

JUNIOR EDITORIAL CORNER



Junior Call, Third and Market streets, San Francisco, November 13, 1910.

Good morning, Juniors:

Is every one happy today? If any one isn't, I'm mighty sorry, because I'm as gay as a lark myself. I've been up since dawn. Took a run out toward the park, and still got home in time to button the Pup's collar. After breakfast I filled my fountain pen (didn't come to grief this time, either), and here I am. Good morning again.

Hooray! I helped the editor this week on the puzzles, and, would you believe it, there wasn't an answer received in an envelope! When I told him, he shook his head and surveyed me in wonder. "Alonzo, you're a wizard," he said; "how do you do it?"

"Tut, tut!" said I; "all they needed was to have the situation explained to them, and you see how quickly they came to the rescue. I'll tell you one thing about the Juniors: If you get in a tight place and need a little help, all you have to do is to say so, and they're right to the front at a minute's notice. I've never known them to fail. They're just the finest youngsters in the world, anyway!" And the editor agreed with me.

Now, I'm going to talk to you today about the suffering carelessness often brings upon the horses in our midst, and those of you who have your own horses prick up your ears and listen. Did you ever stop to think what useless misery is inflicted upon the animals by the use of a too tight check rein? And another thing that should be carefully watched is the blinkers, for often these become bent, and, if not noticed quickly, are apt to cause blindness.

I have known people who would drive a horse into town from the country, hitch him to a convenient post and let him stand for hours after a long drive without food or water. And the post chosen would most probably be without shade or shelter of any kind. These people were not naturally unkind; they were simply thoughtless and credited the horse with possessing a constitution impervious to winter colds or summer heats, when, if the truth were but known, he is as sensitively constituted as the average human animal.

A horse's teeth should always be carefully watched, in order to provide against the pain of an ulcerated tooth, or aches of any kind, for that matter, as he can have a toothache just as quickly as either you or I. Did you ever hold a piece of ice against your teeth for a moment and experience the acute pain it gives you? You can appreciate, then, somewhat the suffering a horse is forced to endure when a frosty bit is put into his mouth. Isn't it terrible, boys and girls, to think of the silent suffering some of these dumb brutes go through with, patiently, uncomplainingly? And don't you think we all ought to do what we can to lighten the burden? If you have horses of your own, see that they have the right kind of care. Pet them once in a while and talk to them. That helps a lot. I've heard many a horse say that the work he had to do never seemed so hard if he had a kind word and a loving pat to carry him through the day.

Keep your eyes open when you're out; if you see any one abusing a horse, report it to the humane society. Be a friend to the animals. We all need your sympathy and understanding, be we horses, dogs or cats. Don't forget that we can't talk, and be patient with us when we try to speak to you in our own ways.

That will be all for today, Juniors. My pen has run dry. Write to me without fail this week. So long until next Sunday. With love, ALONZO.

SHORT BARKS FROM ALONZO

Two fantail pigeons, one bright day,
Dropped in to see Alonzo gay;
The Pup put on a baseball mitt
And with the fans made quite a hit.

This week mother leaves for St. Louis, and great will be the gathering of anti-poundites. The Pup has decided to stay at home and help me run The Junior Call. He answers all the purposes of a first class office boy.

Heard on a streetcar:
"Mamma, mamma! What is a lapdog?"
"Hush, dear, hush!"
"But, mamma, I want to know. Tell me, what kind of a dog is a lapdog?"
"Why—er—it's an odd little creature, dearie, that comes from—Lapland.
Now, will you be quiet!"
Huh!

I'm glad my master isn't a duck hunter. My friend, Bill, who is a Llewellyn setter, went hunting yesterday and spent the day dodging buckshot, plowing through soft bogs and swimming after disabled birds. When he was not working he shivered and shook so he couldn't be quiet. And then he had the audacity to tell me in the evening that he'd had the time of his life. There's no accounting for some people's tastes.

People who have a large supply of advice to unload on the market shouldn't cheapen their goods by giving it away. The wise man with the advice habit nowadays rents a hall, charges an entry fee of \$2 and pleases everybody—himself best of all.

Christmas time is known for toys,
July fourth for fun and noise;
New Year for its brand new rules,
April first for April fools.

But Thanksgiving is the time
When the turkey's in his prime,
When his wings he closely furls
And makes glad small boys and girls.

Paper Farms and Country Places An Interesting Play for Rainy Days

ONE of the most amusing plays for rainy days for a family of children who have a nursery or playroom is the furnishing and equipment of an entire household, etc., from pictures cut from magazines and papers. This is a play that lasts a long time. It may go on for weeks—indeed for an entire season.

It is possible to use the wall as a background if you are permitted to do so, and this may be done by putting up sheets of plain colored paper on the wall to which the pictures that you cut out may be pinned. It will make the room look better, perhaps, if all these sheets of paper are of the same color, and green is a good hue for this purpose.

If your parents do not wish you to have the walls used as a background for your pictures a large screen will be quite as good. You may pin your pictures directly on this without putting up any additional background, unless you want the paper background, because it looks prettier or more appropriate.

THE FARM

If you have not the screen and the wall is impossible then lay your pictures out on tables and the tops of chests of drawers, etc. You can keep them in a box when it is necessary, and on rainy days when you are playing indoors you may bring them out and set up the paper house and farm. Be sure to keep all the objects belonging to each scene in individual boxes or compartments so that they will not be mixed.

You may furnish your house most elaborately if you wish or you may select the simpler styles of furniture. Among the advertisements published in newspapers there are all sorts of pictures of furniture, usually only in black and white, but sometimes you may also find colored pictures.

