

The BAT

In the summer of '94 we released the RAVEN, a unique prop that allows one to visually vanish & appear coins & other small objects, barehanded, in a short sleeved shirt or coat. The BAT is a second, and an entirely different method for the visual vanish. In addition, the BAT allows you to accomplish an exciting array of additional magic. The effects range from puzzling table stunts, to convincing psychic effects. Most notable is a clever method for performing the kinetic rings. Whether you are a casual magic enthusiast, or a working professional, you will find many uses for the BAT.

PROPS:

- 1 - BAT
- 2 - BRASS COLORED RINGS
- 1 - SHIMMED SHELL COIN

WHAT'S A BAT: The BAT is an extremely powerful, yet small magnet that is enclosed in felt along with a metal disk. This unique, yet simple design, allows you to clip the BAT almost anywhere on or under your clothing. By attaching the BAT to various areas on your person, you will be able to accomplish a variety of strong magic effects. The magnet is expensive, so treat it with care.

The BAT has two sides: the magnet side, and the disk side. (Ill. #1) To 'open' the BAT, hold the magnet tightly with one hand and gently pry the disk away, like you would open a book. When open, your thumb and index finger hold the BAT on opposite sides of its center. Holding it like this will prevent the magnet & disk from accidentally coming together. (NOTE: Always use caution when handling your BAT. Handle all magnets with caution when around metal objects. They can jump out of your hand towards metal, or metal objects could jump towards them. Keep all magnets away from audio & video tapes, credit cards and electronic equipment.)

THE KINETIC RINGS

EFFECT: Two 'brass' rings are examined. They are NOT attracted to each other. After a moment of concentration, you make the rings adhere to each other, spinning the lower ring. They are handed out and no one can make them adhere. Nothing is concealed in your hand, or on your finger tips, and you can perform away from tables. Three methods for performing the Kinetic Rings with the BAT are listed here: The STATIONARY CHARGE, THE SWEEP CHARGE & OVER A TABLE.

THE STATIONARY CHARGE: Clip the BAT to your tee-shirt, in the area of your lower stomach and on the right side. To attach the BAT, pull approximately one inch of fabric loose, pulling out and down. Slide the disk side of the BAT under the fabric, the magnet side hangs down. (Ill. #2) Fold the magnet side up, so it sticks to the disk through the fabric. (Ill# 3) Your tee-shirt should be loose enough so the BAT will not pull free if you turn or stretch. Put a shirt on.

Show that the rings will not stick together, then hold them together, to illustrate to your spectator what you are about to attempt. "The rings will stick together, just like this." (Ill. #4 The rings are touching each other. The point where they touch is held by your right thumb & index finger. Hold them firmly, so they don't separate.)

With your left hand, pretend to go to your pocket for some invisible "Magnetic Dust." As you do this, your right little finger positions itself below the lower ring. It is actually touching the bottom of the lower ring. (Ill. #5) Your right ring & middle fingers are positioned between the little finger and the index finger & thumb. Your right hand, and the rings, need to be above the BAT. (Ill. #6) NOTE: We are showing this without a shirt, so you can see where the BAT should be, in relation to your hand and the rings. As your left hand goes to its pocket for the "Magnetic Dust," your right hand moves down and in, towards the BAT. Bring your hand (and the rings), directly down to the magnet. When you stop, your right little finger should be resting directly on the center of the BAT. You will feel the lower ring pull against your little finger toward the magnet. If you are holding the rings properly (Ill. #7), they will not be able to slip through your fingers and hit the magnet. By bringing your hand and the rings in a downward direction to the magnet, the rings will always press against your fingers. If you were to bring your hand and the rings up, or straight in towards the magnet, the rings might jump up to the magnet, making a noise when they hit it.

In only a few seconds the rings will acquire a magnetic charge. Pretend to show a handful of magnetic dust in your left hand. As everyone is looking into your empty left hand, your right hand pulls away from the magnet. Because your little finger is between the lower ring and the magnet, it is easy to pull the rings away. NOTE: IT IS VERY IMPORTANT THAT WHEN YOU PULL AWAY FROM THE MAGNET THAT THE RINGS DO NOT SEPARATE! PRESS YOUR RIGHT INDEX FINGER AND THUMB TOGETHER AT THE POINT WHERE THE RINGS TOUCH, TO INSURE THEY DO NOT SEPARATE.

