

Introduction

I reckon just about every child in the UK knows the nursery rhyme, 'Hickory Dickory Dock'. But how many know the words to the verses after two o'clock? Luckily, in this routine you won't need to know! For those who are interested I've included a couple here – look up the rest on Google.

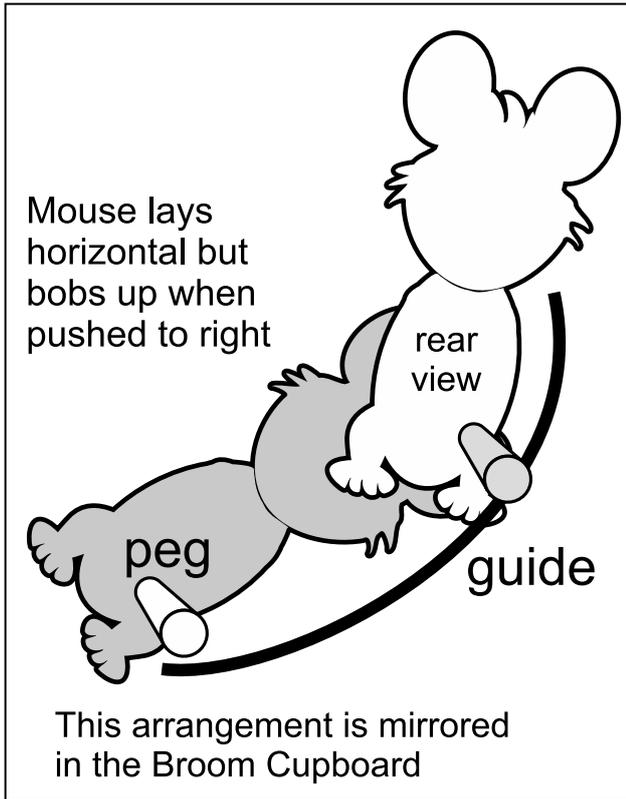
Hickory Dickory Dock
The mouse ran up the clock
The clock struck one
The mouse ran down
Hickory Dickory Dock

Other verses:
The clock struck two

The mouse went, “boo!”
The clock struck three
The mouse went, “weeee!”
etc, etc.

First, a word about the clock...

Notice first, the overall shape of the clock: it's not the traditional Grandfather shape. This means the mouse travels in a radial direction - not linearly up and down. This means that the mouse seems to travel much further than if it was an up-and-down movement, and the circular motion is pleasing to the eye. **Fig 1** shows the clock with a colour sticker on the clock face. Were this book printed in colour you would notice how realistic the finished result looks.



door. Pretend to admonish the mouse and appear to put him back in the Cheese Cupboard. But actually you place him in the rear section so that he will be hidden when you next open the Cheese Cupboard door, see **Fig 6**.

