MASONIC MAGICAL CREATIONS BERT DOUGLAS



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THE MYSTIC MASONIC BUTTON

EFFECT: The performer notices he has forgotten his Masonic Button.

a wave of the Wand is made over lapel of coat and the result
is the instant appearance of a monster Masonic Button in his
buttonhole.

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EXPLANATION: Procure a piece of tin about 2" in diameter, paint on same the masonic emblem in gold with blue ground. Solder a ring to back of tin and attach a suitable length of black cord elastic to ring. The other end of elastic is passed through the buttonhole and fixed at back of lapel. The monster button is retained under left arm pit, a wave of the wand, raise left arm slightly and button will instantly appear on lapel of coat.

THE MATERIALIZING EMBLEM

EFFECT: Performer shows his hands to be empty and upon rubbing them together produces a white silk handkerchief, followed by a red ribbon and a blue ribbon. A piece of cartridge paper is formed into a tube and the white silk handkerchief is pushed in at the lower end of tube, followed by the red ribbon. When they emerge at top of tube it is found that the red ribbon has arranged itself on the white handkerchief in the form of a compass. This is again pushed into the tube along with the blue ribbon and on again emerging from tube it is found that the ribbons have now mysteriously woven themselves into a complete masonic emblem. The tube is then unrolled and shown empty.

EXPLANATION: The white silk and ribbons are produced from Stillwell Handkerchief Ball. The Dye Tube is loaded with white silk on which is sewn red ribbon cut in form of compass, also a duplicate white silk with complete emblem sewn in red and blue ribbons. The working of the Dyeing Silks is familiar to all magicians and an explanation here is unnecessary.

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THE HOMING MASONIC SILK

EFFECT: Two handkerchiefs, one red and one blue, are introduced. These are tied together by their corners, rolled into a ball and placed in a glass on table. The masonic silk produced in above effect is then taken by performer, rolled between the hands and vanished. One corner of the rolled up handkerchiefs is seized causing the bundle to unroll and to everyones astonishment the missing silk is found securely tied between the red and blue silks.

EXPLANATION: Duplicate red, blue and masonic silks are required, also a mirror glass. These silks are tied together, masonic silk in center and placed at rear of glass.

The red and blue handkerchiefs are tied together by their corners and placed in front of mirror glass partition, under suitable cover the half turn is made and tip of one of the handkerchiefs is pulled to top of glass. Vanish the masonic silk by Bautier Pull, and whip the silks from the glass revealing the masonic emblem securely knotted between the red and blue silks.

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"B.D." MASONIC MANIPULATION SCREEN

EFFECT: At center of stage is a handsome velvet menipulation screen for the purpose of displaying card and ball manipulations, etc. At termination of a series of manipulations, the black velvet screen instantly changes to white velvet and a monster embroidered masonic emblem appears on same.

EXPLANATION: The manipulation screen is really made on the principle of the old velvet banner for card production. The flap has two small metal eyes fixed to rod in hem of flap, as also has the cross arm of stand. Two pins attached to a thread pass through these eyes and keep flap in position prior to dropping. A pull on thread releases flap, as illustrated, causing the color of banner to change and revealing the monster emblem.

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- "B.D." MASONIC CONTRAST & VANISHING SCREEN

EFFECT: This is an ordinary looking Contrast Screen for the effective display of manipulations, but it is also adapted for the vanish and production of articles.

EXPLANATION: The screen, as illustrated, has embroidered or sewn on same a large masonic emblem and this effectively conceals two wells as at "A" and "B". Slits can also be made on the emblem and handkerchiefs produced via same, the tip of the handkerchief can be protruding provided they are of the same color as the different parts of the embroidery of the emblem from which produced, or an alternative method is to attach a button of suitable color to end of each handkerchief. The large well "B" will serve to produce live stock if desired, vanish Alarm Clock, Keystone, etc., under cover of foulard.

A LODGE PROBLEM

FFECT: Performer hands out a number of visiting cards and requests members of the audience to write on same the name of any Lodge they desire, the cards are then collected and one card chosen and retained by a spectator. A pack of Alphabet cards are now shown and after being thoroughly examined and shuffled the pack is dropped into a glass goblet on table. The spectator announces the name of the Lodge selected, which, let us suppose is Ulster Lodge. Turning to the glass the magician commands the cards to rise and forthwith the letter "U" mysteriously rises from glass, this is followed by the letter "L" then "S" "T" "E" and "R" bringing this very mysterious experiment to a conclusion.

XPLANATION: The names of the Lodge is forced on spectator by the aid of the Velvet Changing Bag. The cards ULSTER are threaded for rising and rest on table behind a silk handkerchief. If working with an assistant the thread is led off to his place of concealment and if working alone thread is attached to back of table. The Alphabet cards are handed for examination and shuffling, and on return to stage the pack is placed face upwards on threaded cards simultaneously lifting handkerchief and wiping glass. The pack is now placed in goblet, pick up glass and request spectator to announce name of Lodge, command "U" to rise, move glass slightly but imperceptibly forward and card will rise. At conclusion the thread slips from glass and cards, and all may be given for examination.

