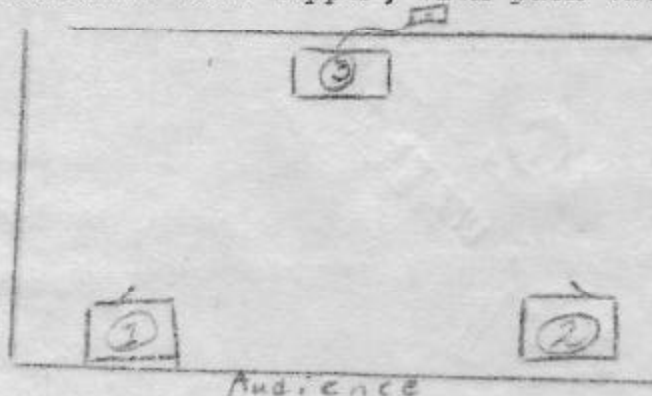


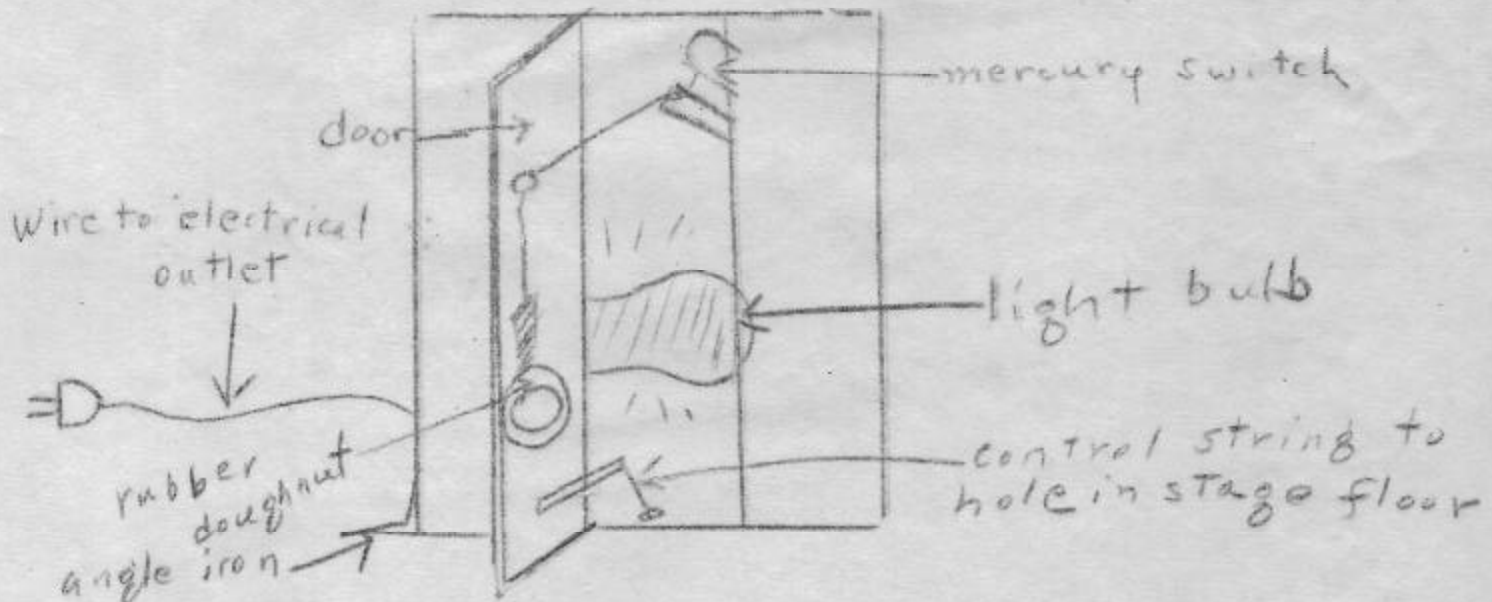
## The Quiz Chicken

The props for this act, and their location on the stage, are as follows:

1. A "Yes" sign, which lights up when the chicken pulls the rubber doughnut concealed behind the door at the rear of the sign.
2. A "No" sign, operated in the same fashion.
3. The automatic feed hopper, with push button.



Here is a more detailed look at the back of one of the signs:



These signs are put in place as follows: Pass the knotted end of the string through the hole in the floor of the stage (hinged box top). Reach in under the box top and pull the string through, pass it through the hole in the back of the packing box. Then slip the angle iron on the side of the sign box under the metal bracket which is attached to the floor of the stage. Take up the slack in the control string and plug the sign into an electrical outlet.

Quiz--2

Sweep and set the stage, place the chicken on stage, and give her a shot of feed while you prepare for the first question. Generally the barker starts the ball rolling by asking the first "yes" or "no" question. Pull the string controlling the proper door, thus exposing the doughnut to the chicken. If she does not see it immediately, wiggle the door slightly.

Wait for the chicken to give a good hard tug which will light up the sign, preferably one which draws the doughnut out where the audience can see what the chicken is doing. When the chicken releases the doughnut, give her her reinforcements at once. If she does not turn to eat, click the feeder again briefly.

Then let the door of the answer box close so as to conceal the doughnut again. It may be necessary to wiggle the door shut carefully with the string, to make sure the doughnut is completely concealed. Then wait for the next question. If there is any delay between questions, give the chicken extra reinforcements to keep her busy eating.

Then the audience will be drawn into the game and be asked for questions to be answered "yes" or "no." Of course you will have to anticipate as nearly as possible the right or desired answer.

Note: Sometimes the chicken may tug so hard that the doughnut when released will flip over the string. If this happens, it may lock the light on or make it too hard for the chicken to pull. In this case it will be necessary to reach in and flip the doughnut back into its former position so that it hangs straight down, with no loop in the string.