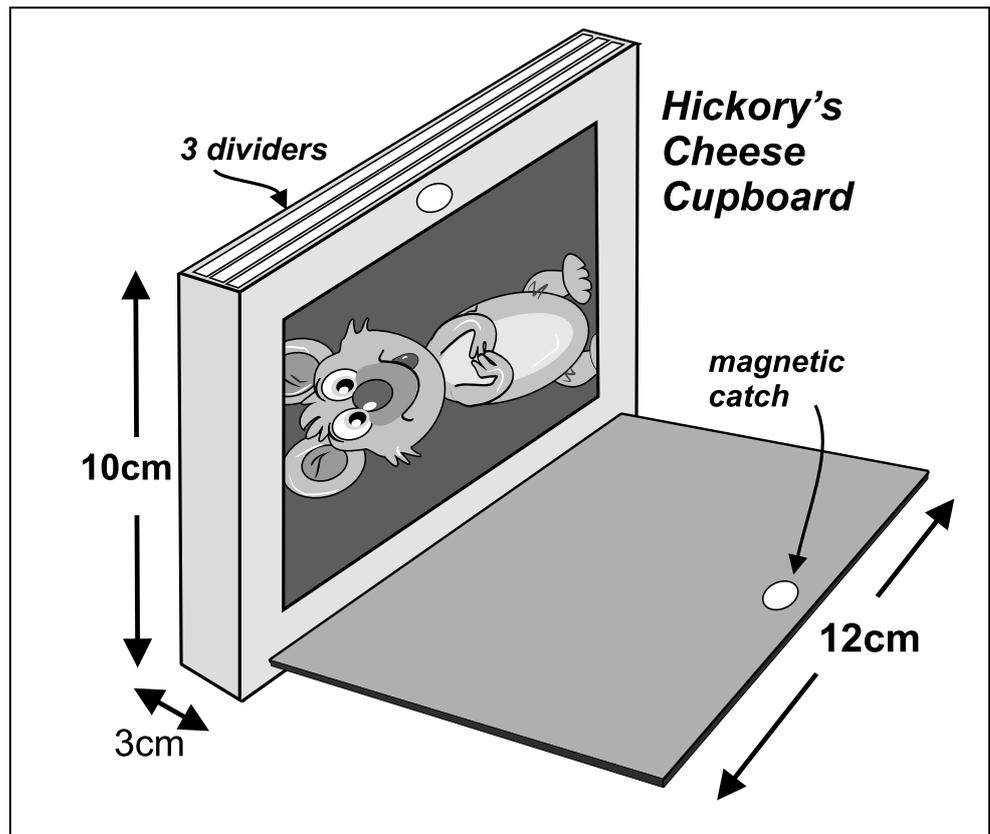
Next phase

You continue: “Hickory Dickory Dock
The mouse ran up the clock
The clock struck ...”

Yet once again, activate the lever to cause the mouse to run round to the man’s Broom Cupboard. And again activate the other lever with your Left Hand to cause Hickory to peep out the side of the Broom Cupboard. Finally, activate the lever to cause the mouse to seemingly return to his cheese cupboard. Open the flap to the man’s Broom Cupboard to show it’s empty. Then open the Cheese Cupboard door (without looking at it) as you say, “See he’s not in the man’s Broom Cupboard he’s in the Cheese Cupboard, “There, just

Fig 5 (above)
The mouse rests horizontally but rotates to the upright position along the guide when pushed to the left (mirrored in the Broom Cupboard).

Fig 6 (right)
Appear to put mouse back in the Cheese Cupboard. But actually place him in the rear section so that he will be hidden when you next open the Cheese Cupboard door.



Introduction

'Cards Across' is a classic trick, which sometimes goes under names such as, The Thirty Card Trick, The Flying Cards, The Ten-and-Ten Card Trick, Passe Passe Cards.

The usual plot is that three cards disappear from one pile of 10 cards held by an adult assistant, leaving 7, and transpose to a second pile of 10, held by another spectator, to make 13 cards.

I reconfigured this particular version for kids, as it's simple to follow, it teaches addition and subtraction, requires no sleight of hand and most important (in children's magic) the helpers take the credit for the magical happening(s).

Effect

You invite three children to help. One child acts as the magician. The other two kids each hold nine jumbo cards – that is, nine Red-backed cards, and nine Blue-backed cards. You introduce two envelopes, which you show to be empty.

One child, openly and fairly, counts nine Red-backed cards and places them into the Red envelope. The other child, again openly and fairly, counts nine Blue-backed cards and places his cards into the Blue envelope. The third child, dressed as a magician, then causes three Red-backed jumbo cards to invisibly leave the Red envelope and arrive in the Blue envelope alongside the Blue cards, **Fig 1**.

The child who originally had nine Red-backed



Fig 1

One child openly and fairly counts nine red-backed cards and places them into the red envelope. The other child again openly fairly counts nine blue-backed cards and places his cards into the blue envelope.

The third child, dressed as a magician, then causes three red-backed jumbo cards to invisibly leave the red envelope and arrive in the blue envelope alongside the blue cards.

