

Thieves & Sheep

Effect: 6 quarters magically jump from one hand to the other.

Props Required: 8 quarters and 2 hands

Method Start off with 6 quarters on the table in front of you on one side and the other 2 quarters on the other side.

Tell the story of the farmer that had 2 barns, your hands are going to represent the 2 barns. 2 thieves come along and see the 2 barns and the 6 sheep without anybody watching over the sheep.

The 2 thieves decide to hide in the barns and steal the sheep one at a time so they won't get caught.

(Put one quarter in each hand and slowly close both of them leaving your palms pointing downwards.)

One at a time start picking up the quarters, with your right hand, until there is one left on the table, stop and say, I think I hear the farmer coming. Now start putting the quarters back on the table starting with the left hand. Stop when you have none in the left hand and 2 in the right.

(The audience thinks there are still one each in each hand.)

Now stop and say, I don't hear anything, it was a false alarm. Now start picking up the quarters one at a time starting with the right hand. Again stop when there is only one quarter left on the table. Say I thought I heard the farmer again...stop and say I must have been hearing things. Now pick up the last remaining quarter with the right hand...

(Now the trick is really over but the audience thinks there are 2 hands or barns with the quarters being evenly distributed.)

Tell the rest of the story that the farmer was really a magician and he had cast a spell over both of his barns and his sheep.

Slowly open your right hand and show the 6 sheep have all gathered there and open the left hand and show the 2 thieves are stuck in the other barn or your left hand.