

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

PACK PLANNING

There is plenty of fun in store for this month's pack meeting. Get as many people involved as you can to help carry the load. Appoint the following committees to help:

Welcoming Committee. Assemble items for What's in the Bag? (2 APR). Greeters welcome Cub Scouts and family members and explain the gathering game. If a space derby is to be held, direct the boys to the area where their rockets will be stored before liftoff.

Program Committee. Arrange for a magician to visit the pack meeting, if desired. Make sure he or she has any equipment necessary to perform (table, microphone, special lighting, etc.). Coordinate den magic acts, skits, and stunts done to ensure there are no duplicates. Give the Cubmaster a list of these performers so that he or she can work them into the show.

Special Events Committee. If your pack is holding a space derby this month, this committee is invaluable. Arrange for the use of a space derby track, set it up, and get it ready to run. Appoint a registration team, an inspection team, a launch operations team, and an awards team to help your derby run smoothly. See the *Cub Scout Leader How-to Book* for details.

Some of the purposes of Cub Scouting developed through this month's theme include:

- **Personal achievement.** Boys can be proud of their accomplishments as they learn new tricks and stunts to entertain the pack.
- **Family understanding.** Families help Cub Scouts learn and practice their new skills, encourage them to do their best, and praise their efforts.

This theme is designed to promote character development by emphasizing these core values:

- **Courage.** Cub Scouts show their bravery as they take the challenge to learn new things, such as magic tricks and stunts and skits, and share them with an audience.
- **Responsibility.** As boys practice their presentations for the pack meetings, they learn to share the den's responsibility for a contribution that all will enjoy.

Pack Meeting

BEFORE THE MEETING

If a magician will be visiting your pack, the program committee will set up any equipment needed to make the show magical. If you are holding a space derby, the special events committee will set up the track and create an area where rockets will wait until liftoff. The Cubmaster consults with the program committee to distribute den magic tricks, stunts, and skits throughout the meeting agenda.

GATHERING

Greeters welcome Cub Scouts and family members. Briefly explain the gathering game, What's in the Bag? (2 APR) and invite them to play. If a space derby is to be held, show boys the hangar where their rockets will be stored until it is time to lift off.

MAIN PART OF THE MEETING

Opening

Have a den present the Magic Cards opening ceremony (2 APR) or Magic opening ceremony (*Cub Scout Ceremonies for Dens and Packs*).

Prayer

Call a preselected Cub Scout forward to share the Magic All Around prayer (2 APR). Invite all pack members to join in prayer, meditation, or silence as is their custom.

Icebreaker

Perform the Mystifying Reader (2 APR) to set the stage for a meeting full of magic.

Welcome and Introductions

The Cubmaster, dressed as a magician with top hat, cape, and magic

wand, waves the wand over the audience and welcomes them with magic words. Introduce special guests and any new pack families.

Song

The song leader or a den chief leads the group in "Amazing Three-in-One" or "Cub Scout Magic" (3 APR).

Den Demonstrations

Now is the time for dens to begin showing off their magic tricks, skits, and stunts. Distribute this fun throughout the evening. Webelos dens demonstrate their work on the month's activity badge.

Game

Encourage all pack members to participate in Presto Change-o, Rabbit in the Magician's Hat, or Abracadabra (all 2 APR).

Recognition

The Cubmaster becomes the Surprised Magician and explains the magic of Cub Scouting using The Surprised Magician advancement ceremony (3 APR). This is a good time to recognize the magic your leaders perform with a simple thank you.

Announcements

Display a tree branch and announce next month's theme, Leaf It to Cubs. Announce the location, date, and time of May's pack meeting. Showcase additional items of interest from the pack newsletter and make sure each family receives its own copy.

Cubmaster's Minute

Share The Real Magic of Cub Scouts (3 APR).

Closing

A den performs the Everyday Magic closing ceremony (3 APR), or choose another from *Cub Scout Ceremonies for Dens and Packs*.

Cubmaster Corner

PRACTICE

This month, you may ask members of your pack to perform magic tricks, jokes, skits, and stunts. Make sure the assignments are made well enough in advance that boys have plenty of time to practice. They need time to try out their material in den meetings and at home. The more time and opportunity they have to practice, the better they will feel about performing in front of an audience. Don't pressure boys into participating if they have qualms about it. Performing at pack meetings can be a time for building self-confidence, sharing talents, and having fun—but some boys need time to decide when they are ready to do it.

Adults need practice too. If you are teaching a song or a game to the pack, practice it first with your family or at your pack leaders' planning meeting. You'll be well-prepared, and your presentation will work like...magic!

Ceremonies, Games, Songs, Stunts

GATHERING ACTIVITY:

WHAT'S IN THE BAG?

Materials: Paper bags, various objects, string, card, pencil or pen, prizes

Print one letter of MAGIC TRICKS on 11 paper bags. Place an object in the bag that begins with the letter on the bag. (Use sturdy, unbreakable objects.) String up the bags in order so that they spell out "Magic Tricks." Give each person a card with the letters MAGIC TRICKS printed vertically so that they can write down what they think is in the bag after feeling the objects. No peeking allowed! Give prizes to those who get correct answers or to the one who gets the most correct.

