ Early religious dramas, or passion plays, held in Medieval churches, often featured individual and mass levitations.
- ✓ An early painting by Hieronymus Bosch, called The Juggler, shows a pickpocket working the crowd while a magician performs a cups and ball routine.
- ✓ Although the Indian Rope Trick is one of the oldest and most famous tricks, it has never been performed outdoors, in full view of the audience.
- ✓ Robert Houdin, from whom Houdini took his name, introduced the wearing of a tie and tails instead of a wizard robe for magicians.
- ✓ Herrmann the Great extracted a cigar from the beard of President Ulysses S. Grant.
- ✓ The Bullet Catch is the most dangerous trick in magic, and has killed over a dozen magicians. A marked bullet is fired at the magician, who catches it on a plate or even in his teeth!
- ✓ During World War II, magician Jasper Maskelyne hid the Suez Canal and Alexandria Harbor from the Germans and helped the Allied Forces win the war in Africa. Check out his book Top Secret!
- ✓ Harry Blackstone once saved a crowd of children from disaster. In September 1942, a fire broke out at the Lincoln Theatre in Decatur, Illinois. Rather than cause panic when a fireman told him the situation, Blackstone told the audience to follow him outside, where his next trick would be performed.
- ✓ Magician Harry Houdini was the first man to fly an airplane in Australia.
- ✓ You can become a professional magician as early as 12, by joining the worldwide International Brotherhood of Magicians, the world's largest magic organization.
- ✓ In the late 1800s, magicians frequently used robots or automatons in their shows - they played cards, chess and even sketched profiles of their spectators.
- ✓ The oldest magic store in the United States is Flosso-Hornmann Magic Shop in New York City, established in 1869, once owned by Houdini, and still in operation.
- ✓ Television talk show hosts Johnny Carson, Dick Cavett and Arsenio Hall all started out as magicians.
- ✓ Other famous people who were magicians: Don Johnson, Woody Allen, Dick Van Dyke, Milton Berle, Cary Grant, Bill Bixby, Jimmy Stewart, Steve Martin, Muhammad Ali, Bob Barker, George Bush, Jerry Lewis, Boris Karloff, Dom DeLuise. Charles Dickens was also an enthusiastic amateur magician.
- ✓ Magicians have also been inventors: Jasper Maskelyne invented the typewriter keyboard, another the telephone relay system, still another invented the Microwriter, a pocket-sized typewriter with five keys and a computerized personal organizer.
- ✓ The Magic Castle, a private club for magicians, has many Hollywood stars as associate members.

Some Famous Magicians

- ✓ An 18th century Dutch magician used the hollowed out wooden leg as a secret hiding place for props. Eliaser Bamberg had lost his leg in an explosion.
- ✓ Another famous 18th Century magician was Matthew Buchinger. He was born without arms or legs and was 29 inches tall. But he was a master of "Cups & Balls" and a musician who had four wives and 11 children!
- ✓ An African-American named Richard Potter, or "Black Potter," was a great ventriloquist and magician. It was said that he could swallow molten lead, enter a heated oven with a leg of lamb and stay there until the lamb was cooked, and dance on eggs without breaking them!
- ✓ Adelaide Herrmann, the wife of Alexander Herrmann, America's foremost magician of the late 19th-century, toured the world for almost 30 years with her own spectacular magic act after her husband died. She was one of the first women to be fired from a cannon, and the first woman to perform with an old-fashioned high-wheeled bicycle.
- ✓ Orson Welles, the actor and film director, had his own magic show for U.S. soldiers during World War II.
- ✓ John Gardner, author of the 14 most recent James Bond thrillers is a magician. One of his novels, The Confessor, is a thriller about a master spy who is also a secret master magician.
- ✓ Harry Houdini died on Halloween in 1926 and is still the world's best known magician. He took his name from French magician Robert-Houdin, and was famous for showmanship and as an escape artist. He made several silent films and created many special effects and received a star on the Hollywood Walk of Fame after his death.