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THE FRALE OF RESUSCITATION

FFECT: Ferformer introduces a neat frame, this is covered with a handker-chief and either stood on table or given to party to hold. A pasteboard masonic emblem is torn to pieces, one piece being retained by a spectator, the remaining pieces are taken in right hand and on being tossed at frame mysteriously vanish. When handkerchief is removed from frame the emblem is discovered fully restored with the exception of the missing piece which is found to fit exactly.

XPL.NATION: The frame may be the Sand Frame or most any frame sold by Magical Dealers for the appearance of a playing card. It will also be necessary to have pasteboard emblems printed, or these can be made by painting on blank cards and neatly cutting out the emblem. A simple vanisher for the torn pieces can be made by attaching a length of elastic to a tie clip. The emblem is torn to pieces and duplicate of missing portion forced on spectator. Tie clip grips bunch of torn pieces and under cover of tossing at frame the torn pieces are carried up the sleeve. Whip handker-chief off frame and reveal invisible flight and restoration, take card from frame and show that the missing portion fits exactly.

MYSTIC MASONIC APRON

FECT: The Mystic Masonic Apron is introduced and shown on both sides, it is waved in the air and tossed over the left hand, the right hand now goes under apron and produces therefrom a large keystone this is followed by another keystone and so on until six have been produced. The apron is again shown on both sides and is then held in front of a frame supported on a tall nickel stand at rear of stage, instantly removing apron the frame is revealed loaded with keystones, and the apron is again shown on both sides to be unprepared, no clue being obtainable as to the source of the extraordinary production.

PLANATION: The six keystones produced from hand under cover of apron are built on the principle of the Alarm Clocks from Hat, i.e. they are shell keystones without backs, east nesting within the other.

A spring blind with imitation bars covers the frame at the commencement, and behind this is a duplicate screen with a score of keystones suspended on hooks attached to the bars. It is a simple matter to release blind while holding apron in front of same.

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THE FLOATING KEYSTONE

FECT: The performer places a 4" keystone on the palm of his outstretched hand. A few mesmeric passes are made with the right hand over the keystone, the left hand is slowly moved away leaving the keystone suspended in mid air. The keystone then rises in the air, descends and floats about in an uncanny manner, a solid hoop is passed over and around the keystone while floating thus convincing the audience of the absence of connections of any form.

PLANATION: A small hook is attached to top of keystone. A thread is attached high up on wall, or attached to top of manipulation screen, and the other end which terminates in a wire loop, or spectacle ear, is resting on chair back along with hoop. The Hoop is placed over head and at the same time wire is adjusted on ear, the keystone is placed on palm of hand, thread is engaged in hook and a slight movement of the body is sufficient to cause the rise and descent of the keystone. The hoop passing business is of course a simple matter under the above conditions as hoop is already around the thread. Readers will of course appreciate the fact that the inclusion of an assistant to operate the thread at wings very materially increases the effect of the experiment.

"B.D." VANISHING KEYSTONE

FFECT: Assistant brings forward a book on which is resting a large keystone about 5" high. The performer places a foulard over the keystone and lifts same off book. Advancing towards front of platform he tosses foulard in the air, and keystone has vanished.

CPLANATION: The keystone is absolutely solid and is not prepared in any manner, but the book is not so innocent. Procure a fairly large book with stiff board covers, paste all the pages together then cut out the body of book to form a Well for the reception of keystone, as illustrated. The assistant holds book with keystone standing on same, the performer throws foulard over keystone with left hand the right going under foulard presumably to lift same, but right really takes keystone lifts cover of book and slips keystone into Well. It is, needless to add that foulard contains a shape to resemble keystone.

The effect may be worked without the aid of an assistant by lifting keystone off book while resting on table. Performers who work the Vanishing Alarm Clock effect could readily adapt keystone to vanish from special tray used in that effect.

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"B.D." KEYSTONE PENETRATION THROUGH HAT

FECT: Attention is directed to a thin tray supported on two glass candlesticks on center table. A solid 3" keystone is passed for inspection during which time performer borrows a bowler hat. The keystone is placed on center of tray and covered with a silk handkerchief, the hat is then rested crown downwards on keystone. At work of command the keystone is seen to dematerialize and pass gradually through crown of hat in a most mysterious manner. Magician removes keystone from interior of hat and hands the latter back to its owner.

PLANATION: The two candlesticks have stretched between them a piece of black velvet, and this serves to conceal piston fitted to tray. The effect should be worked in front of velvet drop or manipulation screen. The audience are under the impression that a clear view is obtained under tray to back drop. I deem it unnecessary to explain method of presentation as this is familiar to the majority of magicians.

Any of the usual methods of working the "Glass of Water thru Hat" could readily be adapted to work with keystone.

"MASTER" KEYSTONE VANISH

FFECT: The effect here introduced is somewhat similar to "B.D."