Variations: You can use other words, too, such as MAGIC or ABRACADABRA or HOCUS POCUS.

GAMES

The Magician Says

This is a version of "Simon Says." Players line up, with a den chief serving as the magician. When he announces, "The magician says, do this" the player who does not follow the order correctly is out of the game. If a player follows an order not preceded by "The magician says," he, too, is automatically out. The faster the orders are given, the more fun the game becomes. When the magician yells "Abracadabra!" all players who are out can magically reenter the game. Invite newcomers to join in the game as they arrive.

Presto Change-o

Arrange all players except one in pairs, standing back to back with their elbows locked. They are scattered at random over the playing area. When "It" calls, "Presto Change-o!" each player must seek a new partner and hook elbows with him. The one failing to secure a partner is "It" for the next round.

Rabbit in the Magician's Hat

Form groups of threes; two boys join hands to form a "hat," and the third, the rabbit, stands inside the "hat." Appoint two players to be "It." One chases, the other runs. When the runner goes into a hat, the rabbit occupying the hat must leave or be tagged. If the chaser catches the runner, he becomes the runner and the person tagged becomes the chaser.

Abracadabra

Equipment: A ball

Seat the players on the floor in a circle with "It" standing in the center. "It" holds a ball and throws it at any player in the circle. "It" must also say "Abracadabra" three times before the bewildered player in the circle can say it once. If he succeeds, the two change places; if he fails, he throws the ball to another player.

OPENING CEREMONY:

MAGIC CARDS

Equipment: Five cards, each with one letter of the word MAGIC written on it; U.S. flag posted at the front of the room

CUB SCOUT 1: M—Magnificent Cub Scouts.

CUB SCOUT 2: A—Amaze friends and family.

CUB SCOUT 3: G—Great and mystical.

CUB SCOUT 4: I—Illusions! You will be...

CUB SCOUT 5: C—Captivated! Please stand and join us in the Pledge of Allegiance.

PRAYER: MAGIC ALL

AROUND

We pray to see and feel gratitude for all the magic around us: the new leaves on the trees, the flowers that are blooming, the songs of the birds, and the love of our family. Let us always be thankful for these things, and thankful for all we have. Amen.

THE MYSTIFYING READER

Give the Cub Scouts a slip of paper, each the same size and shape. 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 boys to fold their papers and bring them to someone previously selected to act as the "guardian." No one, not even the guardian, should try to read the papers. Ask the guardian to hand you one of 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 ask who wrote it. One of the Cubs, who is an accomplice, and who did not write a sentence, admits authorship of the sentence. Then unfold the paper, apparently to verify his announcement (and read the sentence on the paper to yourself).

Then place the paper in your left hand and ask the guardian for another. Repeat the same preliminaries and 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 guests will admit to writing the sentence. Keep the performance up in this manner until all the players' slips have been read. In order for the trick to be successful, the accomplice must be careful to conceal from the audience the fact that he has not included a sentence in the collection given to the guardian.

AMAZING THREE-IN-ONE SONG

Divide the group into three parts. Ask the first to sing "A-B-C," the second to sing "Twinkle, Twinkle, Little Star," and the third to sing "Baa, Baa, Black Sheep." Now wave your magic wand over the whole group, say the magic words "Groupus Singus Alltogetherus" and have the groups sing altogether! This trick works because all three songs have the same tune.

SONG: CUB SCOUT MAGIC

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!

Be amazed?

Be amazed!

OOOOOOOOOH... (*Chorus*)

More verses:

Do you like my magic wand?

Do you like my rabbit trick?

Do you like my red potion?

Do you like my black top hat?

Do you like to disappear?

ADVANCEMENT CEREMONY: THE SURPRISED MAGICIAN

Equipment: Top hat with Bobcat and Tiger Cub badges secretly hidden inside, Wolf badges slid up the Cubmaster's

sleeve, magic wand paper towel tube with Bear badges rolled inside, several colored hankies with Webelos badges attached to each one

This ceremony may take some practice on the part of the Cubmaster. He or she may want to develop his or her style to act like a magician. Prepare the top hat by placing the first awards inside so they can be easily removed. The Bobcat badges can be taped inside the hat. The Tiger Cub badges can be attached to a very small stuffed animal tiger or picture of a tiger.

Slide the Wolf badges up the sleeve. Roll the Bear badges in the paper towel tube decorated like a magic wand so the badges can be removed by a shake of the wand. Tie the colored hankies to each other on diagonal corners, attach Webelos badges to each hankie, and then fold them inside a pocket so they will come out one by one.

MAGICIAN: Ladies and gentleman, tonight the magic has already been performed, but I'll see if I can do one more magic act. The Cub Scouts of Pack [No. ____] have been working magic on the awards they have earned this month. They have produced their various awards as if by magic, but in reality, they have been working very hard to get these awards. If the spirit of magic is here tonight, we will produce those awards to present to our Cub Scouts.