Hold the rings in front of you and pretend to sprinkle magnetic dust on the rings. Your left fingers take the top ring. (Ill. #8) CAREFULLY let go of the two rings with your right hand. Your right hand moves below the rings, palm-up. (Ill. #9) With your left

Instead of clipping the BAT to your pants, you can stick it to the underside of the table top, as described above. You would then hold the watch and slowly lower it into the magnetic field to stop it.

MOVING OBJECTS: Making objects move on a table, without touching them, is very magical. You can place many small, metal items (or shimmed items), on a table top and make them move via the BAT on your knee beneath the table.

SKELETON KEY: If you have a steel skeleton key and can do the muscle move (where the key mysteriously turns over in your hand), then you can take that effect one step further by placing the key on the table and making it move without touching it. Lay the key on the table and bring the magnet up to the table top, but off to one side of the key. You want the key to move just a tiny amount. "Less is more!" The table top should not be too thick.

SILVERWARE: Many eating utensils are attracted to a magnet. You can move a fork with a spoon, using the magnetic force beneath the table. You can make paper clips stick to a spoon, in a similar way that you made the rings adhere to each other.

PENDULUM: By fastening a metal object (or shimmed object), to a string and suspending it from the bottom of an upside down glass, as in Ill. #25, you have a pendulum that can be controlled via a magnet beneath the table. One possible object would be a tiny, rubber ball. Tie a length of fishline around a short nail or metal rod and push it into the ball. Shorten the line so when it is taped to the bottom of a glass, and the glass is turned upside down, the ball will be suspended approximately 1/4 to 1/2 inch off the surface of the table. By bringing the magnet under the ball, you can make it swing in different directions.

COMPASS: Show your psychic powers by laying a compass on a table & secretly controlling its needle via the magnet on your knee.

BANK NITE: For this effect, you'll need five coin envelopes, four pieces of play money (folded into quarters), and some thin shim material with a little magician's wax stuck on one side. To perform, borrow a \$20 bill and secretly stick the shim to it as you fold it into quarters. Hand the folded bill to a spectator and ask her to put it in any one of the envelopes and put the folded play money in the remaining envelopes. While your back is turned, she seals the envelopes and mixes them. Turn around and hold each envelope in front of you as you concentrate. The BAT is either in a coat breast pocket, or clipped beneath your shirt. Hold each envelope a few inches in front of the BAT. You will feel the envelope with the shimmed bill pull towards the BAT. Remember the position of this envelope as you hold the remaining envelopes. Lay all the envelopes on the table and pass your hand over them. You can either identify the envelope with the money, or let the spectator locate it via the magician's choice. Burning the non-money envelopes prior to opening the one with the money adds suspense & humor.

ELECTRONIC EFFECTS: At electronic stores you can purchase magnetic reed switches. They will also explain the basics for wiring one of these switches into a battery operated item. There is an incredible range of effects that you can do. One example is to wire a magnetic reed switch into a battery powered radio. You can now make the radio turn on or off via the magnet beneath the table. This effect can be a psychic demonstration, or the radio can shut off when a spectator's card is dealt.

PUZZLING NAIL: Needed is a short nail (about one inch long), that has a large, flat head. When seated at a table with friends, bring out the nail and state that you would like to show them an test of skill. Hold the nail by its point, 3-5 inches above the table top. Let it drop to the table head first. It will always bounce and fall on its side. Bring the BAT (which is clipped to your pants above the knee), up to the underside of the table top. As you hold the nail near the table top, secretly feel for where the magnetic field is located. Your fingers provide cover. Once you've found the center of the magnetic field, raise the nail several inches above the table top and let it drop again. If you drop it head first into the magnetic field, it will land on its head and balance. Others will always fail.

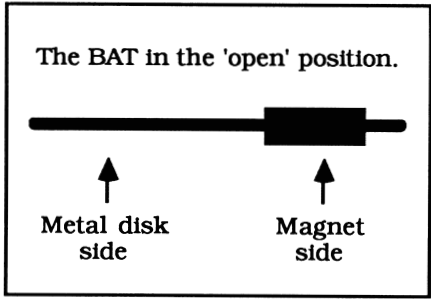
MAGNETIC HOLD OUT: Place the BAT in your hip pants pocket and use it to ditch steel objects like steel core coins.

CUSTOM TRIMMING: If desired, you can custom trim you BAT, rounding the corners.