Abacadabra!

- ✓ Magician John Henry Anderson had a trick called the “Inexhaustible Bottle” in the 19th Century – he would pour various drinks, ordered by the audience, from a single bottle
- ✓ Magician Okito (Theo Bamberg), was totally deaf and called himself “The Silent Oriental.”
- ✓ Doc Nixon wore an Oriental costume, and really vanished in 1939. There were rumors he became a Tibetan monk.
- ✓ Chung Ling Soo, the most famous Chinese magician of all time, was really an American named William E. Robinson. His true identity was discovered when he died in 1918 doing the Bullet Catch trick on a London stage.
- ✓ Blackstone The Magician (as Harry Boughton was known) was also as a popular comic book hero of the 1940s. He appeared each month in Super Magician Comics solving mysteries as a magician detective.
- ✓ David Copperfield, a famous illusionist, has the greatest collection of magic books, tricks and memorabilia in the world. He also has a star on the Hollywood Walk of Fame and is the world’s richest magician – he’s on the Fortune 500 list!
- ✓ Howard Thurston switched from a ministry student to a magician after seeing Herrmann the Great. While thinking about the show, he was mistakenly given a train ticket to Syracuse, where Herrmann was headed, instead of Philadelphia. Although he was too shy to speak to the magician, he later bought his show. He was known for making a man magically turn upside-down in a box far too small, making a singer and her piano disappear and reappear in mid air over the audience, and making a girl reappear in a trunk suspended over the audience.
- ✓ Horace Goldin, “The Whirlwind Wizard,” had a thick Polish accent and a stammer. So instead of the usual spiel of talking, he did 45 tricks in a 17-minute show, including sawing a woman in half!
- ✓ Cardini was another silent magician – he acted the part of a bewitched and drunken British gentleman, complete with monocle and tuxedo, and while “trying to remove his white gloves” performed all kinds of tricks with cards, billard balls that changed color, cigars and cigarettes.
- ✓ Ed Marlo wrote over 60 books about magic with cards, contributing over 2,000 separate tricks. One night, two magicians and their wives took Marlo and his wife to dinner for his birthday. During the drive, one of them mentioned a new card trick – after the group got to the restaurant, they realized Marlo was missing – he was still in the back seat of the car, working on various methods to do the new trick!
- ✓ In 1985, Harry Blackstone’s original “Floating Lightbulb,” built by Thomas Edison, was the first Magic donation made to the Smithsonian.
- ✓ Eldon D. Wigton (Dr. Eldoonie) is the world’s fastest magician. He performed 255 tricks in 2 minutes on April, 21 1991
- ✓ The world’s stongest magician is Ken Simmons, who can bench press over 500 pounds. (*Linking Ring 11-97*)

Top hat? Cape? Wand? Are we ready for some sleight of hand tricks? As Cubmaster one of your choices this month is the theme: Abacadabra! If you know any magic tricks or really neat chemical changes, that seem like magic, this would be a great opener to your Pack Meetings. As always, keep it exciting and fun.. and with a POSITIVE Attitude! (Yes there are ways of joining the 2 themes together!) Recognize the dens or Scouts who personify positive attitudes. Being positive IS contagious and like the ripples of a pond they do flow out and affect everyone. Discourage the negatives and encourage the positives. You cannot say enough: “Good Job” to Scouts. They are seeking and craving encouragement. Even if they get it half right focus on the positives. A magic trick even if it is half way right can also be encouraged. Standing in front of people is the first step. Encourage all your den leaders to exemplify this all year long. At least once a den meeting each Scout should hear this and at pack meetings it may be difficult to say this to every Scout so maybe like the minister or religious leader who stands at the door as each person leaves you and your Assistant Cubmaster can shake each Scouts hand and tell them: “Good job”, “I’m glad you were here!”, and “I can’t wait to see you again next month to see what new things you learned in Scouting!”



