

## Magic Club Meeting Ideas

Researched, Compiled or (in some cases) Written by Tom Smith.

Some of these could be the only subject for a meeting while others are such that several would work together to make up a meeting with one or two per meeting half. Some would work as panel discussions or workshops or lectures or mini-lectures or combinations thereof. The list is certainly not meant to be exhaustive nor are the items meant to be mutually exclusive. It's just a guide to help program chairpersons and to be added to over time.

Many combinations or extensions are possible .e.g., Mental and Spirit Night (a combination); Comedy and Kid Magic (a combination); and Birthday Magic (an extension). I found in my research that every magic club has a theme or two that is almost exclusively done by them.

1. Lecture by outside person.
2. Lecture by club member or several mini-lectures by several club members.
3. Teach-a-Trick (one or several; a small part of the meeting or all of the meeting; one kind of trick or many kinds of tricks; could be teach-a-sleight)
4. Swap (barter: stuff for stuff)
5. Auction, live or silent or both.
6. Card Magic (in general)
7. Larger Than Regular Size Card Magic
8. Card Magic That Uses Non-regular Cards (Color Monte, etc.)
9. No-Sleight Card Magic
10. Card Magic Related to Gambling
11. My Favorite Card Trick I Do
12. Member installation with banquet and show by locals or outside or both.
13. Tarbell Night (or some similarly respected book choice)
14. Linking Ring Parade Night (or Genii or M.U.M. or Magic or magazines in general or old magazine night)
15. Past Presidents Night (or last year's officers or this year's officers)
16. Children's Magic
17. "Magic of " (Slydini or Marlo or Vernon or Bobo or Ammar or whoever)
18. Money Magic
19. Liquid Magic
20. Rope Magic (string, ribbon)
21. Rope Magic Where the Rope Isn't Cut
22. Homemade Magic (whether original or not)
23. "My Favorite Trick I Do"
24. Close-up Caravan (four to five performers who shift while audiences stay put)
25. Demonstration of Collectible Magic or Rare Magic (not always the same thing)
26. Book Review (or review of video, new magazine, lecture, show or convention)
27. Mentalism Night
28. Halloween/Spooky/Scary/Ghostly Magic (during October or not)
29. "That Magic Effect You Rarely Do Because." Night
30. Magic with Everyday Objects
31. Square Magic (or Round Magic or both)
32. Déjà vu Night (one club had all members do Professor's Nightmare to pick up ideas or all used a t-tip in various ways)

33. Magic Accessory Night (in general; could get specific---tables, wax, case, pads, etc.)
34. Comedy Magic
35. Stuff bought at recent national or local convention
36. Things You Worked On Over the Summer (logically, in a fall meeting)
37. E.S.P. Magic (spin-off from mentalism)
38. Costumes/Characters/Clowns (dress for magi, assistants and/or audience helpers)
39. Original Magic (created by performer)
40. Original Routine with Standard Effect
41. Magic That Needs Help (better ending, misdirection, patter, music, staging, etc.)
42. Holiday Magic (or Christmas Magic or St. Patrick's, 4th of July, Valentine's, etc.)
43. Silk (or other) Handkerchief Magic
44. Bag Night (egg, change, Gag, etc.)
45. Animal Magic (real or fake)
46. Lapping or Sleeving or Topit Night (separately or together in combination)
47. Showmanship/Presentation/Staging Night
48. Using Magic In Your Real Job - panel; (similar, but not quite the same as:)
49. Teaching Through Magic (gospel, safety, ecology, whatever)
50. Patter (funny or otherwise)
51. Sponge Ball or other sponge magic
52. Cup(s) Night (chop, cups and balls, One Bowl)
53. Paper Magic (cutting, folding, etc.)
54. Thread Magic (invisible or visible or both)
55. Magic Learned from a Lecture (old or new)
56. Color Magic (or could be more specific such as color change magic)
57. Penetration Magic
58. Suspension/Levitation Magic
59. Transposition Magic
60. Productions
61. Vanishes
62. Transformation Magic
63. Story Magic (magic that tells a story)
64. "Do as I Do" Magic - cards, ropes, rings, etc.
65. Oil and Water Magic (doesn't have to be cards only, but obviously could be)
66. Things Magicians May Do That Aren't Magic (Arts Allied to Magic) i.e., balloon animals, puppets/vent/Rocky, chapeaugraphy, Troublewit, fire- eating, juggling, card fanning/ flourishes without production, etc.)
67. The Magician as MC
68. Ancient Magic (must not be newer than sixty or seventy years or whatever is set)
69. The Business Side of Magic (pricing, promoting including pictures, videos, cards and flyers, record-keeping, taxes, etc.)
70. Essentials of a Magic Library - books, video, magazines (panel discussion with opinions)
71. Storing, Transporting and Refurbishing of Equipment
72. Music and Non-music Sounds in Magic (using music in what would normally be "music type of magic", using music in what would not normally be music type of magic and using patter or sound effects or non-music in what is music type of magic)
73. Performing While Outside (or a specific situation such as "walk-around outside")