Magician waves his/her hand and wand (carefully so badges hidden in the wand don't fall out) over the hat, saying suitable magic words. Place wand on table. Wait a few seconds, then peer into hat and look surprised. Reach in and pull out badges in sequence: Bobcat and Tiger Cub (pull out small stuffed animal). Read the name and ask the boy and his parents to come forward. After all the badges have been given from the top hat, show the audience the empty hat. Next slide the arm with the Wolf badges over the hat and drop it in. Pick up the hat and turn it over, and the award falls to the table. Present the Wolf badges. Next, pick up the wand from the table. Study it, and with a surprised look, shake out the Bear badges. Pick them up, call out the names of the Cub Scouts, and have them bring their parents forward. When the Bear badges are done, put hand in pocket and bring out hankie. Wipe your brow—but surprise! there's something attached to the hankie. Read the names of those receiving Webelos badges and present them. Lead an appropriate magical applause for all the boys.

CUBMASTER'S MINUTE: THE REAL MAGIC OF CUB SCOUTS

We've had a lot of fun tonight with amazing feats of Cub Scout magic. But the *real* magic of Cub Scouting is not in the silly stunts, the clever tricks, or the surprising feats. The real magic is in the friendships that are formed, the abilities and talents that are developed and nurtured, and the respect for people, country, and God that is learned as boys move together through the Cub Scout program. That's the *real* magic of Cub Scouting. Now, it's your turn to do a magic trick...make our refreshments disappear!

CLOSING CEREMONY: EVERYDAY MAGIC

Personnel and equipment: Seven Cub Scouts, top hat, magic wand, props from a simple magic trick or sign reading TRICK; signs reading DO YOUR BEST, DO YOUR DUTY, TO GOD AND COUNTRY, and TO HELP OTHER PEOPLE

CUB SCOUT 1: You don't need a fancy top hat (*points to hat*) or a magic wand (*waves wand*) ...

CUB SCOUT 2: Or lots of tricks (*shows trick props or display the word TRICK*) to do some magic every day.

CUB SCOUT 3: Just remember to do your best (*displays sign*) ...

CUB SCOUT 4: Do your duty (*displays sign*) ...

CUB SCOUT 5: To God and country (*displays sign*) ...

CUB SCOUT 6: To help other people (*displays sign*) ...

CUB SCOUT 7: And you'll spread magic all along the way.

ALL: Good night!

APPLAUSES

The Magic Word. Select a magic word, such as "Abracadabra" or "Hocus Pocus." Instruct the audience to clap, stomp, and make lots of noise any time the word is said. Have a "stop" signal to show everyone it's time to stop the noise.

Alakazam. Point your index finger up and say "A-la-ka" (then point at the person getting the applause) "ZAM!"

Abracadabra. Divide the audience into three groups. The first group yells "Abra," the second group yells "Ca" and the third group yells "Dabra!" when the leader points to them. Vary volume by pointing low for soft and high for loud. Try different volumes for each part.

Magician's Bow. Extend arms out to your sides, say "Ta-da!" and take a deep bow.

RUN-ONS

Knock, knock.
Who's there?
Dewy.
Dewy who?

Dewy have to keep telling these knock knock jokes?

CUB SCOUT 1: What do you get when you cross a magician with a photographer?

CUB SCOUT 2: Some hocus focus.

CUB SCOUT 1: Pete and Repeat go to a magic show. The magician makes Pete

disappear. Who's left?
CUB SCOUT 2: Repeat.
CUB SCOUT 1: OK. Pete and Repeat go to a magic show. The magician makes Pete disappear. Who's left?
CUB SCOUT 2: Repeat. (*continue*)

April Pack Program Page: Abracadabra

ACADEMICS AND SPORTS PROGRAM

Academics

Science. Earning the Science belt loop and pin will help Cub Scouts see and experience the magic that surrounds them in their everyday world.

Sports

Bicycling. Now that spring has sprung, it's time to get your bike tuned up and earn the Bicycling belt loop and pin.

Ultimate. An game of Ultimate emphasizes sportsmanship and fair play, and is an easy game to learn with only a small amount of equipment required.

FAMILY ACTIVITY

Since this month's theme deals with magic, this would be a good time to teach children to understand the difference between the real world and the make-believe world they encounter every day through television, movies, video games, and other media. One of the suggested activities in the Knowing It's Make-Believe section of *Cub Scouting's BSA Family Activity Book* is to perform magic tricks with your children—and then explain how some things they see in the media are just tricks, too.

DID YOU KNOW?

Boys With Disabilities

Medical conditions don't need to prevent a boy from experiencing all the benefits of Cub Scouting. The *Cub Scout Leader Book* has many ideas and strategies to provide a meaningful program for all boys. Also, "A Guide to Working with Scouts with Disabilities" is available through the BSA Supply Division.

GOOD TURN FOR AMERICA

Springtime brings opportunities to participate in planting trees

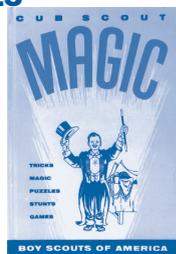


in public areas or cleaning up in the community or for elderly people or others who have a hard time getting out.

BSA RESOURCES

HIGHLIGHT

Cub Scout Magic. If you want to make your pack meeting as magical as possible, then this is the resource for you. This book contains tricks for aspiring magicians of all ages—including the Cubmaster. And who knows? The next master magician just may be in your pack!