Additional Ideas

[Abracadabra Resources from Wendy McBride](#)

Magic PTC 2017

Resources

"Abracadabra" theme:

2008:

www.scoutingthenet.com/scouting/Training/Roundtable/Handouts/08/03/

2002:

www.scoutingthenet.com/Training/Roundtable/Handouts/02/04/

2013: <http://usscouts.org/usscouts/bbugle2012-2013.asp>

Cub Scout Leader How-To Book (2002):

[www.alamoareabsa.org/files/d/usr/612/Pubs/Cub%20Scout%20Leader%20How%20To%20Book%2033832%20\(2007\).pdf](http://www.alamoareabsa.org/files/d/usr/612/Pubs/Cub%20Scout%20Leader%20How%20To%20Book%2033832%20(2007).pdf)

Magic Tricks: Section 5 (Razzle Dazzle), p. 49-67.

Blue & Gold Banquet: Section 6 (Special Pack Activities), p. 1-9.

Magic Wand Neckerchief Slide

Materials:

black plastic straws, star garland, adhesive glitter foam, corrugated cardboard, chenille stems (pipe cleaners), hot glue, scissors, permanent markers.

Directions:

Cut the black plastic straws into 1" pieces. Cut the star garland into 2" pieces, and fold them in half. Cut the chenille stems into 6" pieces.

Attach the glitter foam to the corrugated cardboard. Cut the glitter cardboard into 11/4" x 1 3/4" rectangle pieces. Make sure the cardboard ribs are horizontal (not vertical).

Hot glue the star garland pieces inside the straw ends. Hot glue the magic wands to the glitter cardboard rectangles. Use permanent markers to color any hot glue that shows.

Slide a chenille stem through one of the middle cardboard corrugations. Wrap the chenille stem ends around each other to make the loop.



Invitation

Fold black construction paper in half. Draw a top hat on the paper. Make sure the bottom of the top hat is on the fold. Cut out the top hat.

Unfold the hat. Cut the top off the back hat. Cut an oval hole at the top of the front hat to make the top hat brim. Apply glue to the side edges of the back hat. Fold the hat again, and press the back hat to the front hat to glue them together to make a pocket.

Cut a rabbit out of white paper. Make sure the rabbit will fit in the pocket, and that its ears will show above the hat. Draw a face on the rabbit, and decorate the rabbit as desired. Write Blue & Gold banquet information on the rabbit's torso. Slide the rabbit into the hat pocket. Make sure the rabbit isn't glued inside the hat.



Garbage Bag Cape

Version #1, super-easy: tie the top of a large garbage bag around the neck, letting the bag hang down the back.

Version #2, easy: cut the bottom off a large black garbage bag. Then cut a slit up the front of the bag to open it up. Fold the top of the bag over a long shoelace, and tape the bag edge down. This creates a tunnel for the shoelace. Using the shoelace, tie the cape around the neck.



Centerpiece Ideas

Use an upside-down plastic top hat for a container. Put a piece of Styrofoam into the bottom of the hat. Tape or glue stars and playing cards to the tops of bamboo skewers. Stick the skewers into the Styrofoam, so they fan out above the hat. Could also have coiled star garland and coiled wired ribbon swirls stuck into the Styrofoam, spreading out above the rim of the hat.

<https://www.pinterest.com/pin/253186810279995946/>



Magic Props Centerpieces: PVC pipe or wood dowel magic wands; rabbits; scarves; top hats; playing cards. Magic trick props: cans of nothing; dangerous paper. Water travel and magic glass (shown below) would also be good.

Cardboard Tube Rabbit

Materials:

cardboard tube; paper and cardstock in coordinating colors; white paper; cotton ball; white pom-poms; 2 wiggle eyes; 5" wire; scissors; tacky glue; hot glue; mini glue dots; tape; wire cutters. *Note: colored wire is available at craft stores; plastic coated wire is available in the buy-by-the-foot wire section at hardware stores.*

Directions:

Wrap a cardboard tube with paper, and glue or tape the paper in place. Cut rabbit-shaped feet from coordinating cardstock. Glue the feet to the tube.

