

LITTLE EXPLOSIONS

What Attracted Him.

"I'm a-goin' to be a Arctic explorer," announced Tommy Twaddles, who was reading about the Peary expedition. "Indeed?" asked Pa Twaddles. "Are you so anxious to find the north pole?" "Naw, I don't care about that. But up in them cold regions it's dangerous to wash yer face!"

Catching.

"Where did he catch his wife, anyway?" "He didn't. She caught him." "If that's the case, he caught a Tartar, eh?" "Yes, and he's been catching it ever since."

A Collection of Idiots.

"I want to ask for the hand of your daughter in marriage," said the young man. "You're an idiot!" said the irate father. "I know it. But I didn't suppose you'd object to another one in the family!"

Clear the Track.

"I see that some of the Sioux tribe of Indians are buying automobiles." "Getting 'em cheaper than white buyers could, I suppose." "Why so?" "Because they don't need any honk-honk! They can furnish the war-whoops!"

GOOD ADVICE.



Miss Oldone—I wouldn't have refused Charley Banks if I'd been you. Miss Sweetgirl—I don't believe I would either, if I'd been you.

Absurd.

"Last night I slapped a mosquito on the face." "How absurd!" "What's absurd?" "Slapping a mosquito on the face!" "You didn't let me finish. I slapped him on the face of my girl; and her father thought it was the smack of a kiss he had heard and he bounded down stairs and chased me a block."

Whom the Old Man Feared.

"Say," said Mrs. Nuritch, "your father's got to stop smokin' his pipe in the parlor. You'll have to speak to him; he won't mind me." "He ain't afraid o' me, neither," replied Nuritch. "Well, something's got to be done." "If I wasn't afraid o' scarin' the old man too bad I'd get the butler after him."—Philadelphia Press.

The Three Fiddles.

"And what did you see at the concert, Willie?" asked the father. "I saw a man play a little fiddle and another one play a big fiddle," said the boy. "And don't you remember the cello player, too, Willie?" suggested the mother, who accompanied him. "Oh, yes; and then another man played a half-grown fiddle."

His Mistake.

"It is strange that a man like Mr. Braynes, with so many good ideas as to government, should command so little attention in public life." "Yes," answered Senator Sorghum. "He is one of the people who figure out how things ought to be, instead of finding out how they are going to be and laying his plans accordingly."—Washington Star.

Liable to Damages.

"Papa, what's that red light out in the street for?" "It's to warn people that the street is dangerous." "Do they always set lights out when a street is dangerous?" "Not always. Never heard of 'em setting any out in Wall street."—Detroit Tribune.

Her Object.

"Did you hear that statement Mrs. Tattle is making?" "Yes, and every word of it is true." "But I supposed Mrs. Tattle was merely a gossiping romancer." "Well, she's telling the truth this time because she knows it will make more trouble."

Lots of Beaux.

"Then," said the jilted lover, "am I to understand that I no longer sway your heart?" "That's what!" replied the summer girl. "For awhile, at least, my heart will be controlled by a syndicate."

Enjoyed the Change.

"He's married, all right." "How can you tell? He has no wife with him." "I know, and see how happy he is even at this dull summer hotel."

Mutually Satisfactory Arrangement.

They had been married in due and ancient form. Geoffrey, said the young wife, "you endowed me with all your worldly goods, didn't you?" "I did," answered the young husband. "Well, I hereby give them back to you." "Gwendolen," he said, "you promised to obey me, did you not?" "I did." "Well, dear, I hereby solemnly command you to do as you please hereafter, no matter what orders I may give you." On that basis they lived happily ever after.

Reminiscences.

Marie (after the honeymoon)—Max, dear, here is the tree under which you kissed me for the first time. Max—You're always raking up old memories. I'll have that tree cut down. Marie (after the tree has been cut down)—Do you remember, Max Dear, this is the very spot where the tree grew. Tableau.—Translated for Tales from Fliegende Blätter.

Fit.

"It fits you," argued the modiste, but the summer person shrugged her shoulders archly. "It fits me," she said, drily, "but it doesn't fit the exigencies. I am 30 years old. My time is short. My bathing suit should correspond. Do you understand?" The modiste bowed and went for her shears.—Puck.

Where He Fell Down.

Archibald—I will do anything in the world for you, dearest. Helene—Will you? Archibald—If you would only try me! Helene—Then take this collarette to Catchem's department store and exchange it for a size larger; I've lost the slip.—Puck.

