

A PAGE FOR THE JUNIOR CALL

SUMMER GAMES FOR GREEN FIELDS



Playing the Game of "The Three Little Sisters"

IN the summer time when the sun is very warm and the meadows wave with long grasses it is great fun to play hide and seek among them, though after a while more quiet games are better. Perhaps you do not know many quiet games, and perhaps you are quite tired of the old ones and would like to play something new. In any case, here are some that you may play with weeds and leaves and grasses.

The first one is to be played with every-day weeds, the kind that some people call bitter dock. It grows almost everywhere that it ought not to grow, and it is not especially pretty, either. It has long ribbed leaves and small homely green flowers with tufted white things around them. If you have never met these little weeds you must let me introduce you to them. They belong to the order of the grass-blade. Gather a handful of them with long stems and I will tell you of a game that you can play with them. It is called

A GREEN-FIELD TOURNAMENT

Two or more children or some stray grownup can play this game together. It is a nice lazy kind of game and it may be quite exciting. You can sit in a nice shady place under a tree and play it by the hour—as long as there are any knights left who want to prove their prowess.

First of all, after you have gathered your bunch of these little knights, select six whom you think very stanch and sturdy and worthy to win. Your opponent, of course, does the same.

Now choose one to start with. Hold him firmly in your hand, while all your antagonists do the same with theirs. You must really try to disable all those other knights and win! How do you do it? You simply make your little knight go around the waiting circle of other knights, trying to cut their stems in two. Use a quick stroke and tell your foe with a stroke. If you fail

to injure him you must wait till it is your turn again. It is his now. He lashes himself with vengeance against your knight and your knight falls to the ground. You can not use him again. Take a new knight from those you have selected and see if he is stronger than the other. You must play in turn, and the player who holds out longest in the tournament and successfully wins over all the other players by telling them to the ground one by one wins the honors of the grassblade valorous.

And here is the game to be played with grasses. Any kind of grass will do. The game is called

THE THREE LITTLE SISTERS

This is how you play it. Two persons can play. First you select three grasses of different lengths. They are the three little sisters. Their names are Little, Bigger and Big. Little is only 1 year old, Bigger is 2 years old and Big is 5

years old. Now, let's see which will grow up fastest!

See which will get up to 10 first. Hold your three little sisters in your hand so that your opponent can not see their lengths. Each must be a little longer than the other and your opponent will have to guess which is which.

If he guesses rightly he wins the number that he guesses, but he gives you back the little sister and you keep that grass still in your hand and guess, now that it is your turn, from him. If you guess that the second grass blade in his hand is big, you win five, but if you are wrong your opponent keeps the number you have guessed.

The first to reach 10 in the count wins and grows up first.

Any other number will do quite as well as 10 if players are careful to keep their count right.

Besides these two games there is one that you may play with leaves. It is called

SUNLIGHT AND SHADOW

This is the way to play it: First find five pretty leaves of a certain kind of tree. Your opponent must have a different kind of leaf from yours, and only two can play the game at a time together.

Now that you have your five pretty leaves place them in your lap. One player tosses up his leaf. He has chosen to be "Sunlight" and you have chosen to be "Shadow." So his leaf must fall with its top toward the sunlight and your leaf must fall when tossed with its upper part toward the ground, where shadow lies.

In turn you each play. When your opponent's leaf falls with its upper part toward the ground it belongs to Shadow and it is yours. When it falls as it ought, with the upper part toward the sunlight, it remains his and he keeps it to play with again.

The one who wins all the leaves from the other player is the successful winner of the game of sunlight and shadow. Try these little games some sunny summer day when the sky is very blue and it is too warm to run about much. You will find that the games that you make yourself from flowers and grass and leaves are quite as much fun as the games that you buy in stores and play indoors in the winter time.

The Mountain and the Squirrel

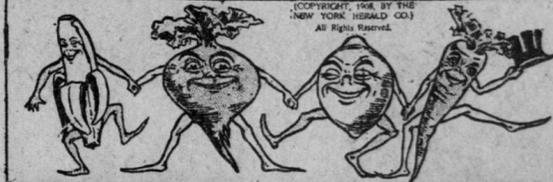
The mountain and the squirrel had a quarrel. And the former called the latter "little prig!"