Cut ears out of the paper. Use markers or crayons to color the inside of the ear, or glue a white paper oval to the colored ear to make the inside of the ear. Glue the ears to the inside front of the cardboard tube.

Glue a cotton ball or pom-pom to the back of the rabbit to make a tail. Cut wire into four or six 1 ¼" pieces, depending on how many whiskers you want. Place a mini glue dot on the rabbit where its nose will be. Push the ends of the wire onto the glue dot to make whiskers. Drizzle a small blob of hot glue over the wire ends and mini glue dot. Push a small white pom-pom into the glue to make the nose (and cover the wire ends). Glue 2 small wiggle eyes above the nose.

Inspired by Oriental Trading Craft:

<http://www.orientaltrading.com/3d-bunny-craft-kit-a2-13678190.fltr?keyword=rabbit>



Program Ideas

Cub Scouts do magic tricks. (Tiger Intrigue and Magic)

Bear run-ons: silly magic tricks from How To Book "Razzle Dazzle" chapter. (Bear Roaring Laughter #6).

Cubmaster does magic tricks using large props. Distribute awards. Tie into scouting.

Example: Before we know it, the Cub Scouts have grown up, and our time with them has disappeared.

Closing Ceremony (From Alpine District Yodler, March 2008)

As we conclude our Blue & Gold lunch today, I would like to remind you that we are all magicians, working together to make the magic that is Cub Scouting. In addition to creating fun from almost thin air, we also get to participate and assist with a most magical transformation.

Our Cub Scouts come to us as very young Cub Scouts. We help create memories, confidence, challenges, growth opportunities, understanding, respect for people and nature, and strong morals. Our Cub Scouts come to us as very young Cub Scouts, and leave us as very young men, who have experienced the world in a whole new way.

Here I have an ordinary jar of water, which represents you Cub Scout leaders. When I say the magic words "Do your Best", and tap the jar with my magic wand, look what happens! [Put on the lid, and shake.]

You have done your best, using the magic of your leadership to create magic in the lives of your scouts. Thank you so very much for sharing your time and your talents. Like this potion, you are truly magical!

And now, for my last trick, I will make you all disappear. Lunch is done!

Trick secret: Put 3-5 drops of food coloring on the inside of the lid, and let dry.

Magic Tricks



Water Travel (from an unknown book of magic tricks)

Materials: 2 paper bags, 2 paper cups, a jug of water.

Preparation: Cut the bottom out of one of the cups, and cut the top rim off the other cup, if necessary. Decorate the paper bags as desired. Place the bottomless cup inside the other cup. Together, they should look like one ordinary cup.

Set up: Put the cup (really 2 cups together) on the table, with the 2 paper bags and a jug of water.

Performance:

1. Pick up the cup and pour some water into it.
2. Put the cup into the first bag. Say: "I am going to make the water travel from this bag to the other bag." As you say this, leave the bottomless cup with the water in the first bag, and take out only the empty top cup, and put it in the second bag. Act as if the cup has water in it. When moving it stay close to the tops of the bags so the audience doesn't see it has no bottom. Remember to move the cup from one bag to the other as you make your announcement, so it looks like you are showing what you are going to do.
3. Say "I will now say the magic words." Wave your wand and say "reversus" or "accio water" or whatever magic words you want to say.
4. Pick up the second bag, fold down the top, and toss it over your shoulder.
5. Say "The water has returned to this bag." Lift the cup out of the first bag, and pour the water back into the jug.



Magic Glass (from unknown book of magic tricks)

Materials: 2 pieces of cardstock or construction paper that are the same exact color; a clear glass; a coin; a handkerchief, napkin, paper towel, or plastic tablecloth square; clear tape or glue dots; scissors.

