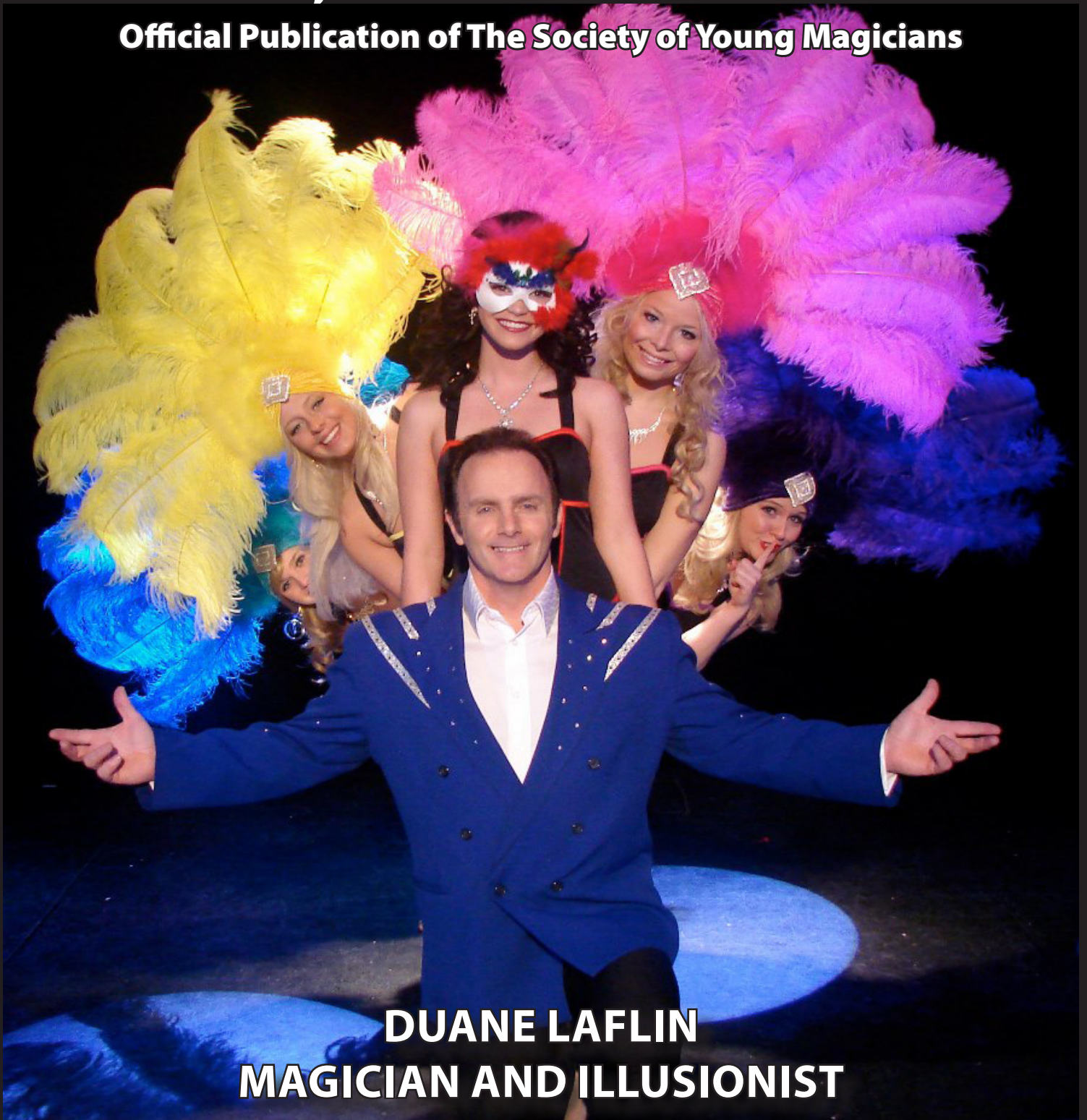


June 2013

The Magic SYMBOL

Official Publication of The Society of Young Magicians



**DUANE LAFLIN
MAGICIAN AND ILLUSIONIST**

S.A.M. SPOTLIGHT

THE 2013 S.A.M. NATIONAL CONVENTION

**WASHINGTON
D.C.**

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Whats on the Web

A brief look at what's happening in magic on the Internet

Magic in Mind by Joshua Jay

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S.Y.M. WEBSITE
www.magicsym.com