Cause of the Change.

"The water was cold when I came in," said the thin bather, "but it feels warm now. I suppose it's because I've got used to it." "Huh, uh," responded the fat bather. "A Boston girl just went out a New Orleans girl came in."—Detroit Tribune.

Where They Were.

"My husband and I read to each other every evening, now; it's just splendid," said Mrs. Newlred; "why don't you and your fiancé do that when he calls on you?" "Gracious!" replied Miss De Muir, "how can you read in the dark?"

Nothing Doing.

Nell—I told him if he dared to kiss me he'd be sorry for it. Belle—And was he? Nell—No; but I was; I was sorely told him.

Unkind.

Digby—I lost my mind when I was sick. Higby—When do you expect it back?—Judge.

VERY OBLIGING.



Grocer—Ten pounds of flour, ma'am. Shall I send it for you? Mrs. Takitt—No, I'll take it with me if it isn't too heavy. Grocer (absently)—I'll make it as light for you as I possibly can.

Quite Hopeless.

"Dear Pop," wrote the boy from the art school, "don't send me any more money—I have saved half that which you sent me last month." "Come home," wired the old man, "you'll never make an artist."—Puck.

A Come-Back.

Mrs. Mayhem—I'm sure I don't know why I ever married a one-eyed brute like you! Mr. Mayhem—I do. If I'd had two eyes, I'd have looked further.

Choice of Evils.

Singleton—Just as soon as a woman can manage a man her love begins to cool. Wedderly—Yes; and just as soon as she discovers she can't manage him she begins to make it hot for him.

The Czar's Thoughts.

"I wonder what the czar thought when he heard there was dynamite under his apartments?" "I guess he thought he'd prefer the ground floor of a cellarless house."

STORIES FOR THE CHILDREN



Mother's Doughnuts.

If you think there's no use trying To do anything of worth; If you think you're but a cipher In the multitudinous of earth; Just remember mother's doughnuts And press onward to the goal— Finest doughnuts in creation. They were made around a hole.

If the patch is on your garment Where it never was before; If your pocketbook is empty Of its hoarded little store; Just remember mother's doughnuts When the clouds of trouble roll— Sweetest doughnuts manufactured. All were built around a hole.

If you think your next door neighbor Had a better start than you; If perhaps you made a failure And success is hard to woo; Set your teeth the way you used to, Lay the comfort to your soul— Recollect the grand perfection That was circled round a hole. —Puck.

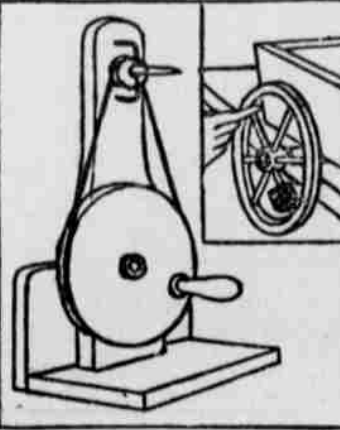
A Novel "Twirler."

In some experiments you may need a "twirler," which is an arrangement used for spinning objects rapidly, and as you might like to add one to your "home made laboratory," a description of it follows:

It consists usually of two wheels fixed on a stand, and so connected by means of a band that by turning a handle on the larger wheel the smaller one may be made to revolve rapidly. The object to be twirled is fixed to this second wheel.

This twirler can be bought, of course, from a dealer in scientific supplies, but the wheels of an ordinary toy cart can sometimes be utilized. Turn the cart upside down, and tack or pin the object to be twirled to one side of the wheel, and spin it from the other side by the forefinger.

But if the object is to be twirled in a horizontal position, as a pail, for instance, the cart must be placed on



Two Kinds of Twirlers.

its side on a table, with the wheel projecting over the edge. The cart must be weighted to keep it in place and the string to support the pail must be tacked as near the center of the hub as possible. By twirling the wheel from above you may make the pail, with water, or whatever it may contain, spin around and around.

An excellent twirler, however, can be made, if you have no cart, with merely a piece of board, a hook, and a piece of twine. Get a piece of board two feet long by twelve inches wide, and place it over the top of a chair slightly ajar, tilting it so that one end of it may rest under the top of the door frame and so be held in place. Over the other end slip a loop of cord that will hang down within two feet of the floor, and to this end fasten a hook. The board must be far enough under the top of the door frame to hold firm when the string is pulled on.