PACK LEADERS' PLANNING MEETING

The pack leaders meet a week or two before the April pack meeting to check final details and outline den and pack activities for May.

Will you secure a guest magician to share his/her talents this month? That person may have needs, such as extra tables, lighting, and sound equipment.

The pack plans its spring campout with the advent of spring weather. Pack members should be made aware of the plans and location, and any costs. Be sure someone going on the campout has completed Basic Adult Leader Outdoor Orientation (BALOO) training.

The pack newsletter or e-mail communication will keep all pack families informed of the plans for future meetings, as well as the dates for other camping opportunities such as Cub Scout day camp and resident camp.

A space derby is a fun activity to add to the pack events. The *Cub Scout Leader How-To Book* has plans for making a memorable event for pack families.

May's theme is Leaf It to Cub Scouts. Find out about tree-planting opportunities in your area.

Conduct Unit Leadership Enhancement No. 4, "Cub Scout Camping," from the *Cub Scout Leader Book*. This session will help the pack plan for an active spring and summer, and beyond, of camping opportunities for the boys in your pack. Select a topic for next month that meets the current needs of your pack.

LOOKING AHEAD

Be sure all members are aware of the pack campout.

The Go for the Gold theme is coming up in June. Find a suitable site now for outdoor events. Plan for recruiting plenty of help from parents for running events during this outdoor extravaganza.

PACK TRAINER HIGHLIGHT

Reevaluate the training status of all den and pack leaders. Check with your local district training team to see when the next training is available.

Encourage adults to be involved. Suggest that several of them would benefit from attending Basic Adult Leader Outdoor Orientation (BALOO) so they can help with the pack campout.

Continue to encourage den leaders to attend roundtable.

OUTDOOR IDEAS FOR EVERYONE

Tiger Cubs. Go on a hike to see the many shades of green erupting from trees and plant life.

Wolf Cub Scouts. Take a Silent Hike during which no one speaks; only tap shoulders to get someone's attention to point out wildlife.

Bear Cub Scouts. Play a game of baseball.

Webelos Scouts. Visit one of the council camps to see a Boy Scout troop on a campout. Notice the supplies they bring with them.

Abacadabra: Tiger Cub Den Meetings

Each Tiger Cub and his adult partner should attend all meetings as a team.

Dens may meet in the evenings or on weekends.

Full or partial credit may be received for the following advancement possibilities highlighted in this month's meeting plans.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
<p>The Tiger Cub den leader shares leadership with a Tiger Cub adult partner. This team should review plans before each meeting and check equipment needed.</p>				
BEFORE THE MEETING STARTS	Have U.S. flag; materials for Pick a Card Trick and Magic Bean Hunt (both 6 APR).	Have U.S. flag; bring materials for Edible Wands, Six Glasses Puzzle, and Slippery Trickery (all 6 APR), as well as information on next week's Go See It.	Call the Go See It destination to confirm arrangements, times, fees, etc.	Host team writes a thank-you note to the destination of last week's Go See It.
<p>Den leader may collect dues. Den leader checks boys' books for completed advancement requirements and records them on Den Advancement Chart. Boys record own advancement on den doodle, if den has one.</p>				
GATHERING	Host team leads Clarence the Clever Magician (6 APR).	Make Edible Wands.		
OPENING	Recite the Pledge of Allegiance. Say the Cub Scout motto.	Form a circle around the flag and sing "America" (<i>Cub Scout Songbook</i>).		
SHARE	Boys and adult partners share any magic tricks they know, plus share whether they have ever been to a magic show.	Each Tiger Cub shares any magic tricks or magician performances they have seen during the past week.	GO SEE IT: Visit a magician.	Participate in the monthly pack meeting by performing some of the magic tricks you learned or lead the pack in Clarence the Clever Magician (6 APR) and share information about the den's Go See It.
DISCOVER	Teach Pick a Card Trick. Go on a Magic Bean Hunt.	Practice the Six Glasses Puzzle, Slippery Trickery, or other magic tricks in the <i>Tiger Cub Handbook</i> (<i>Elective 19</i>).	OR Attend a live performance (<i>Elective 36</i>).	
SEARCH	Search for ideas about ways that magicians show courage. Talk about ways that a Tiger Cub can show courage.	While eating Edible Wands, discuss next week's Go See It. Review the den's contribution to the pack meeting.	At the end of the trip, lead a reflecting discussion with boys and adult partners about their outing.	
CLOSING	Form a Living Circle and recite the Cub Scout Promise.	Boys create a circle by putting their left hands in the center; adults stand between each boy. Raise hands together and all shout out a tiger roar.		Tiger Cubs and adult partners sign the thank-you note.
<p>This month's shared leadership team reviews the meeting. The den leader should meet briefly with the Tiger Cub and adult partner who will share leadership at the next den meeting.</p>				
AFTER THE MEETING	Den leader files tour permit with local council service center for Go See It.	Talk to Tiger Cub team in charge of the next month. Offer resources or ideas as needed.	Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails the thank-you note.
<p>CHECK WITH YOUR PACK TRAINER OR CUBMASTER FOR ROUNDTABLE DATES AND OTHER TRAINING OPPORTUNITIES.</p>				

Tiger Cub Den Activities

Advancement possibilities highlighted in this month's meeting plans: Electives 19, 36

This month encourage your Tiger Cubs as they learn their magic tricks or as they try out other forms of performance such as puppets (Elective 21), singing (Elective 6), music (Elective 7), or making a public service announcement about Tiger Cubs (Elective 20). Together read about a famous performer (Elective 14).