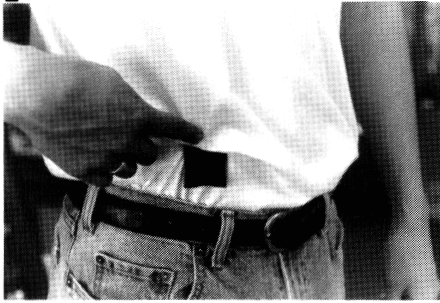
ADDITIONAL BATS: By clipping additional BATs to several areas on your person, you can repeat the Kinetic Rings, holding them in different areas. (Example: One in a pants pocket, one on your tee-shirt. You could also have one on your wrist for a visual vanish, or one in your pocket, to be used on your knee, etc.)

CLOSING: These are just a few things you can do with the BAT. By using the additional resources available on the magic market, as well as your own imagination, you will be able to create many more uses for your BAT.

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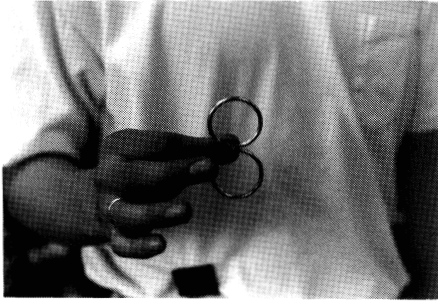
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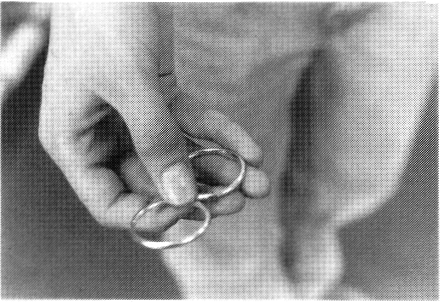
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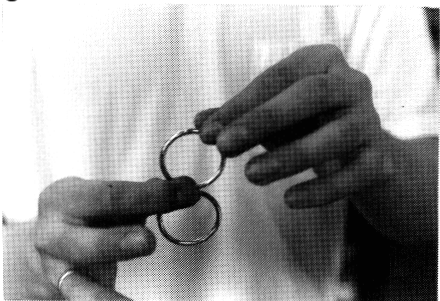
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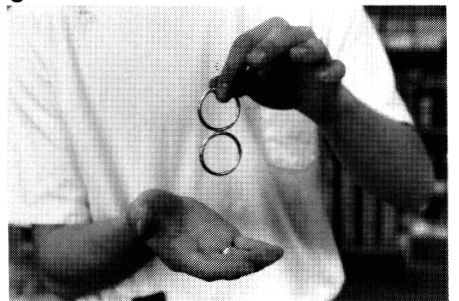
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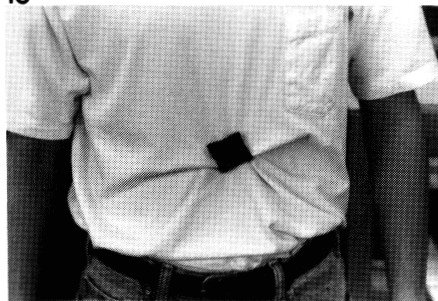
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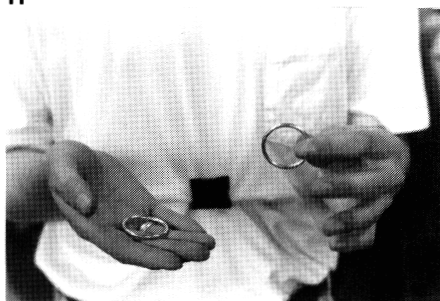