74. Performing While Surrounded
75. Dealer Night (lecture or no lecture, one or several dealers, local or visiting)
76. Tag-a-Magic (any person starts off doing a trick, they tag someone who must be ready and do something or pay a buck to the kitty, they tag someone else, etc.)
77. Magic on the Internet (a little piece of it)
78. Practice for Convention Contest or Public Show
79. Trade Show Magic
80. Guest/Layman Night
81. Swap Performers with Nearby Other Club (I.B.M., S.A.M. or independent)
82. Rubber Band Magic
83. Volunteers from the Audience
84. Sucker Tricks Improved to Not Offend
85. Sound Reinforcement and Lighting for Magic
86. Video Tape Night (homemade by local performers or otherwise)
87. Knives, Choppers, Scissors, Spikes, etc.
88. Magic Related to Food, Drink, Bottle, Can
89. Wands, Canes, Poles and Sticks
90. Gimmick Night (in general; similar, but not quite the same as the next one)
91. What Is This Gimmick or Piece of Magic?
92. How to Be Funny (or Funnier) or How to Write Funny Patter
93. Restaurant or Bar Magic (table hopping)
94. Bizarre Magic Night (no animals to be harmed in the process)
95. Psychology of Magic
96. Magic from Other Lands (Chinese magic, Indian magic, British magic, etc.)
97. Impromptu Magic
98. Zombie Ideas (or floating balls of all types or close-up only: dollar bills, etc.)
99. Using Confederates and Stooges (known or unknown to audience)
100. Doing magic for the very young (i.e., 3-5 years old)
101. Doing magic for the very old
102. Doing magic for mentally challenged people
103. Doing magic in hospitals - bedside or otherwise
104. Special Audiences (combining very young, very old, mentally challenged, hospital room, etc., into one night's program)
105. Wallet Night (primarily card to wallet things; there are a zillion wallets out there)
106. Honor a Long Time Member; sort of a "This is Your Life" thing
107. Have a door prize (draw names) for a member-donated magic book/booklet
108. The Worst Trick I Ever Bought (if still owned, show; if not owned, talk about)
109. Very short segment in meetings (perhaps five minutes) where a member (take turns) can sell a trick, book, video, etc., to highest bidder; maybe a portion goes to club.
110. Tips If You're On Television - performing or just talking about magic or club.
111. Make-up for magicians - panel discussion or mini-lecture.
112. Escapology
113. "What to do if." (when things go wrong - members' experiences from the past)
114. Young Magician's Club does entire program (assuming there is such a local group)
115. A representative of Young Magician's Club performs 5 to 8-minute act
116. A representative of local clown alley (club) performs clown magic

117. Psychology of Magic (Linking Ring articles over the years are an excellent source)
118. History of Magic
119. Electronic Magic
120. Contest to create magic effect out of odds and ends received in paper bag with either a time limit that night or the routine due at the next meeting
121. Contest to come up with new (hopefully, better) way to do an old effect
122. Panel discussion of what "new" effects will become "classics" of magic and why
123. Magic Posters (i.e., advertising famous magicians 'shows)
124. Magic Using Magnets (where the magnets are not known to be used, e.g., P.K. and other stuff)
125. Big Stage Illusions
126. Thumb Tip Tips
127. Black Art (could involve history of it and trick examples from past and present)
128. Spouses Night - spouses could be honored for putting up with the magi or they could perform, if willing
129. Flower Magic (feather, paper, real, etc.)
130. "My Favorite Tenyo Effect of All Time" (some would call it a 'guilty pleasure')
131. Magic Trivia Night; members guess answers to magic trivia type questions relating to magic in general, and local state, region, or club in particular; maybe win stuff