Breland Educated Animal Acts

A list from Barnes with comments from Breland in April '24 plus other notes.

Automatic Acts -

1. Baby Chick "Ramp" Act - (30-40 chicks). They run up a ramp for food and are pushed off by others behind. New Props needed. Chicks grow up fast. Training time - a week or ten days.

2. Baby Chick Merry-Go-Round. Very good, but props are expensive.

3. The Drum Beater - 1 chicken - an old act, but good. Noisy. Chicken may damage its beak.

4. Casey at the Bat. Sure-fire. (4 hens) Now one year old. Hen gets fed-up in 1 1/2-2 hours, then another is used.

5. Golf Putting Chicken - (4 hens.) New right now.

6. Blushing Bunny. New now - used by May Co. in L.A. in April. (1 rabbit)

Semi-automatic Acts - these use some audience participation.

1. Coin Flipping Rabbit (1 rabbit) Prop now in Mpls.

2. Henny Penny (1 hen) - Selects disc with dark rim.

3. Sureshot Rabbit (1 rabbit) - rabbit pulls trigger which throws ball into basket. GM has used for past 2 years - still using.

"MC" Acts - requiring a master of ceremonies, or handler -

1. Egg Laying Hen (1 hen) lays up to 12 eggs at one, on audience request, or trips an exploding snake.

2. Friscilla the Fastidious Pig - a complete show - not used for 3 years. Pig grows up fast and becomes too heavy to transport.

3. Complete Show by One Hen - "Tap Dancer" "Shell Game" - "Quiz Kid" - "Mathematical Genius" - "Egg Layer" (above) "Cannon Shooter" - Poker Player" - Can be repeated 3-5 times per day.


5. Jumping Cat.

6. Wrestling Figs.