Bun replied: "You are doubtless very big! But all sorts of things and weather must be taken in together To make up a year And a sphere.

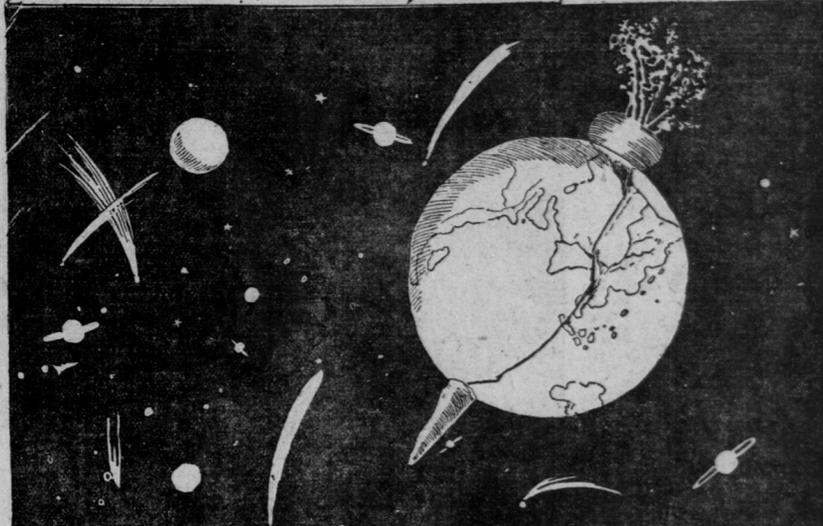
And I think it no disgrace To occupy my place. If I'm not so large as you, You are not so small as I, And not half so spry: I'll not deny you make A very pretty squirrel track.

Talents differ; all is well and wisely put: I can not carry forests on my back, Neither can you crack a nut." —Ralph Waldo Emerson.

VEGETABLES AND FRUITS IN FUNNY LAND



BY GRACIA KASSON AND ERNEST TSCHANTRÉ JR.



A CARROT THAT GREW THROUGH THE EARTH

Now, Hiram Brown he worked quite late To beat the Farmers up the State; And so a carrot, cute and wise, Had planned to win the county prize For Farmer Brown. "I'll thrive on air," She said, "and at the county fair The folks will be surprised to see A monster, which I soon shall be!"

The carrot thrived and grew and grew, And sunned itself and drank the dew; The beets and corn looked in alarm And cried, "The carrot has a charm!" The carrot simply smiled and grew; And when the Farmer came in view The vegetables he caught in glee: "How big that carrot looks to me!"

He said, "I think that carrot's size Will win for me the county prize." The carrot waved its leafy head And smiled at what the Farmer said. At last he went to pull it out, And knew not what they were about. They tugged and pulled with all their might They kept it up till late at night.



MORE FRUITS AND VEGETABLES IN FUNNY LAND NEXT WEEK

The carrot tried so hard to grow. It just went through the earth, you know. Just think, it grew and went right through. And split the earth in two—in two. And ever since that autumn day, Amongst the planets, people say, A carrot and an earth float by: They're out of sight, up in the sky.

WINNERS OF THE JUNIOR PAINT BOX PRIZES

Here is the picture for this week and a splendid opportunity for budding artists. The colors are fairly dazzling to the eye in some of the paintings received, but they all show earnest endeavor and a strong desire for a paint box. Keep up the contest. Your luck to win a paint box may be just around the corner, so send in your pictures early.

This picture work is for the younger juniors only, those who are 10 years of age and younger. Twenty paint boxes will be awarded to 20 pictures most artistically and neatly colored.

Color your picture as quickly as possible and mail it to the editor of The Junior Call so that it will arrive not later than Wednesday afternoon, as pictures received after that time can not be used.