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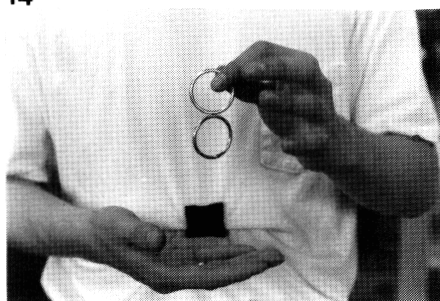
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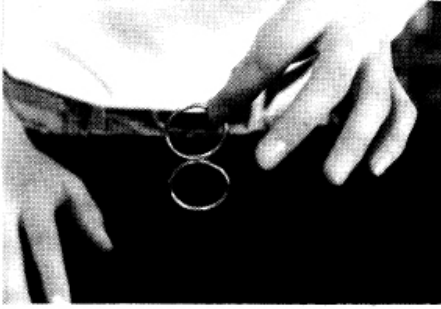
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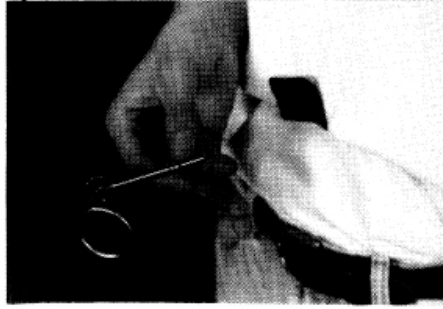
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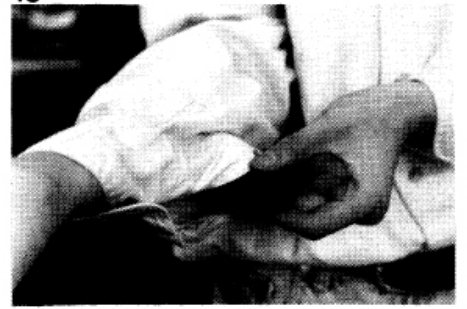
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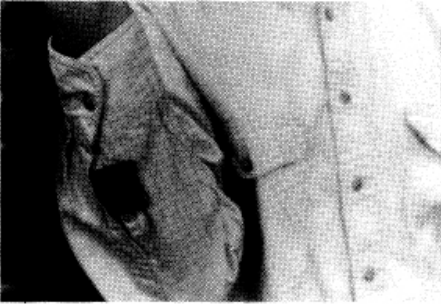
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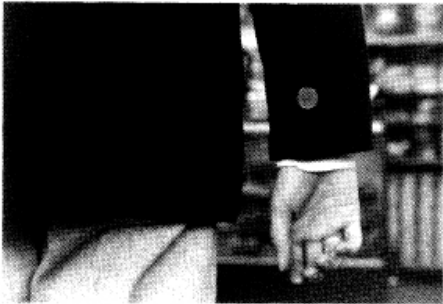
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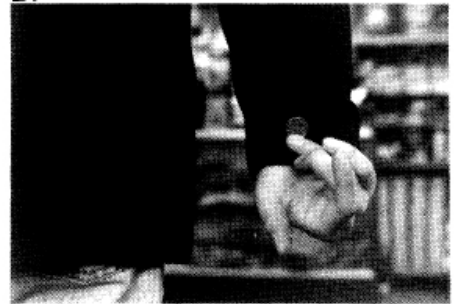
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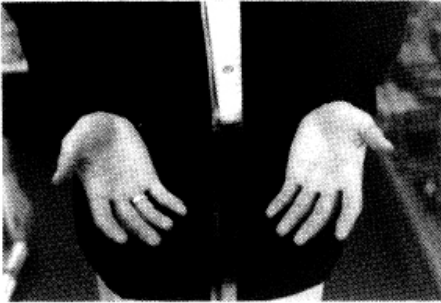
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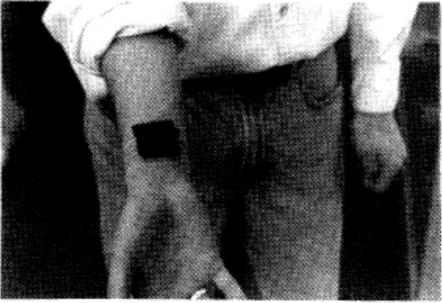
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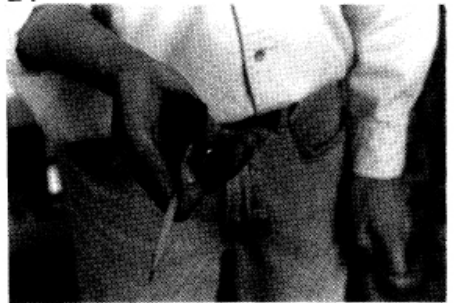
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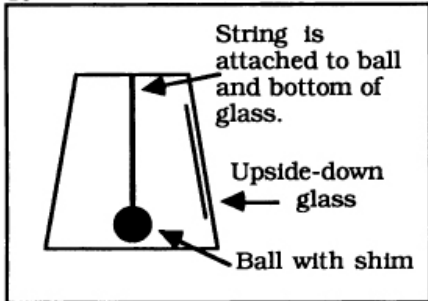
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