Vanishing Keystone but it is more sensational in view of the fact that the keystone is not covered with foulard but visibly vanishes from the hangs.

IXPLANATION: To construct this special keystone it will be necessary to obtain a few lengths of wire of desired size, and connect together to make a collapsible wire frame a la vanishing bird cage. This wire frame is covered with white silk with the exception of the bottom which must be left open. Suitably paint front of silk.

When proceeding to center table for keystone the right hand obtains possession of end of spring pull, pick up keystone and engage hook on pull to ring on frame of keystone, advance towards front of platform with keystone between both hands, jerk the hands upwards and keystone will collapse and fly up the sleeve.

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THE TWO PILLARS

FFECT: Performer introduces a sheet of red paper on which is painted a representation of the front of a Postal Pillar box. This paper is shown on both sides, rolled into the form of a tube and placed on a small wooden base. A small cap is placed on top to complete the miniature pillar box. A wave of the wand and the cap and tube are removed revealing a much more appropriate pillar as illustrated.

EXPLANATION: The base, cap, paper tube and wooden pillar are without preparation, and one little move performs the whole effect. It back of table is a servante as used for loading dye tube in paper (or a couple of nails will serve the purpose). On this rests the pillar, the red paper is shown on both sides and placed on table, care being taken to see that paper slightly overlaps servante. The base is shown and set on table, pick up paper with wooden pillar behind and form into a tube around pillar, then place on base. The remainder requires no explanation. Er. Waller's "Secret Tube" could I think be adapted with excellent results in this effect, although I have not given same a trial.

THE PHANTOM KEYSTONE

FFECT: The magician exhibits three cards on which is printed a masonic emblem, also one card with a keystone printed on same. The cards are placed in a row on card stand, backs to addience. A member of the audience is requested to have a guess at number where keystone is, but he is wrong every time. The spectator shouts "No. 1." "Thank you but I'm afraid you are two numbers off the mark" says magician "for the Keystone is No. 3." (Showkeystone No. 3) "No. 3" instantly calls cut another member - wrong again for keystone is now No. 4, etc. Then the audience after a series of wrong guesses howl for all cards to be shown, the performer is reluctant to do this but eventually turns over all cards and to the surprise of the audience proves cards to be one keystone and three emblems.

KPLANATION: The card stand is covered with black velvet, and tabs bearing the numbers 1, 2, 3, and 4 are gummed along top edge. Previously arranged on stand are one emblem card and three keystone cards all backed with black velvet. The performer takes the keystone and three emblem cards and places singly on stand commencing with the keystone, one on top of each fake card. All the performer has to do is to lift the fake card together with covering card to show the keystone at any position on stand.

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"B.D." VARISHING & REAPPEARING KEYSTONE ILLUSION

7FECT: At rear of stage is a glass dome and stand, as used for containing a clock. An o' keystone is introduced and placed on side table, the dome is covered with a foulard as also is the keystone. A pistol shot, and keystone instantly vanishes from table and is discovered to have mysteriously appeared under the glass dome.

PLANATION: The base of stand is a Thayer Turntable Stand (large size) and a partition to match back drop is inserted at center of same, a duplicate being concealed behind partition. The dome may be of glass or celluloid. The keystone may be under dome at commencement at front of partition, and may be removed therefrom and placed on side table, the dome being covered with foulard. The keystone is then apparently covered with foulard, but keystone is actually dropped on servante and piston on table raised, same having a suitable shape at top to represent keystone, or an ordinary piston may be used with shape in foulard for keystone.

SUGGESTIONS

The Penetrative Apron.

When working the solid through solid frame effect, substitute a masonic apron for the handkerchief and work the penetration through apron.

The Obedient Keystone.

Faint a Thayer "Obedient Block" to represent a keystone and you have a splengid pocket effect.

Mystic Multiplying Keystones.

Eake up the multiplying billiard balls with 12" keystone and shell, and work keystone production at finger tips.

Keystone Manipulation Act.

Make up the watch manipulation act substituting keystones for the watches, this will make a nice apparent impromptu act.

The Expanding Keystone.

A small keystone placed in a frame visibly expands to huge dimensions, and is removed from frame. Use the very ingentious frame explained by Mr. Len J. Sewell for his "Expanding Watch" see Magic Wand. Quarterly Number.

Comedy Keystone Vanish.

rerformer takes a 6" keystone between both hands, tosses same in the air and keystone vanishes. Attach a stout thread to keystone, the other end of thread being attached to back of coat. Take keystone in hands, then toss once or twice in air (A'la vanish of billiard ball) then toss over shoulder with the usual misdirection.

The Materializing Apron.

Ferformer displays a square of white silk on which is sewn his name, etc. A wave in the air and silk transforms into a masonic apron. This is merely the card banner in a novel dressing and requires no explanation.

A Novel Production Effect.

Make up a hollow keystone and box (a'la hollow deck of cards and case, cards change to handkerchief). Fill the interior of keystone with silks, spring flowers, paper coil, etc. Keystone placed in box vanishes, and production from box makes a fitting climax to the act.