After the house has been furnished you may furnish the barnyard. This requires different sorts of animals—cows, horses, perhaps some pigs. You may have a fine stable at one side, several large trees, a fence and anything else that is suitable for a farm yard. Then there are the other farm animals and the houses where they live. For instance, you may lay out one large section with a picture of the outside of the house in one corner, a stable and barnyard with all the proper animals in another; a chicken yard and houses, with the chickens, guineas and turkeys in another; a vegetable garden back of the house and a garden in front of it. There may be a carriage house also and a big barn in addition to the stable, and outside of the barn you may have a fine collection of farm implements.

THE LARGE ESTATE

Perhaps you do not care to lay out a farmhouse and grounds, but would prefer to furnish a fashionable country estate. You will then need a large mansion, pleasure grounds, garage, model dairy, fine stables and large gardens for the outside of the house and a great many finely furnished rooms for the inside.

For the garage there may be a picture of a suitable building and a number of fine cars drawn up outside, with perhaps a chauffeur or two to complete the scene. The pleasure grounds should include a tennis court, which you will probably find pictured with players on the courts. If not, you may find the players elsewhere and paste or pin them to the proper spots. The golf course may also be a part of the pleasure grounds. There should be a wide stretch of lawn about the house and a flower garden at one side or in the rear. This garden is especially for flowers, and you may cut borders, flowering plants of all sorts and beds of bright blossoms from flower catalogues.

You may also have a game preserve on the estate if you choose making a background of trees and pictures of woods, and on top of this pinning your woodland animals, such as would naturally be found in such a preserve. Deer, foxes, wildcats, squirrels, rabbits, in fact all small woodland animals native to the climate, would be suitable,

and pheasants, partridges and wild turkeys among the birds.

Kennels are also included in the large country place, and it is very interesting to cut out dogs for the kennels, so that if one does not care for house furnishing and prefers outdoor things one may be satisfied with pinning up a desirable outside mansion, and instead of furnishing suitable rooms for it may instead see that all the outdoor appointments are correct.

Conservatories are a necessary part of such an estate, and so you may show both the outside and inside of these buildings. The interior may be furnished with tropical plants of all sorts, and besides, you may have a house for tropical fruit or for forced fruit, and one for vegetables.

You may have a beautiful meadow with the ground covered with fresh green grass and a blue sky above. On this background you may place either fine cattle or fine horses. If you prefer to devote your meadow to cattle select the finest pictures of prize stock, and if you wish instead to make a speciality of horses you will find a great many pictures of beautiful horses both in the newspapers and the magazines.

FURNISHING THE ROOMS

If you decide to furnish the interior of such a mansion you must provide for it on a magnificent scale, as inexpensive furniture would be out of place. Of course the furniture must go outside the house, each room being marked off and separated from the others. You will need drawing rooms, a large dining room, a breakfast room, a library, billiard room, large hall, ballroom, kitchen, laundry, servants' dining room, storeroom, house keeper's room, butler's pantry and broad lower halls for the lower part of the house, while upstairs will be the family rooms, including a private sitting room for the mistress of the house, a day and night nursery for the children, family bedrooms, and bedrooms, bathrooms, etc., for the guests. Then there must be some servants' bedrooms, linen room, trunk room, store rooms, etc.

When you are furnishing the music room you will find plenty of musical instruments of all sorts carefully pictured so that you may cut them out for your room.

Another apartment which may well be included in this country house is the picture gallery. This should be a long room, usually a narrow one, with fine hangings at the windows and a varied collection of framed pictures on the wall. You will often see framed pictures in the rooms published in papers, and these you may cut out and use for your gallery. A few fine statues may also be used for the decoration of this room.

COLLECTING PICTURES

When you are looking for pictures it will sometimes seem that everything is to be had except what you want. It is best not to try to get the pictures for only one part of the house or grounds at one time, but instead to cut out everything that is sufficiently attractive to fit in anywhere. You should get a number of pictures in this way before you start to lay out your grounds or to furnish the house. Then you can sort them out and put them where they belong and after that it is easy to fill in the vacancies, not at once, but as you happen to get new papers or magazines.

Another way of using pictures cut from the papers and magazines for rainy day play is to lay out a village instead of a farm or country estate. The top of a table will do nicely for this plan, and the pictures may be pinned down if there is danger of their blowing away.

In the village you may have a row of workmen's cottages, a row of country mansions, the main street with the stores, the village church, the courthouse, school, firehouse, town clock, library, postoffice and any other buildings suitable to a village. After you have placed all the houses and other buildings and set out trees and a village green you may put some figures into the plan, motor cars, steamcars by the railroad station, old farm wagons on some of the streets, etc.

How to Play "Warning"

One of the players having been chosen "Warner," takes his stand at the place marked off as "home," the rest remaining a little distance from it.

The warner then calls "Warning!" three times, and sallies forth with his hands clasped in front of him. In this position he must try to touch one of the other players, who strive to make him unclasp them by pulling his arms, drawing temptingly near, etc. If they succeed in making him loose his clasp, or if he does so by inadvertence, he must run home as fast as possible.

If he is caught before reaching his place as warner, he must go out in the field and the one who touched him becomes warner. If he succeeds in touching any one without unclasping his hands the captive becomes his ally and they both run home as fast as

they can. Once home they are safe, and they then start out hand in hand, after calling the three warnings, and try to capture another, without loosing their hold. Every captured player is added to their ranks, but every one must be taken home first before he is admitted to a share in the fight.

The line of warners thus increasing, the difficulty of evading capture grows greater at every accession to their ranks, but it is also a source of weakness, being unwieldy; and if the hands do not hold to each other tightly, a player at large may break through at any weak point in the line and escape capture.

The field of play must be within rather narrow limits, for the only chance of the pursuing party to make captures is to pen or corner the fugitives.

The last player to escape being taken becomes the next warner.