PICK A CARD TRICK

Preparation: Divide a deck of cards with red cards in one pile, black cards in the other. Then place the two piles on a table facedown.

The performer asks someone to pick a card from either pile and then show his card to the audience. Meanwhile, you pick up the rest of the pile from where he chose a card and place it in your pocket or under the table as inconspicuously as possible.

Have the person place his card anywhere in the pile that is left on the table. With great flourish, pick up the pile and without letting the audience see the cards, fan them out. The card he "replaced" in the pile will be obvious as it is of a different color than the pile. Ask, "Is this the card you chose?" The audience will be amazed.

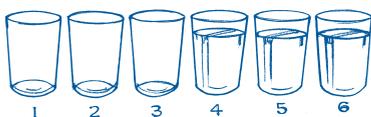
EDIBLE WANDS

Materials: Pretzel rods (long thick straight pretzels), white frosting in a tub, knife or small spatula, small bowl, edible star sprinkles, wax paper

Scoop out a small amount of frosting and put it in a small bowl. *Note:* The pretzels will make the frosting taste salty, so only take out how much you need. Dip the pretzel in the frosting and twist and pull the pretzel out of the frosting. Sprinkle with star sprinkles. Press the stars into the frosting, if needed. Place on the wax paper and refrigerate for about 10 minutes to firm up the frosting.

SIX GLASSES PUZZLE

(Elective 19)



Arrange six glasses in a row. The three on the right are filled with water; the three on the left are empty. The puzzle is to arrange the glasses so that they alternate, full and empty. You are

allowed to move only one glass.

Solution: Pick up glass No. 5, pour its contents into glass No. 2, and then replace it in its original spot.

SLIPPERY TRICKERY

(Elective 19)

Boys may think it's impossible to remove an ice cube from a glass of water without getting wet, but let them try it. They are not allowed to use any kitchen utensil. After they have all tried, tell them that you have magic powder that will do the trick. Put a piece of thread on the cube, sprinkle salt on the cube where the thread is, and wait a couple of minutes. Astound the boys by then lifting the ice cube from the glass of water using the thread. The salt melts the ice, and, because it is just a small amount, the ice refreezes, freezing the thread onto the ice!

MAGIC BEAN HUNT

Have a treasure hunt where the players solve a series of cleverly cryptic clues to find a stash of magic beans.

Materials: Plastic container full of jellybeans

Before the week you plan to play this game, choose four to six hiding spots around the room or meeting area (the last spot is where you hide the treasure). Write clues that lead to each location that require the boy to do something different each time. Ideas:

- Use a white crayon to write on a white piece of paper. Boys use a colored marker to reveal the clue.
- Print the clue backwards. Boys use a mirror or hold it up to a light to read through the paper.
- Make a code and leave a decoder ring with it.
- Write a riddle that boys have to solve.
- Make a letter jumble.

PENNY MAGIC

Take five pennies (minted in different years) and place them into a hat. A Tiger Cub has another Tiger Cub pick a penny, look at the date, and then put

the penny back after having everyone also hold the penny. The Tiger Cub passes the hat to his adult partner, who then picks out the correct penny and shows everyone.

How is this done? The penny has been warmed by the hands passing it and then by the heat of the Tiger Cub before he returned it to the hat.

CLARENCE THE CLEVER MAGICIAN

As the story is read and the following words are spoken, the audience responds with the corresponding phrase.

Clarence: "Yeah!"

Magic: "Abracadabra!"

Cub Scouts: "Do Your Best!"

This is the story of a clever magician named CLARENCE. He practiced for years to learn how to do MAGIC tricks. CLARENCE had one trick where the bunny hid in his hat, one with a MAGIC wand, and a show stopper where he poured milk into a MAGIC handkerchief.

CLARENCE was asked to come to a pack meeting to share his MAGIC tricks with the CUB SCOUTS. He planned to start his MAGIC show with the milk into the handkerchief trick. It went well. The CUB SCOUTS clapped. His next MAGIC trick was taking his MAGIC wand and waving it over some dimes, and they changed into quarters! Then for the last MAGIC trick, CLARENCE was going to get the bunny from the hat. He announced to the CUB SCOUTS that the bunny was ready to come out and they needed to shout MAGIC words. They tried the word "Shazam." It didn't work. The CUB SCOUTS tried the phrase "Hocus Pocus." But that didn't work either. CLARENCE asked what the CUB SCOUTS' favorite words were. They answered "Do Your Best!" and magically, CLARENCE reached into the hat and pulled the bunny out. So thank you, CUB SCOUTS, for knowing the magic words "Do Your Best." It works for you, and it works for helping boys like CLARENCE with MAGIC.

Abracadabra: Wolf Den Meetings

Dens may meet after school, in the evenings, or on weekends.

Review the theme pages before planning den meetings.

