- Show Title: Magic: Lies & Truths (A Performance in Five Phases)
- Format: One-man show
- Running Time: 60 minutes

A Note for the Selection Committee:

Magic: Lies & Truths is a one-man show that runs as a single progression of thought from the performer to the audience in a direct, intimate, and conversational style. There are no scene breaks.

All of the scripting, staging, and presentational elements of the show along with most of the conjuring effects are original to the performer. Some classical magic pieces are presented within the context and flow of thinking within the show.

For the purposes of this document, I have detailed below the show construction in five phases along with the goals of each phase. These are the actual design phases used to create this performance. The show structure follows a much older tradition in the presentation of magic, rooted in forms that will be discussed within the show. The audience is not made aware of these phases until the climax, when it is revealed that they have been experiencing this ancient performance structure throughout the evening.

On the page, this all sounds rather heavy or academic. But the real trick of the piece is to entertain the audience while sharing these deeper elements for them to think about on the way home.

Phase 1: Greetings

- Purpose: The performer takes the stage and establishes his personality and performance character.
    - It is important to let the audience know that participation is fun and that audience involvement is not going to make them feel stupid on stage. This is training the audience that it is OK to have fun, laugh, and applaud. We will be wading into deeper waters later; best to do that while holding hands with someone friendly.

    - The pre-show is separated from the main show specifically so that the change in voice of the presentation becomes obvious to the audience. We pause for clarity.

- Visuals:
    - The performer takes the stage and indicates that this is the pre-show. He launches into a fast-paced bit of highly interactive comedy magic involving a large steel ring, a rope and two members of the audience. This is a fun, light, and interactive magical sequence where the ring repeatedly escapes the rope under increasingly impossible conditions. When complete, the audience members are sent back to their seats with full audience applause. The performer momentarily exits the stage and re-introduces himself to start the main show. This is both comedic and an important reset of tone for what's to come.

Phase 2: Credentials

- Purpose: Reintroduce the performer in a more powerful light. He uses his demonstrated skill to establish his authority to lead the audience through the magical journey to follow.
    - Now we see the same performer assume the role of The Magician, the archetypal character. He speaks in first person from the point of view of this transcendent character. The performer is now overtly showing significant skill and pulling the audience into more poetic and self-reflective territory.

- Visuals:
    - The Magician causes items to float and emphasizes his points by causing things to appear, vanish and transform in a sequence that is formal, slower and stylized. A modern audience is aware that they are seeing complex sleight of hand. But The Magician speaks only of the magic.

- The props are simple and shown to be such. Cards, a wand, numbered blocks. The impact is visual and impressive on purpose.

- The magic here serves the narrative of The Magician. The wand floats at the will of The Magician because that is what he needs to happen.

Phase 3: The Journey

- Purpose: Bring the audience along in a series of magical experiences that point to the idea that each is about more than the deceptions that make them work. All of these pieces are entertaining at the surface level. But laced into each piece, the script lets the audience in on the history, symbolism, and deeper levels of the performance.

- Visuals:
  - Escape: A dramatic performance under strict test conditions with handcuffs that explores the lines between a magical performance and physical stunts. This is dramatic and a bit dark.

  - Knots: A simple, somewhat silly piece of Victorian-style magic involving a handkerchief. This is a bit of conjuring that lays the groundwork for the study of magical history through published literature.

  - 1832: A visually stunning magical experience with a piece of classical magic apparatus that shows how magicians use cutting-edge technology of the time (1832) to create deeply magical experiences.

  - The Best Card Trick in the World. This item alone has earned this performer standing ovations from corporate audiences over many years. The script discusses the interplay between The Magician's magical thinking and the audience's practical problem solving. In the end, the audience cheers and agrees that this is the best card trick in the world. (Highly interactive)

  - Secrets: The Magician attempts to address the question of Magical Secrets head-on and provides some perspective for the audience. This is done while providing a highly visual piece of magic that quickly shifts from the logical into a

surprisingly nonsensical ending. The Magician can't really discuss secrets in magic. For him, there are no secrets. It's just magic.

Phase 4: A Destination

- Purpose: The performer briefly explains the traditional formula for magical performances (including the 5 elements of this show) and then welcomes them to the destination, the place where The Magician celebrates the audience and gifts them with a parting magical experience and a bit of wisdom to take home. As each phase is mentioned, the performer touches or indicates the props on the stage from previous parts of the show that reinforce that The Magician has been secretly following this ancient formula all evening. The journey was planned and the destination was intentional.
- Visuals:
    - The Rings: This is a poetic piece that verbally encapsulates an approach to magic as an art while simultaneously providing an elegant sequence of magical moments with the linking rings.

    - Script quote: "Magic is not about believing. Magic is not about disbelieving. Magic is about make believing."

Phase 5: Farewells

- Purpose: The journey is over. The job of The Magician is done. Time to reconnect as humans before we say goodbye.
    - This is about the performer dropping his mask and speaking intimately with the audience. He carries no props. His demeanor is humble and introspective.

    - Quote from the script:

        "About a hundred and fifty years ago,
        when this performance started,
        I told you that I had a confession to make.
        I said that I was a magician.
        So, it only seems fitting that we end this performance as we began it.
        I have another confession to make.
        My name is John Shore.
        I am not a magician.
        I couldn't be.
        Because magic has never been performed upon a stage.
        It exists instead in the minds and imagination of the audience.
        And so, to the extent that you have experienced a bit of magic here tonight.
        I hope that you will credit yourselves with a job well done. And an evening well invested.
        And so, I can honestly wish you no better
        than good love
        Good life
        Good magic
        and good night."
        (bow and lights out)