S.A.M. WEBSITE
www.magicsam.com

The Society of Young Magicians (S.Y.M.) sponsored by The Society of American Magicians, is a world-wide organization for youth, ages 7 through 17. (At age 18 you graduate to membership in The Society of American Magicians.) The purpose of S.Y.M. is to promote interest in magic as a wholesome hobby that will help develop self-confidence and skill, the ability to speak in public, discipline that comes from learning, practicing and performing magic, and a sense of service to others through helping others learn magic and by performing magic at charitable events.

The Society of Young Magicians has nearly 100 local chapters, called Assemblies, around the country. Adult supervision and instruction are provided by qualified members of the Society of American Magicians, one of the most prestigious world-wide organizations of its kind.

SYMentor



SYMentor@magicsam.com

**HAVE A QUESTION? NEED ADVICE?
CAN'T FIGURE OUT A TRICK? NEED GUIDANCE?
DON'T KNOW WHAT TO DO NEXT IN MAGIC?**

The S.Y.M. has a panel of mentors ready to help you. Associate members who do not have an Assembly in their area now have a place to turn. Even members of a local Assembly can participate in this mentoring program. This is a free service and part of your S.Y.M. membership. To contact the SYMentor, simply e-mail your questions to:

SYMentor@magicsam.com

Your question will be directed to someone who will help you from our panel of experts. Parents of SYM'ers may also write with questions.

Be sure to get permission from your parents before writing.

Letter from the editor

Michael A. Raymer



“Remembering Robert “Bob” Escher, a great magician”

When I was about fifteen years old I joined my local S.A.M. Assembly - the Louisville Magic Club. I went to the meeting not knowing what

to expect but I had been invited by then president Mac King. As I approached one table I saw someone I knew--he was my orthodontist Dr. Robert Escher!

I didn't know “Bob” was a magician when I went to his office every couple weeks to adjust my braces, but he became one of my best supporters and mentors in the field of magic. Bob Escher was a great magician and was our club president for many years, he even served as president of The International Brotherhood of Magicians.

He started out as my orthodontist and then became my magic friend, picking me up and taking me to the Louisville Magic Club meetings when my parent's couldn't, because it was important to be there learning from the master's. Bob always supported me and we often laughed about my first performance at the club where I performed behind my suitcase; “*I have that on video*” he would say “*We couldn't see a thing you did!*” Luckily he taught me how to be a better performer and when he told me how proud he was of me and how far along I had come it made my day.

Bob Escher passed away last month after a 17 year battle with cancer, but even as the disease took over his body he was still teaching and sharing magic. Bob inspired and helped many magicians and I am honored to have known him. He was truly one of my magical mentors and friends.

Bob knew many magicians and it was through him we were able to attract top notch lecturers to our assembly. I don't think he ever met anyone who didn't quickly become his friend. When we attended his visitation it took over an hour just to reach the casket - a line was formed all day long which shows his influence and many friends he had. He truly loved the art of magic and was always willing to help a magician in need. The magical world has lost one of the greats.

Michael



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HAS YOUR S.Y.M. MEMBERSHIP EXPIRED?

If it has you should be receiving your renewal information by mail, please remember to renew your membership.

Duane Laflin is one of my favorite magicians. I use some of his tricks in my silk act, like his Hank Ball and his Silk Fountain. I have most of his videos on silk, like his Hank Ball DVD and his Silk Fountain DVD. My table is even designed like his. It has an open top and a table on the side.



Duane Laflin started studying silk magic when he wanted to make an 18" inch silk disappear, but he only knew how to do it with a change bag. He solved the problem by reading the Rice Encyclopedia of Silk Magic. He kept on learning and is now one of the experts in silk magic.