Preparation: Trace around the top of the glass on one of the pieces of paper and cut it out. Using small pieces of tape, or ½ glue dots, attach the paper circle to the top of the glass. Make sure the tape or glue dots aren't visible to the audience. Use fancy scissors to cut a decorative edge on the second paper if desired. Decorate the napkins, paper towels, or table cloth squares if desired.

Set up: Put the handkerchief over the glass, and place it on the second piece of paper. *Note: some plastic glasses are slippery. I found that paper towels and one side of plastic tablecloths grip the plastic glass well.*

Performance: Uncover the glass, and announce that this is a very special magical glass. Hold up a coin, and say that the glass makes coins like this disappear. Then put the coin on the paper. Cover the glass with the handkerchief and put it on top of the coin. Make sure that the front of the handkerchief covers the glass completely, so the audience doesn't see the paper circle. Remove the handkerchief, and show that the coin has disappeared. Say that you will now make the coin reappear. Put the handkerchief back over the glass. Move the glass off the coin. Remove the handkerchief, and show that the coin has reappeared.



Cans Full of Nothing (From "Bill Severn's Best Magic")

Materials: 2 cans of different diameters, so one can will fit inside the other can (15 oz. can and pineapple can). The small can should be big enough that a hand can fit inside. Also needed: a can opener; large paper clip; rubber band or hair elastic; and pin pong ball.

Preparation: Cut the tops and bottoms off the cans. Decorate the cans and ping pong ball as desired. (I taped metallic wrapping paper around the cans, and attached stickers to the ping pong ball.) Twist the paper clip ends in opposite directions so the paper clip looks like an S. Put the rubber band around the ping pong ball, and slide the rubber band over the small end of the paper clip. Hang the bigger end of the paper clip inside the small can, over the top and at the back, so the audience doesn't see the paper clip, or the ball hanging inside the can. Or Cubmasters could hang awards from the paper clip, to magically appear at the end of the trick.

1. Put the two cans on the table. Say "One day I was in the magic lab, and found these two cans." (Or you could say you found the cans in your Grandfather's old trunk, or they were a gift from your eccentric Aunt Ermentrude.) Say "I wondered what they were for." Hold up the big can so the audience can see through it and say "There wasn't anything in the big can."
2. Say "I saw that the small can fit nicely into the big can", and put the small can into the big can, being careful that the paper clip slides onto the big can.
3. Lift the big can off the small can, and put it on the table. Hold up the small can so the audience can see through it and say "There wasn't anything in the small can."
4. Say "But when I put the big can over the little can it created a magic pocket." (Or interdimensional window.) As you say this, put the big can over the little can, being careful that the paperclip is on the back side of the can so the audience doesn't see it.
5. Say "And when I put my hand in, I pulled out a ping pong ball." As you say this, slip the ping pong ball out of the rubber band, and pull it out of the can, to show it to the audience. Or push the ball out of the rubber band, and lift up the cans, to show the ball on the table. Be careful to leave the rubber band on the paperclip, so when you move the cans for the next magic trick, the rubber band isn't sitting on the table.
6. Optional ending: Say "I'm not sure why anyone would want to make a magic pocket (or interdimensional window) for ping pong balls, but there you have it. Kind of neat."
7. Alternative trick: Cubmasters pull awards out of the cans, instead of a ping pong ball.

WEBSITES

Dangerous Paper (From Bill Severn's Best Magic)

Materials: cardboard tube, cardboard, paper, scissors, tacky glue or hot glue, tape, handkerchief or napkin.

Preparation: Cut the cardboard tube into 2" pieces. Place the end of the cardboard tube on the cardboard, and trace around it. Cut a circle around the drawn circle that is about an inch bigger in diameter. Cut slits in the circle from the edge to the drawn circle. Spread glue around the cardboard circle, near the edge. Put the 2" cardboard tube on the cardboard circle, and fold the edges up around the tube, so the glued edges will stick to the tube. Wrap a rubber band around the cardboard edges to hold them in place while the glue cools/dries.

