

Breland Educated Animal Acts

A list from Barnes with comments from Breland in April '54 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 $1\frac{1}{2}$ -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. GMI 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. Priscilla 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.
4. Hen and Rabbit Acts - "Magic Hat" - "Cigarette Lighter" - "Bow and Arrow" - "Mental Telepathy."
5. Jumping Cat.
6. Wrestling Pigs.