Duane Laflin has invented ways to make magic tricks easier, like the velcro snap silks. He has performed on five continents, in eighteen countries, and in forty seven states. He also was the national president of the Fellowship of Christian Magicians. He toured in Japan. In Mexico, he received the Illusionist award. In South Africa, he was honored to be a special guest at the Siegfried and Roy College of Magic. The Magic Circle made him a member with a gold star. He now stars in his own show in South Dakota called the Grand Magic Show. He moved there in 2011.

Over the summer of 2012 we went on a trip to South Dakota. While we were there we went to Duane Laflin's show called The Grand Magic Show. His show was one of my favorite parts of the trip. During his show he did tons of magic tricks, but my favorite part was his famous silk act. His silk act had some of the same tricks that I use in my silk act.

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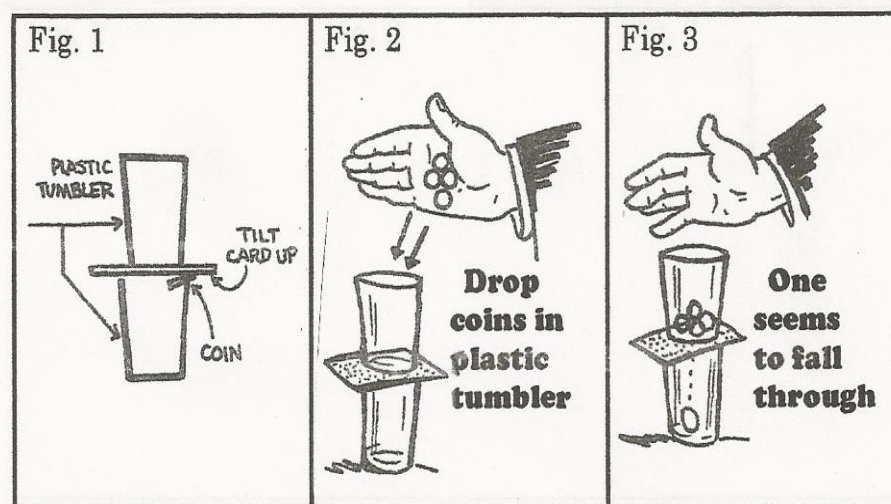
EFFECT: The magician shows two clear plastic tumblers and a playing card. He places one tumbler mouth-up on the table, covers the opening with the card, and stacks the second tumbler on top of everything. The magician then holds a number of coins above the opening of the uppermost tumbler. At this point, the audience can see that both tumblers are empty. After stating a magic word, he drops the coins into the uppermost tumbler, and one of these coins magically penetrates the top tumbler, the playing card, and now rests in the bottom tumbler. Everything can be examined by members of the audience.

MATERIALS NEEDED:

- ♣ Two clear plastic tumblers and a playing card
- ♣ Five coins of the same denomination

METHOD:

1. There is no preparation required except to have the materials listed above. The five coins should be in a convenient pocket where you can bring them out with a single move. Before you begin the effect, hide one of these coins in the fingers of the right hand.
2. Bring out the two tumblers and show them to be normal. Also show the single playing card, which should be held in a way that it covers the coin hidden in your hand.
3. With your left hand, place one of the tumblers mouth-up in front of you on the table. Place the card so it covers the mouth of the tumbler then place the other tumbler mouth-up on top of the card (Fig. 1). You will see that the coin rests on the lip of the bottom tumbler and is held in place by the weight of the card and second tumbler.
4. Reach into your pocket for the remaining coins, but hold them in a way that the spectators cannot count them.
5. With your left hand holding the top tumbler in place, drop the coins into it (Fig. 2).
6. As the coins hit the bottom of the tumbler, tilt it slightly to the left. This will release the hidden coin and it will appear that one coin magically penetrated the bottom of the tumbler and the card.



NINE S.Y.M. MEMBERS EARN ACHIEVEMENT PINS

By Marlene Clark, S.Y.M. Achievement Pin Program Coordinator

The S.Y.M. Achievement Pin Program continues to grow! Since January, 9 S.Y.M. members around the country have earned 18 Achievement Pins, including one member who earned a Silver Pin.

Congratulations to the following young magicians.

SYM #105 member Andy Ellison of Vancouver Washington and SYM #143 member Austin Dunlop of Cocoa Florida; each earned Bronze I pins in Rope Magic.