Full or partial credit may be received for the following advancement possibilities highlighted in this month's meeting plans.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Prepare permission slips and tour permit for field trip, have materials for Wizard Hats and Vanishing Coin Trick (both 8 APR), U.S. flag.	Have materials for Magician's Wand and Invisible Ink Writing (both 8 APR).	Call the destination of your field trip to confirm arrangements, times, fees, etc.	Denner writes thank-you note to last week's destination. Review the magic tricks in the Razzle Dazzle section of the <i>Cub Scout Leader How-To Book</i> . Provide props as needed.
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Hand out permission slips for field trip. Den chief demonstrates a magic trick from the <i>Den Chief Handbook</i> .	Collect permission slips. Sand dowels for Magician's Wand.	Collect permission slips. Review behavior rules for the field trip.	Boys sign thank-you note. Den chief teaches the Magic Straw trick (<i>Cub Scout Leader How-To Book</i>).
OPENING	Boys form a horseshoe around the flag and denner leads the Pledge of Allegiance (<i>Achievement 2a</i>).	Review behavior rules for the field trip. Denner leads the Cub Scout Promise.		Boys form a circle around the flag and sing "America (<i>Elective 11a</i>).
Den leader checks boys' books for completed achievements and electives and records them on Den Advancement Charts. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Discuss the Abracadabra theme. Talk about the field trip.	Discuss and select a song to perform at the pack meeting (<i>Elective 11f</i>).	Visit a magic shop or a magic show or have a magician come to your den meeting to perform a few tricks for the boys. At the end of the trip, lead a reflecting discussion with boys about their outing.	Practice the song for the pack meeting. Ask boys to do their best and to SMILE.
ACTIVITY	Make Wizard Hats. Each Cub Scout makes the props for the Vanishing Coin Trick.	Make Magician's Wands. Write a note to a friend using Invisible Ink Writing.		Practice the Magic Straw trick and other tricks from the <i>Cub Scout Leader How-To Book</i> .
CLOSING	Say the Law of the Pack. Send home permission slips for field trip during the third week.	Boys give the Cub Scout sign and shout "We'll do our best!" three times.		Say the Cub Scout Promise.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for field trip planned for third week.	Call magic shop or magician and verify date and time of field trip next week. If you are going to a magic show, verify date and time of show. Work with den chief to practice the magic tricks he will demonstrate in two weeks.	Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
CHECK WITH YOUR PACK TRAINER OR CUBMASTER FOR ROUNDTABLE DATES AND OTHER TRAINING OPPORTUNITIES.				

Wolf Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievement 2a; Electives 1b, 2a, 11a, 11f

Illusion and mystery spark the imagination, and nothing is more vast than the imagination of a Wolf Cub Scout. Performing tricks during the den meeting and teaching boys additional tricks makes for engaging meetings. A field trip to a magic show or a den performing their own show will also be loads of fun.

Encourage Cub Scout families to work on additional achievements and electives that support this theme such as:

- *Achievement 10f*, Family Fun: Attend a magic show with your family.
- *Elective 2a*, Be an Actor: Create a magical skit using costumes, sound effects, and illusion.
- *Elective 11c*, Sing-Along: Learn the words and sing three Cub Scouting songs.

VANISHING COIN



Materials: A coin for each person learning the trick

This sleight of hand is for beginning magicians. Show a coin between the two fingers of your left hand. As your right hand closes over it, let the coin fall into your left palm. Show that your right hand is empty and then pull the coin from somebody's ear with your left hand.

MAGICIAN'S WAND

Materials: 3/4-in. dowels cut in 12-in. lengths, black and white paint, paintbrushes

Each boy gets a dowel and paints each end white and the middle black. After they dry completely, you can take them outside and spray with clear sealer. You can also make these with lengths of PVC pipe.

INVISIBLE INK WRITING

(Elective 1b)

Use milk or orange or lemon juice as "ink." Use a toothpick or a small brush for a pen. When the "ink" dries, you can't see it until you hold it over a light. The heat from the light will turn the "ink" light brown.

WIZARD HAT

(Elective 2a)

Materials: Newspapers, glossy gift wrap, tape, brightly colored adhesive paper

For each hat, lay a sheet of newspaper

on a flat surface. Sandwich the newspaper between two pieces of glossy gift wrap. Treating the stack as if it were a single sheet, shape it into a large cone and tape the overlapping edges. Make sure the opening is large enough to fit onto the boy's head.

Roll up the lower edge of the cone to create a brow band. Cut out stars and moons from the adhesive paper and decorate the hat.