The loop of cord should now be twisted tightly, and then the object to be twirled should be hung on the hook. As the cord untwists the object will be twirled and it will twirl more rapidly if a stick be pressed downward just above the twist.

Flat pieces of cork may be strung on the cord, being held in place by knots.

Alphabet Trips.

A game that requires no material and no preparation, but may be played off-hand, is sometimes just the thing to know, particularly at a party. Here is one that the older boys and girls would enjoy. Let us call it "Alphabet Trips."

Any number of persons may take part in the game. The first thing to do is to choose a leader, who stands in the middle of the room, with the players seated around him. Then he tells them that they are each to take a trip somewhere, and must announce to him, in turn, where they are going and what they intend to do when they get there.

Now, the odd part of this game consists in the fact that every word in each individual answer must begin with the same letter. If a player, for example, says that he is going to a place, the name of which begins with G, every additional word in his answer must begin with G. The game is really a trial of wits, for the better the answer, and the more quickly it is given, the more credit a player deserves.

A prize may or may not be offered, to be awarded by the leader, or by a vote of the players, to the one who makes the best and readiest answer.

The leader begins the game by the announcement just given, and then asks the first player where he is going. For the sake of illustration, we will give a few answers in alphabetical order. The player answers, therefore, that he is going to Athens, and when the leader asks him what he is going to do there, the player says, "Advertise athletics."

B goes to Boston to buy baked beans; C to Cincinnati to collect curiosities; D to Denver to defy dentists; E to England to entertain Edward; F to France to fry frogs; G to Glasgow to gather guineas; H to Halifax to hold horses; I to India to introduce idols; J to Jericho to jostle Jerameen; K to Kentucky to keep kindling; L to Louisiana to lie low; M to Montana to make money; N to New York to negotiate notes; O to Oklahoma to open oysters; P to Philadelphia to pilfer pennies; Q to Quebec to quote quinees; R to Rome to read ritual; S to Savannah to sell sauces; T to Turkey to tell tales; U to Utah to use umbrellas; V to Vermont to vend vermilion; W to Washington to waste wages; Y to Yazoo to yell "Yokels"; Z to Zanzibar to zouch zebras.

Tricks of Animals.

There are a surprising number of Quaker animals—animals whose regular method of self-protection is to offer no resistance to their enemies. The "possum" trick of "shamming dead" is an old story. The hedgehog and some of the armadillos refuse to fight, but they are protected by sharp spines or armor. Among marine animals is a starfish, often called the "brittle star," which is the despair of collectors. It seems to make it a point that none of its family shall be shown in a bottle or on a museum shelf. When taken from the water this starfish throws off its legs and also its stomachs. The story is told of one collector who thought he had succeeded in coaxing a specimen into a pail, only to see it dismember itself at the last moment. W. H. Hudson describes the death-fainting habits of a small South African fox common on the pampas. If caught in a trap or overtaken it collapses as if dead, and to all appearances is dead. Some kinds of beetles, many of the woolly caterpillars which have poisonous hairs on their backs, and numerous spiders adopt the same trick. Perhaps the commonest instance of passive resistance is the land tortoise, which draws up its front legs and pulls in its head and legs and defies its foes by locking them out.

A Few Don'ts.

Don't write on soiled or torn sheets of paper. Don't write letters with a lead pencil. It is very bad form—not to say unpardonable breach of correct letter-writing. Don't seal a letter of introduction. The person to whom it is given is supposed to inform himself of its contents. Don't fail to inclose a stamp to carry an answering letter to a letter of business. Don't write carelessly. Spell correctly and be painstaking about your punctuation and the language in which you express your thoughts. Don't send a letter bearing blots or scratches. Make a new copy if necessary.

A Problem in Arithmetic.

Jack had two apples; Fred had three; Alice and Bertha, between them, had seven. The girls being unselfish put their fruit in the lunch basket and told the boys to help themselves while they went to gather May flowers. They walked a mile and eight furlongs to a field, which the boys said was full of flowers, but there were none. Then Bertha bit her lip and said something to Alice, and the two ran back as fast as they could, arriving at thirteen minutes past three. Opening the basket, how many apples did they find? The answer is concealed in the above paragraph.

Peace Problem.