SYM #3 member A.J. Perea of Lone Tree Colorado earned Bronze I and II pins in Silk Magic, plus a Silver Pin in Silk Magic. For his Silver Pin, A.J. also wrote an essay about Duane Laflin, which you can read in this issue of Magic SYMbol.

Six members of Assembly 114 in San Antonio Texas earned 13 bronze pins. These hard-working magicians include:

Christian Colotla: Bronze I – General Magic;

Rishan Edussuriya: Bronze I – Cups and Balls (a new category in the Pin Program), Bronze I – General Magic, Bronze I – Cards;

Kaiden Villarreal: Bronze I – General Magic;

Trinity Tavarez: Bronze I – Cards, and Bronze I – General Magic.

Cooper Scott: Bronze I – Rings, Bronze I – Cups & Balls, and Bronze I – Cards; and

Drake Stanton: Bronze I in Cards and Bronze I and II in General Magic.

All members also recited and explained the S.Y.M. oath, a requirement for earning bronze and silver pins.

Are you working toward an S.Y.M. achievement pin?

So far, 24 SYM members have earned 40 Achievement Pins, including 2 Silver Pins.

The S.Y.M. Achievement Pin Program helps you advance in magic; plus you will receive recognition for your work. You can earn Bronze, Silver and Gold pins. At each level, you will perform effects for your S.Y.M. advisors, who will help you work toward earning a pin. At the Bronze and Silver levels, you also must recite and explain the S.Y.M. pledge. At the Silver and Gold levels, you also will learn magic history and will develop leadership skills that will help you throughout your life. Your S.Y.M advisors will help you work toward earning a pin and to make sure you meet all the requirements.

If you don't belong to an S.Y.M. assembly or don't have an advisor, don't worry. We have advisors who can help you via email and other electronic methods.

You can learn more about the S.Y.M. Achievement Pin Program by clicking the YOUTH PROGRAM S.Y.M." link at www.magicsam.com, and by clicking the SYM Pin Program link from there.

You also can contact me at afuntime@comcast.net for more information.

Good luck!

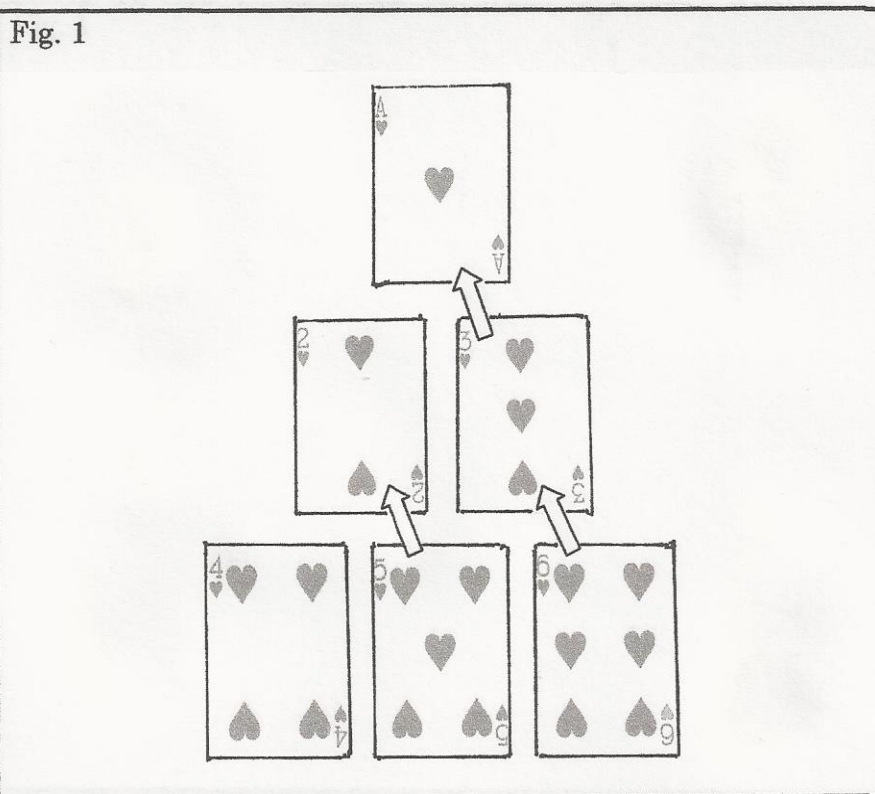
EFFECT: The magician brings out a deck of cards and hands them to one of the spectators to serve as a helper. The helper is asked to open the pack and give the cards a thorough mixing. Finally, the helper is asked to name a suit of cards (hearts, clubs, diamonds, or spades) and remove the first six cards of that suit (ace through six) from the pack. He is then to arrange the cards in a small triangle (such as Fig. 1). Now the magician touches the cards for the first time since the helper mixed the cards. The magician picks the cards up one at a time to form a small packet. He then asks the name of the smallest card in the pack, which is "Ace." The magician spells A-C-E one letter at a time and moves a card from the top of the pack to the bottom for each letter. After the three letters have been spelled, the next card is turned face up and placed on the table. It is the "Ace." The magician completes the effect by spelling the other five cards—in order—until the "Six" is placed on the table.