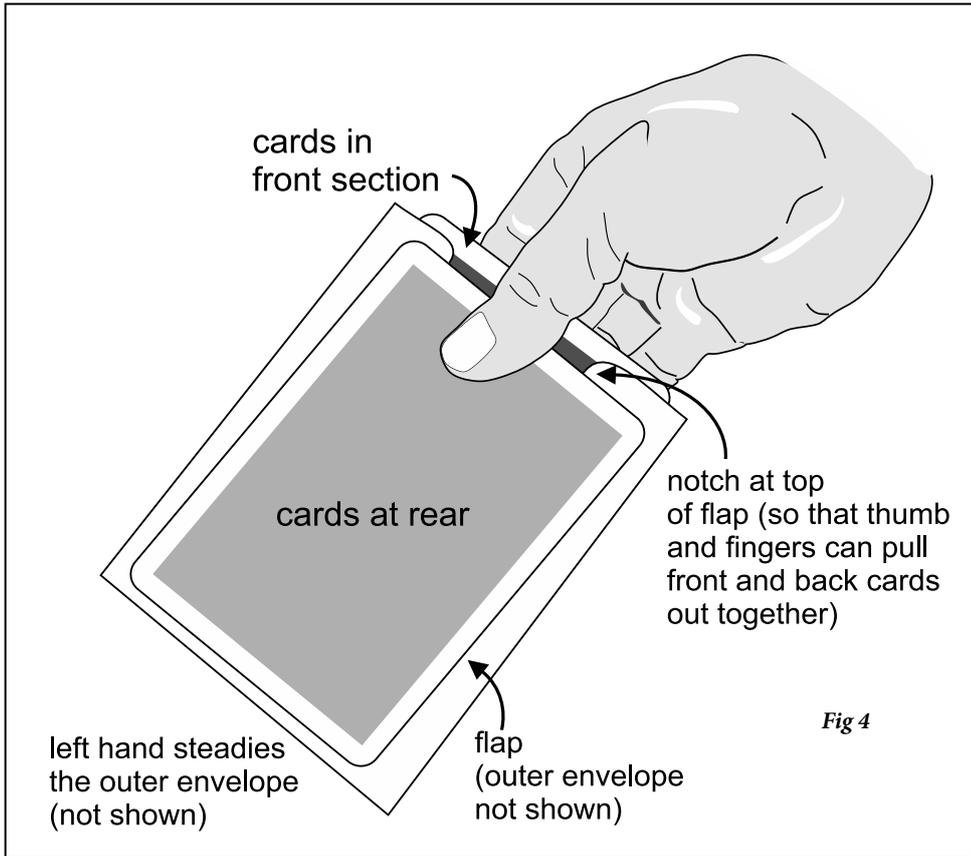


Fig 4
Another view of how cards can be added. There is a notch at the top centre of the flap for easy and sure-fire handling.

Fig 4

Routine

After the usual introductions appoint say, a girl to act as the magician and two boys to hold their respective Red and Blue-backed cards. Dress the girl with a cape, top hat and magic wand. Give nine cards each to the two boys. Get the two boys to count aloud, and in unison, their cards.

Pick up the Red envelope (which is genuinely empty) and insert your fingers into its mouth to hold back the divider flap. Explain that this is a spiders' nest, but don't worry there are no spiders in there at the moment. Without you seeing them, allow a couple of plastic spiders to fall out and dangle from the envelope, **Fig 5**.

The kids will scream to tell you about the spiders, which you quickly remove. The envelope is now empty. This psychological subtlety is the best method for an audience to convince themselves that a container is now empty. It's very much

better than to lamely exclaim, "Look, this envelope is empty!"

Ask the boy with the Red-backed cards to give you three cards. Push them into the envelope so that the Red-backed card shows through the oval window. Ask again for another three Red-backed cards and push those into envelope's *front* half. Get the audience to call out aloud as they add the cards; "That's three cards. That's another three, which makes six cards".

Finally, ask for the remaining three Red-backed cards and push those into the envelope, but this time push them into the *rear* section of the divider flap. Tuck in the seal flap and hand the envelope to the boy. At this stage the Red envelope contains nine Red-backed cards – six in the front half and three in the rear section behind the divider flap.

Now pick up the Blue envelope, which has three

Ascertain the answer: suppose they say it is '846.' (Verify 846 by writing on the outer slide cover: **Fig 8**). Perform a double take and look crestfallen. Exclaim, "Oh no! You're correct. Now I have to wear these stupid ears. You wouldn't really make me wear these silly ears would you?" They'll yell their insistence that you must! "Oh alright - but you won't laugh.... You won't laugh at me will you? You promise?" Believe me, the little rascals will laugh their socks off when you put on the huge ears.

"Okay, we'll try to guess the next one." Turn the Board around towards you, as before, and write in the centre panel the number 846, shown in **Fig 9**. Now slide the cover over to hide this middle section. Select another child and explain that you have written a boy's name under flap No 2. Explain to child number 2, "If you get the answer wrong, you will have to wear this silly hat. But if you get it right, I will have to wear the hat."

Ascertain the answer. Suppose the second child gives the boy's name as, 'Tom'. (Verify the name Tom by writing this on the outer slide cover, see **Fig 10**.) Again look crestfallen. "Oh no! Not again. That's the name I wrote. Now I have to wear this silly hat. You won't laugh at me like you did last time will you? You promise?" And, of course, the kiddie-winks will laugh even louder when you place the hat/wig on your head to join the big ears. You act indignantly because they are laughing at you, which causes an even louder laugh.

Finally, in the top panel you are going to write the name of a colour. Once again, turn the unit towards yourself. Actually write down, 'Tom', as in **Fig 11**. Slide the upper cover to hide the top section. Force 'Red' just by challenging the audience, "I bet you can't guess the colour I've written here".

Someone will call out 'Red'. Just home in on that child and ask, "What colour did you say?" The