ABRACADABRA CROSSWORD

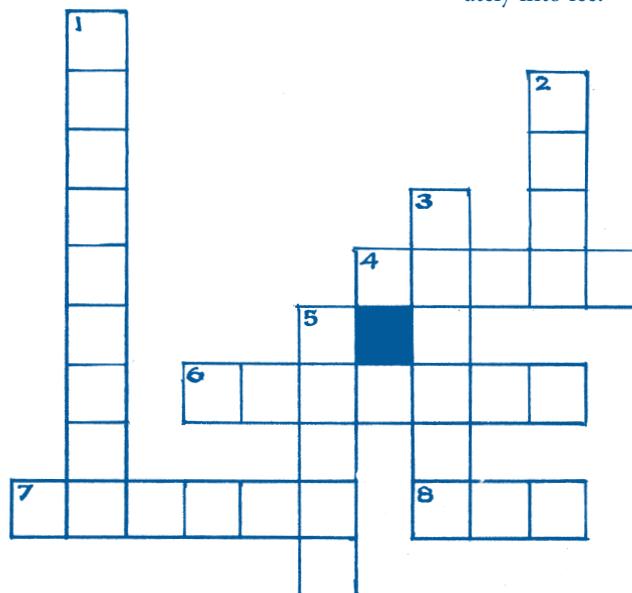
Across

- 52 makes a deck of _____
- Famous magician
- Magician who helped King Arthur
- A magician pulls a rabbit out of this _____

Down

- If you can't see it, it's _____
- Wave your magic _____
- To disappear
- Rabbit

Answers: *Across:* 4. Cards; 6. Houdini; 7. Merlin; 8. Hat; *Down:* 1. Invisible; 2. Wand; 3. Vanish; 5. Bunny



SONG: BRING BACK MY BUNNY TO ME

(Elective 11f)

Tune: My Bonnie

My hat is right there on the table,
My wand is here as you can see.
With magic I'm quick and I'm able,
But where could my white rabbit be?
Bring back, bring back,
Oh bring back my bunny to me, to me,
Bring back, bring back,
Oh bring back my bunny to me.

ICE TRICK

Preparation: Place a sponge in the bottom of an unclear cup. Add a few ice cubes.

Show the audience the cup and then pour approximately 1 in. of water into the cup. Wave your magic wand, tell the audience you will turn the water into ice, and then dump out just ice cubes—with no water!

What happened? The sponge absorbed the water, so it looks like the water turned magically and immediately into ice.

Abracadabra: Bear Den Meetings

Dens may meet after school, in the evenings, or on weekends.

Review the theme pages before planning den meetings.

Full or partial credit may be received for the following advancement possibilities highlighted in this month's meeting plans.

WHEN	FIRST WEEK	SECOND WEEK	THIRD WEEK	FOURTH WEEK
Den leader, den chief, and denner review plans before each meeting and check equipment needed.				
BEFORE THE MEETING STARTS	Have ropes for Prisoner's Escape (<i>Cub Scout Leader How-To Book</i>), U.S. flag, ingredients for opening ceremony, materials for Magic Wand Trick (10 APR).	Have balloons and brooms for Balloon Sweeping Relay (<i>Cub Scout Leader How-To Book</i>); paper for Audience Participation Story (10 APR); markers to decorate Magic Kits; materials for Magic "Tricks" (10 APR).	Call the destination of your field trip to confirm arrangements, times, fees, etc.	Denner writes thank-you note to last week's destination. Gather materials for magic tricks. Prepare Magic Water opening (10 APR).
Den leader collects dues.				
WHILE CUB SCOUTS GATHER	Den chief plays Prisoners Escape with boys (<i>Elective 13d</i>).	Collect permission slips. Den chief teaches Magnetized Spoon (<i>Cub Scout Leader How-To Book</i>).	Collect permission slips and remind boys of field trip etiquette.	Boys sign thank-you note. Den chief teaches Electric Den Chief Trick (<i>Cub Scout Leader How-To Book</i>).
OPENING	Conduct Building a Flag opening (10 APR and <i>Cub Scout Ceremonies for Dens and Packs</i>).	Denner leads Pledge of Allegiance.		Use the Magic Water opening ceremony.
Den leader checks boys' books for completed achievements and electives and records them on Den Advancement Charts. Boys record own advancement on den doodle, if den has one.				
BUSINESS ITEMS	Explain the monthly theme. Ask boys to bring a box next week to make their own Magic Kits.	Review plans for the pack meeting. Boys practice the magic tricks they will perform.	Visit a magic shop or magic show in your area. At the end of the trip, lead a reflecting discussion with boys about their outing.	Final practice for performance at the pack meeting. Set the order the boys will show their tricks.
ACTIVITY	Make wands and do Magic Wand Trick. Play Magic Charades (10 APR, <i>Achievement 17b</i>).	Decorate Magic Kits (10 APR). Make Triangle Turnabout Puzzle (<i>Elective 13</i>). Play Balloon Sweeping Relay.		Make Möbius Strip and Newspaper Tree; play Group Juggle (all <i>Cub Scout Leader How-To Book</i>).
CLOSING	Explain that Cub Scouts create magic when they do good deeds—they can make everyone smile! Send home permission slips for field trip during the third week.	Make up a den yell that is magical and "Beariffic!"		Form a Living Circle and say the Cub Scout motto.
Denner supervises putting away equipment. Den leader, den chief, and denner review the meeting and check details for the next meeting.				
AFTER THE MEETING	Den leader files local tour permit with council service center for field trip planned for third week.		Den leader fills out den advancement report for the pack leaders' meeting.	Den leader mails thank-you note.
CHECK WITH YOUR PACK TRAINER OR CUBMASTER FOR ROUNDTABLE DATES AND OTHER TRAINING OPPORTUNITIES.				