MATERIALS NEEDED:

- ♣ A deck of cards.

METHOD:

1. There is no preparation required. Just have a deck of cards handy.
2. To perform this effect, just go through the steps that are outlined above in "Effect." All of the actions of the helper are as described. The main thing is that the small triangle of cards needs to be in the order shown in Fig. 1.
3. When it is time for you to pick up the cards to make the small packet, do so in the order shown by the arrows in Fig. 1. In other words, pick up the "Six" and place it on the "Three." Pick up these two cards and put them on the "Ace." Then bring these three cards down and place them on the "Five," place the four cards on the "Two," and finish by placing them all on the "Four."
4. When you turn the six cards face down as a packet, the order of the cards from top to bottom should be: Four – Two – Five – Ace – Three – Six. With this setup, you are prepared to complete the in-order spelling as it has been described in "Effect."



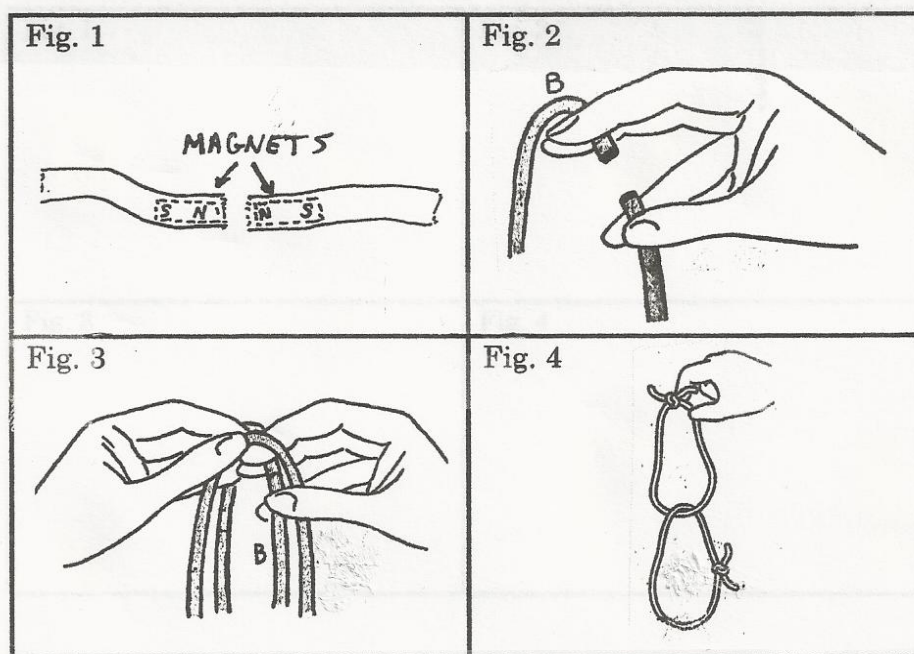
EFFECT: The magician shows three different colored lengths of rope: red, white, and blue. He then ties the ends of each rope together so he ends up with three separate loops. He holds the three loops in his right hand, grasps one loop in his left hand, and pulls it away from the other two. Following this, he drops one of the loops in his right hand and it is seen to be linked to the other loop in the same hand. He then places all three loops in the same hand again, says a magic word, and lets go of all but one loop. This time it is seen that the three loops are linked in one long chain. For the climax, the magician places all three loops once again in the same hand. This time when he says the magic word, he removes the loops one at a time from the right hand...magically, they are all separate as at the start.