There is one point upon which the editor desires the children to be a little more particular and that is to write their names and addresses as plainly as possible and in all cases to give the city or town as well as the street and number. This is very important indeed, because the editor has no means of knowing whether the city is San Francisco or Oakland or Berkeley or Sacramento or some other town unless it is written on the picture that is submitted.

- Muriella Poyson, Le Grand, Merced county, age 8 years.
Cecilia M. Scott, 1521 Sutter street, San Francisco, age 9 years.
Milien Dempster, box 7, Glen Ellen, age 9 years.
David Montijo, 806 K street, Sacramento, age 10 years.
Marie Hervieu, 3727 West street, Oakland, age 6 years.

- Anita Carrasco, 1283 Nineteenth avenue, San Francisco, age 7 years.
Lillian Morton, R. F. D. 1, Redwood City, age 9 years.
Marjorie McIntosh, box 54, Petaluma, age 10 years.
Mildred Cowan, 1163 Brush street, Oakland, age 10 years.
Daisy M. Hill, 19 Bay street, Santa Cruz, age 9 years.

- Rita Lucas, 460 Dana street, Petaluma, age 10 years.
Melvin Joy, Dixon, age 7 years.
Dorothy Moore, route 3, box 17, Santa Rosa, age 6 years.
Robert C. Connolly, Corcoran, age 8 years.
Eme Gano, Gold Run, age 10 years.
Hippolyte Humbert, 322 Pacific street, San Francisco, age 8 years.

- Ruth Weller, 1814 Sixth street, West Berkeley, age 9 years.
Leila Gales, Sausalito, age 5 years.
John Switzer, 2822A Alvarado street, San Francisco, age 8 years.
Hazel Hansen, 402 Tilton avenue, San Mateo, age 9 years.
Irene Elizabeth Leffman, 1305 Fifty-first avenue, Melrose, age 10 years.
Ernestine Riederman, 151 Eighth street, San Francisco, age 9 years.
Annela Snyder, 178 Highland avenue, San Francisco, age 9 years.
Bruce Wale, 569 Addison avenue, Palo Alto, age 8 years.
George Engler, 825 Alvarado street, San Francisco, age 8 years.
Florence Smith, 518 Ivy avenue, San Francisco, age 10 years.
Ella Lynch, 3901 Harrison street, San Francisco.

- Francesca Fredermann, 101 Eighth avenue, San Francisco, age 8 years.
Vera de Gandia, 1624 Clay street, San Francisco, age 10 years.
Arthur O'Leary, 128 Fifth avenue, San Francisco, age 9 years.
Alice Gales, Sausalito, age 9 years.
Alfred Gales, Sausalito, age 7 years.

- Oiga Hustedt, 2952 Taylor street, San Francisco, age 8 years.
Florence Brown, 2572 Carlton street, Berkeley, age 9 years.
Anita Hustedt, 82 Greenwich street, San Francisco, age 8 years.
Alice Bachelder, 2011 Buchanan street, San Francisco, age 10 years.

This is the picture to be colored. Paint it in water colors or crayon and send immediately to the Editor of the Junior Call



THE SUMMER BUTTERFLY

Name Age
Address

DISCIPLINE AT ANNAPOLIS

AS in all schools, various infractions of regulations in the performance of youthful pranks are not uncommon at the United States naval academy at Annapolis, but there are two offenses which are there regarded, not only by the authorities, but by the midshipmen themselves, as heinous and unpardonable. These are lying and "gouging," the latter consisting of taking unfair advantage, or cheating, upon an examination.

The discipline at the academy is strict, as becomes a military school, and the authorities are energetic in enforcing the regulations. Every offender against the rules is punished by being given demerits, or extra duties, or deprived of his leave, or even put in confinement upon the prison ship Santee, but for lying or gouging, dismissal is the sole penalty.