Stain and age the paper as desired, using paint and tearing the edges. Tape the cardboard tube near the upper left corner of the paper, about 1" in from the edge, and 1 1/2" down from the top.

Set up: For a different version of the trick, Cubmasters could hide awards in the tube to be revealed at the end, instead of making the handkerchief disappear.

Performance:

1. Lift up the paper so the tube is on the side of the paper facing you. Show the paper to the audience, holding the paper from the side edges, near the upper corners, hiding the tube behind your left hand. Say "This is a very dangerous piece of paper. (Or parchment). You could say that you found the paper in your Grandfather's magic book or you suspect Fred and George had something to do with the parchment. Say "I have to be very careful with this paper (or parchment).
2. Grab the top left edge of the paper with your right hand and start rolling it, curling it around your fingers and the hidden tube. As you roll the paper, say "Because if gets rolled up like this..."
3. Stuff the small handkerchief or napkin into the hidden tube so it doesn't show, tilting the scroll slightly away from the audience, while you say "anything that is put into this scroll disappears..."
4. As you unroll the scroll say "Just like that." Speak slowly, so that the paper is completely unrolled just as you say "that". Unroll the scroll with your left hand, again hiding the tube with your left hand and holding the paper from the side edges near the top corners when it is unrolled.
5. Alternative trick: Cubmasters could show the paper, and then roll it up, explaining that when the paper is rolled up, things magically appear in the scroll. Then the Cubmaster turns the scroll upside down away from the audience, dumping the awards on the table.



Magic page - <http://wtsmith.com/rt/magic.html>

Free Magic Tricks - Free Magic Tricks For Kids, Parents and Beginners of all Ages.

www.magicbob2000.com/tricks.html#Free%20Magic%20Tricks

Kids Domain Magic Tricks - Kids love to explore, and these are great sites from all over the web.

http://resources.kaboose.com/kidlinks/hobbies/magic-tricks/Magic_Tricks.html

Magical Kingdom - I am Charlotte Bear, the Magic Bear of the Magical Kingdom. I'll be showing you all the real magical tricks. <http://www.magicalkingdom.co.uk/>

Parenting Fair – Magic - Here is a list of the tricks we've brought to you these past two weeks, and links to visit them again. Remember, a magician never tells their audience their secrets!

www.covenanthealth.com/parentingfair/magic.html

Kidzone Magic - Rita and Shelly have contributed a number of fun magic tricks that are easy to do and have really wonderful results. So jump in and learn how to astound your friends! www.kidzone.ws/magic/

www.uelectric.com/allmagicguide.html

Great online magic show. This is a great site with tricks, interviews with magicians, a calendar listing performances, a guide to magic dealers and magic catalogues. A new trick each week. Scroll down to Posters and lots of other links.

www.activityvillage.co.uk/magic_tricks.htm

2 easy card tricks and links to others

<http://kids.mysterynet.com/magic/>

some easy tricks to learn, with a new one added every week. Magician's rules

www.magiccastle.com/juniors/index.cfm

a monthly magazine with news updates about magic around the world. Click on TV Magic Guide tab for a listing of TV shows during the week that will feature magic, such as an I Love Lucy Episode with Orson Welles as a magician. Also, click on Live Magic Guide Tab for venues and performances by state locations

Specific Magicians

You can do a Google search for a specific magician, but here are some specific sites:

The Magic of David Copperfield www.d Copperfield.com

Siegfried and Roy: Masters of the Impossible

www.sarmoti.com

David Blaine: Magic Man

<http://Members.aol.com/sperrycito/blaine.html>

Penn & Teller www.pennandteller.com/sincity/

Harry Blackstone

<http://blackstonemagic.com/lid28.htm>

History of Blackstone, pictures, links