MATERIALS NEEDED:

- ♣ Three 30" lengths of rope: one red, one white, and one blue.
- ♣ The blue rope is prepared by cutting it approximately 9" from one end and inserting a pair of round bar magnets between the cut ends (Fig. 1). Make sure the correct ends of the magnets are at the ends so they will attract one another.

METHOD:

1. Once the magnet set has been installed, there is no further preparation required.
2. To begin, show the three ropes to be separate and lay any two of them over a shoulder. Tie the ends of the third rope together, show it to the audience, and loop it over one of your forearms. Do the same with the second and third ropes.
3. Remove the blue loop with your right hand in a way that the magnet joint is hidden in your fingers. Take any other loop from your forearm with your left hand. Show the two loops to be solidly tied but separate.
4. With your right hand, use your thumb and fingers to separate the blue rope at the magnetic joint (Fig. 2). Bring the left hand and its rope over to the right hand and drop the loop at the top into the space between the magnets (Fig. 3) and let the magnets reconnect.
5. Make a magical gesture and let go of the non-blue loop of rope so it falls to the bottom of the blue loop where it is seen to be linked (Fig. 4). Repeat the sequence with the third rope and finally show three loops linked together. The blue rope should be in the middle.
6. Now gather the three loops together in the right hand so the magnet is in your palm again. Secretly separate the magnets and while adjusting the bundle, pull the red and white loops up through the opening and let the magnets rejoin.
7. Say another magic word and release each loop so they fall to the floor one at a time. The magic is over.



SYM Member Profiles

- Meet your fellow SYM Magician -

Send us information about your magic show, where you are performing or other information and we'll write up an article about you in the magazine. Please include a photo of you performing if you are able to.

We Want You

To Share your magic!

Have pictures from your SYM assembly meeting?

Send them in!

Have a "new" twist on an "old" trick?

Share it!

Have an article you wrote on a famous magician?

Send it to us!

Send by email to: funmagic@iglou.com

By mail to:

SYMbol Editor

5512 Pavilion Way

Louisville, KY 40291 USA



S.Y.M. ACHIEVEMENT PIN PROGRAM

The S.Y.M. Achievement Pin Program allows S.Y.M. members to explore nine areas of magic, demonstrate skill in these areas, and receive recognition for their accomplishments. The progressive nature of the Achievement Pin Program also measures how young magicians are advancing in their magical journey. As candidates work from bronze to gold, they will learn valuable leadership skills aimed at increasing their confidence in all areas of life.

S.Y.M advisors are available to help members work toward earning their pins and to ensure that candidates meet all requirements. S.Y.M. members who do not belong to an S.Y.M. assembly will be able to receive help from advisors via mail or electronically.

GENERAL INFORMATION

1. The Achievement Pin Program coordinator will provide worksheets in which candidates and adult supervisors can record candidates' progress.
2. Advisors or organizers must return completed forms to the Achievement Pin Program coordinator. Completed paperwork will be forwarded to the S.Y.M. director, after which pins will be awarded.
3. Pins will be awarded for completed tricks only. In other words, demonstrating a Double Lift or a French Drop does not count. The Double Lift must be presented within a completed trick; e.g., using a Double Lift to force or find a card.
4. Members may receive pins in more than one category, as long as all requirements are met for each category.
5. S.Y.M. assembly members will test for pins at an assembly meeting.
6. Associate S.Y.M. members will test for pins by submitting an application, along with a video, DVD or electronic link to the Achievement Pin Program Coordinator.
7. Each candidate will submit an application fee of **\$4.00** for each bronze and silver pin, and **\$5.00** for each gold pin.