Unlike the other offenses, these two are generally left by the authorities to the midshipmen themselves for detection and disposition. If a midshipman lies, his schoolmates, even his classmates, are the first to arraign him. A class meeting is called, the accused put

on trial before his companions, and, if found guilty, he is told to resign. If he refuses, he is reported to the superintendent and his dismissal quickly follows. A good many youthful peccadilloes are tolerated and even condoned by the midshipmen, but lying and gouging never.

For lesser offenses, bordering upon deception, and for other unmanly, ungentlemanly conduct not falling strictly under the written code, the midshipmen inflict another penalty, which is extremely galling and often unendurable. This is "coventry."

It means that the man sentenced to it is not spoken to, except officially, by any other midshipman during the period of coventry, save his room mate, who is permitted to talk to him. This form of ostracism is usually dreaded more than any form of official punishment, and its victim generally resigns and disappears.

Discipline is strict at Annapolis, but in no item is it more strictly enforced than in the matters of lying and gouging, items which affect the honor of the naval service. Happily they are extremely rare.

A Ticklish Trick

The feat known as the bag and spear trick has been considered one of the greatest of the Hindu magician's art. In this trick the Hindu fakir has his assistant in a sack, the mouth of which he firmly secures, and then unceremoniously hurls his helpless victim to the ground. Without a sign of warning the fakir drives his spear through the center of the bag.

After withdrawing his weapon the fakir stands and gazes dreamily over the heads of the spectators. The body within the bag flounders about as if in mortal agony. At last, when the occupant is apparently dead, the fakir again plunges his spear into the motionless body. The same antics are repeated. Then the fakir releases his attendant, uninjured from the bag.

Although the trick is performed with all the carelessness imaginable, it calls for more patience, skill and exactness than any of the so-called black art achievements. From the time the attendant enters the bag both fakir and assistant count every breath they take. When a stated number of breaths have been taken the fakir makes his thrust and the occupant of the bag is prepared to avoid it. Then the count begins again and at the proper time the spear is driven through the bag a second time. In order to evade the spear and make it appear to pass through his body the assistant doubles up in as small a form as possible. His legs are drawn up close, with the chin resting upon the knees and the arms folded round the lower limbs across the shins. When in this position, at the fiftieth breath the spear passes under the attendant's arms.

The slightest miscalculation by either the fakir or his assistant would mean a serious if not a mortal wound for one and an unheard of disgrace for the other.

The fakir and his attendant are able to alter themselves to breathe in perfect unison.

the instruments from which the music is blown, strummed, or pounded forth, are unique. The harp is one of the chief musical instruments of the Bayas, and gives sounds that are very hoarse but carry a great distance. The trumpet made of a gourd has a tone that is more ear-splitting and aggravating than the honk of an automobile horn.

A Wish

Just to lie there in the sun all day, Where the seagulls go and come, at their play. Just to watch the islands fair, Have tossed islands, hung in air. And the flashing breakers there On the bay.

Just to hear the drowsy murmur of the breeze, Or to watch the sunlight flicker thro' the trees. Just to look as if in a dream Where the whitening vessels gleam, Till like fairy ships they seem! On the seas.

That is all the boon I ask, just to lie drifting little foam built clouds go. Just to watch them fade from view. For a lazy hour or two, Where the ocean meets the blue of the sky. —Outing.

Baby Mary

Checks as soft as July peaches; Lips whose dewy scarlet teaches Popples' paleness; round large eyes That great with new surprise, Minutes filled with shadeless gladness, Minutes just as brimmed with sadness; Happy smiles and wailing cries, Crows and laughs and tearful eyes, Lights and shadows, swifter form, Than on wild swept autumn corn, Over some new tiny motion, At all times the heaven, under, Catching up and straining risings, Throwing back and small alarms, Clutching fingers—straightening jerks, Twining feet, whose each toe works; Kicking up and straining risings, Mother's ever new surprisings, Hands all wants and looks all wonder At all things the heaven, under, Tiny screams of smiled reproving, That have more of love than loving, Mischiefs done with such a winning Archness that we prize such signing. —William Cox Bennett.

African Musical Instruments

The music made by the African tribes is a curious conglomeration of sounds, usually repellent to civilized ears, and