Bear Den Activities

Advancement possibilities highlighted in this month's meeting plans: Achievement 17b; Elective 13

Shazaam and presto! Cub Scouts can join the magic world. Prepare a magic name for each boy and use it for the whole month (examples: Abracadabra Andy, Magic Marty, Presto Paul). The *Cub Scout Leader How-To Book* and the *Cub Scout Bear Handbook* will provide plenty of tricks to learn and demonstrate for the enjoyment of everyone. The real fun will come when the Cub Scouts share these new tricks with their families. Other family members may know tricks to share with the Cub Scout den. Also encourage parents to come share their talents in this area.

Encourage Cub Scout families to work on additional achievements and electives that support this theme such as:

- *Achievement 13g, Saving Well, Spending Well*: Everyday magic happens when a family brings home groceries and turns it into a family meal. Figure out how much it costs.
- *Achievement 18c, Jot It Down*: Encourage Cub Scouts to keep a log of their activities. This can be a fun way to record not only daily activities, but efforts to learn and perfect magic tricks for the pack meeting.
- *Elective 6, Aircraft*: The magic of flight is a good topic to explore; boys can find out about the rudiments of what makes an airplane go up and stay up.

OPENING CEREMONIES

Building a Flag

When you do the Building a Flag opening ceremony from *Cub Scout Ceremonies for Dens and Packs*, wear a black hat that resembles a magician's top hat and explain that you're creating something very magical that reminds us of our special country.

Magic Water

Materials: Three pint-sized jars of water with lids prepared ahead of time

Lid preparation: On the inside of each lid, put five drops of one color of food coloring: red, blue, and yellow. Let them dry completely.

DENNER: Here we see three ordinary jars of water. But I add the magic word: DO! And look what happens. (*Shakes first jar and water turns red as food coloring is moistened.*) Now, I say another magic word: YOUR! (*Shakes jar and it turns blue.*) Now, I add another magic word: BEST! (*Shakes third jar and it turns yellow.*)

"Do Your Best" is Cub Scout magic!

MAGIC WAND TRICK

Materials: 1-ft. length of ½-in.-diameter PVC pipe, cut into 4-in. lengths (three pieces for each Cub Scout); thick white rope, 36 in. per boy; black markers or paint

Paint pieces of pipe, making sure to color the cut edges of each piece. Fold the rope in half and tie the ends in a large knot that is larger than the diameter of the pipe. Thread the rope through the pipe pieces, and tie the folded end of the rope, being sure that the rope extends 1½ in. longer than the pipe pieces.

To do the trick: Hold one knotted end in your hand tightly, pulling the rope so that the pipe pieces are straight. Hold

the magic wand out to someone and ask him to hold it. When he takes hold of the other end, the wand will fall limp!

MAGIC KIT

Materials: Cardboard box such as a shoe box, two to three sheets of construction paper per boy (or solid color wrapping paper), glue sticks, markers

Boys wrap the box tops and bottoms in construction paper much as you would wrap a present, using glue sticks to glue the edges. They can decorate them with markers, drawing pictures of magic hats, rabbits, magic wands, cards, etc.; each boy labels his: "This Is _____'s Magic Kit." Boys store the magic tricks they make during the den meetings in their boxes.

AUDIENCE PARTICIPATION STORY

Take the time to support your budding star as he shows courage in performing for an audience. To perform the story at the pack meeting, each team takes a phrase and leads the group in shouting it out as the den leader reads it in the story.

Materials: 3-by-5 cards that the leader prepares ahead of time by writing the number and type of word on the card, as shown below.

Ask Bear Cub Scouts to write on the card the kind of word needed. Collect them from the boys, shuffle, and pass out cards again. Read the story as boys read what is on their card that corresponds to each number in the story.

There once was a magician named (1). He had a lot of great magic (2) and could perform magic very (3). One of his (4) tricks was to take a (5) from a (6) and then it would (7) away. This month we will talk about magic just like our friend (8).

- (1) name
- (2) plural noun

- (3) adverb (descriptive word that ends in "-ly")
- (4) adjective (descriptive word)
- (5) noun
- (6) noun
- (7) verb
- (8) name

RUN-ONS: MAGIC "TRICKS"

CUB SCOUT 1: Betcha I can stay under water for a full minute.

CUB SCOUT 2: Betcha you can't.

CUB SCOUT 1: (*Takes a glass of water from behind his back, holds it over his head and starts to count.*) One one thousand, two one thousand, three one thousand...

CUB SCOUT 1: Give me a penny and without looking at it, I'll be able to tell you the date.

CUB SCOUT 2 (*handing boy a penny*): Okay, let's see you do that.

CUB SCOUT 1: The date is (*says today's date*).

CUB SCOUT: I have a magic pencil. If someone mentions a color, my pencil will write that color. (Whatever color is chosen, the boy writes the word for that color, displays it, and takes a bow.)

MAGIC CHARADES

Boys act out the following phrases without speaking, and the other boys try to guess what the boy is doing. You can come up with your own ideas, too.

- Pulling a rabbit out of a hat
- Disappearing handkerchief
- Sawing someone in half
- Mind reader
- Floating body
- Vanishing coin
- Telling the future
- Hypnotizing the audience