The quarrel began simply enough. Nellie wanted to help Dorothy cut out a doll's dress, but they couldn't agree how it was to be done. Finally they began tugging at the scissors and when Dorothy saw she was going to

lose them she promptly boxed Nellie's ears. Nellie let go of the scissors, but retaliated by pulling Dorothy's hair. After that they quieted down somewhat, but the instant the doll's dress was mentioned the dispute was renewed as to how they should make it. Up stairs papa, who heard the noise, decided to end the quarrel and appeared promptly on the scene. The dress, he said, was of secondary consideration, so he would take it and the scissors to his study. Then he gave them some advice about the quarrel, but you must find this out for yourselves. It is concealed somewhere in the above paragraph.

Game of Bird Sellers.

The game of bird sellers is played as follows: The children stand in a row, leaving two outside. These two represent the bird dealers. Each child represents a bird—one being a crow, another a crane, another a canary, and so on. One bird dealer says to the other:

"I wish to buy a bird."

"What kind of a bird?" asks the second dealer.

"A bird that can fly fast," says the first dealer.

"Very well," answers the other dealer, "take what you wish."

"Then," says the first dealer, "I will take a robin."

As soon as the word is out of his mouth the "robin" must leap from the row and run around to escape. If the dealer catches the bird he puts it into a cage, where it must stay till all the other birds are caught.

Nine Men's Morris.

This game was played by William Shakespeare when he was a boy. At any rate, he spoke of it in one of his dramas, "A Midsummer Night's Dream." It can be played in the house by preparing a board with holes, as in the

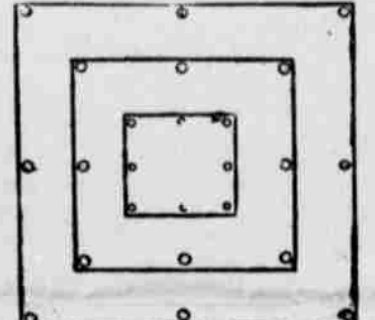


diagram here pictured, but is more fun played out on the turf, just as mumbletypeg and so many other games are played.

Two persons play the game. If they are inside the house, using a board, they use nine checkers, or pegs, apiece, differently colored or shaped. If out of doors, marbles or pebbles may be used.

The players lay down their pieces, whatever they are, in the holes, one at a time, alternately, and it is each player's business to prevent the other one from placing three of his pieces so as to form a row of three without any of the opponent's pieces between them.

Whenever either one succeeds in forming a row, he may then take up and remove any one of the other player's pieces he pleases, except from a complete row already formed. When all the pieces are laid down, they are played backward and forward in whatever direction each line runs, but a piece can be moved only from one spot to another at a time.

It is still the object of each player to keep the other from getting three men down in an unbroken row. Whenever one succeeds in forming a row, he removes any one of his opponent's men he pleases. The player who finally takes off all his opponent's pieces wins the game.

Novelties in Skirts.

Skirts of eyelet-worked lawn or linen, somewhat tailorlike in make and worn with long-tufted coats of cloth, are among the novelties. The open-work lingerie skirt may match the cloth in color or may be in white made over a foundation in the color of the coat.

Puzzle of the Poor Men

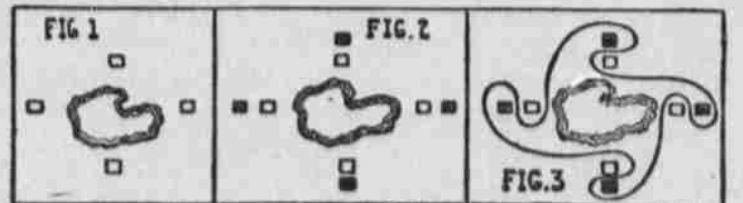
Here is an amusing puzzle which looks awfully easy—after it is solved.

Once upon a time four poor men settled around the banks of a very small but very beautiful lake. The white squares represent their four

the property around the lake and around each poor man's land.

After which the rich men erected a "dual pile," as shown by the black squares in figure 2.

Then the rich men, being stronger



houses, as shown in figure 1. Now it seems that four rich men coveted the lake. They tried to buy the four poor men out at first, but these people refused, to sell. Then the rich men, knowing just how much land each of the poor men owned (which was hardly more than that covered by the poor men's houses), bought every foot of

and more influential than their poor neighbors, decided to exclude them entirely from the use of the lake. To do this they had to build a high stone wall. What shape was the wall?

Before looking at figure 3, which is the solution, see if you can trace the correct shape of this very peculiar wall on figure 2.