**Make your check out to the Society of Young Magicians.
Mail it and your Completed Application to:**
*Marlene Clark
SYM Achievement Pin Program Coordinator
435 Main St.
Durham, CT 06422*

S.Y.M. ACHIEVEMENT PIN PROGRAM

1. **Categories:** Members may perform stage, standup (parlor), and/or close-up magic. They will be awarded bronze and silver pins in the following categories and gold “Excellence in Magic” pins.

Cards	Coins	Silk	Paper
Sponge	Rope	Animals	Mentalism
General Magic (Miscellaneous)			

2. Requirements

A. Bronze:

- (1) Candidates must be a member for at least three months.
- (2) Candidates must give and explain the S.Y.M. Pledge.
- (3) Candidates must demonstrate skill in three effects in one category: three card tricks or three sponge tricks, for example.
- (4) Candidates must be able to describe each effect and provide the proper or technical term for the effect or move, if applicable: Professor’s Nightmare, French Drop or Glide, for example.
- (5) Candidates will be judged on execution and basic skill; e.g., don’t tip the method.

B. Silver

- (1) Candidates must give and explain the S.Y.M. Pledge.
- (2) Candidates must have earned two bronze pins in the same category – a total of six tricks for that category.
- (3) Candidates will perform a three-to-four minute routine. There is no limit to the number of effects used, but at least two must be from a bronze routine in order to get a silver pin in that category.
- (4) Candidates will be judged on execution, skill and presentation.
- (5) Candidates must write a report of at least 250 words on one famous magician for each silver pin.

C. Gold

- (1) Candidates must have earned a Silver pin in three different categories to qualify for a gold pin.
- (2) Candidates will present an 8-to-10-minute act with a unifying theme or presentation. One effect must be from a silver routine. The act will be judged on skill, presentation, appearance, stage presence (even in close-up), confidence, audience appeal, appropriateness, timing, and public speaking ability (if applicable).
- (3) Candidates will also present their gold medal performances as a community service project for the public at a venue of their choice.
- (4) Candidates will make a five-to-10 minute oral presentation on any area of magic before an S.Y.M. or S.A.M. meeting or public venue, such as a classroom or library. The candidate will be judged on knowledge of material, organization, delivery, appearance, and public speaking ability. Suggested topics include, but are not limited to, magic history, biography (different from the Silver presentation) and magic theory.
- (5) Candidates are responsible for organizing and making all arrangements for all presentations. Following presentations, candidates will submit a report to the adult advisor detailing the work done.

Magic in Mind by Joshua Jay

One of the most significant collections of magic theory ever assembled...and it's yours, FREE!

A Note from Joshua Jay:

What if I told you that today we're releasing a book with contributions from Derren Brown, Teller, and Juan Tamariz? How about if the book also included contributions from John Carney, Darwin Ortiz, Tommy Wonder, Pit Hartling, Rene Lavand, Tom Stone, and nearly thirty other magic luminaries?

And what if I told you that this collection was entirely free?

I have spent the last three years working on Magic in Mind, which is my gift to all magicians, young and old, who care deeply about magic. I set out to assemble some of the most important, influential, and helpful essays on magic ever written, and make them available to all serious students of magic for free. Coming in at over 500 pages, Magic in Mind is finally ready.

I am overwhelmed by the generosity of nearly thirty of my heroes, who kindly consented for me to publish or republish their words. Some essays the serious student will be familiar with, from Houdin to Fitzkee to Maven. Others are more arcane, but no less important. For example, I was able to get permission from the Tommy Wonder estate, and to have Juan Tamariz's blessing to publish his essay on "illusionism" for the first time in English. I feel very lucky to have worked on this project, and I hope that magicians who read Magic in Mind will find the material as inspiring as I do.

One small favor, if you please. In the sharing spirit this book is offered, please help me spread the word. If you know a young (or old) magician who would benefit from this collection, please send them to us so they can download it as well. Your tweets and comments will enable Magic in Mind to do what it is intended to do: improve the quality of magic in our industry.

Download Magic in Mind now — completely free!

Thanks for all your support, and I hope you enjoy,
Joshua Jay

Use the link on the inside front cover to get your copy!

