

Boys' Summer Camp Season Offers Many Kinds of Out-of-door Activities

BY J. C. ELSOM

Courtesy "The American Boy" "These summer camps," I heard a fellow say to two other boys recently, "are all right for the first three days. The first day you make camp and get settled, and the second you scout around and swim and explore the lake; and the third you fish. Then you haven't a new thing to do until you break camp. Pretty slow stuff, I call it."

That fellow's camp was slow—mighty slow. If he and his gang had been on their toes they'd have plenty to keep them busy for three times as long as their camp lasted. There are so many games and contests and competitions any place, any place, can fall back on that the camp or the group of boys with nothing to do automatically casts reflections on its own ingenuity.

One of the best contests is the treasure hunt. A boy, chosen by ballot, or the camp leader may direct it. The director explains to the campers that their job is to find some particular "treasure" in the woods, and that the first to return with his "treasure" gets five points. Second gets three, third one.

"Ready, now!" Go out and get me a live frog!"

A dash and a splash, and mighty soon the fellows will come back, each with his frog. Then—"Now a basswood leaf," says the leader.

That's harder—some of the hunters will be stumped from the start. But the hunt keeps on until at least three have found basswood leaves, and chalked up their scores. The contests may go on indefinitely. A wild strawberry, a thorn from a thorn-apple tree, a granite pebble, a live mosquito—so many "treasures" are available that the game could continue for days. And the best fun is when final scores are totaled up. Usually it's close, and the scores well scattered, for in this game every fellow has a good chance.

Here's a good fish contest. Each contestant is given a pin, ten feet of fishline and an angleworm. At the "Go!" signal all race off, cut poles, bend the pins, attach lines and bait hooks. Then the first to hook a fish wins. The fish—big or little, provided he's legal size and caught according to regulations—wins the race. When two or three of the anglers begin to get nibbles at the same time, there's a lot of excitement.

The Hot Time Race is fine to test skill in woodcraft. Each entry gets a quart half full of water, a hatched and one match. At "Go!" they dash for the woods—the trick is to make a fire with natural material and get the water boiling. First boiler wins. Nobody may use paper or boards, or manufactured broilers—it's up to every chap to know proper stoker and quick-burning wood the best way to lay a fire and to hang the pot, and all those things. That one-match restriction is a stiff one. If you want to, give each contestant two matches and award the winners an extra point if they bring back one.

A good stunt for a hike is the human compass game. That is woodcraft, too—particularly if it's a cloudy day, with the sun out of sight. The leader must guide the hikers by a twisting path, doubling and turning and winding, so that their senses of direction will be fooled up a bit. Then, suddenly, he stops and tells them to cut staves six feet long and lay them on the ground pointing straight north. Lots of signs help in this game—sun, wind, slope of the land, lichen or moss on trees, tips of evergreen trees, and so forth—provided you know them! Everybody knows of potato races

and sack races and three-legged races. Here's a new and mighty funny variant—the Tin Can Race. Each racer gets two fairly large tin cans, one of which he stands bottom up on the ground at the starting line. Then he balances himself on one foot on top of this can. The trick, after the starter has given the signal is to set the other can down, step on it with the other foot, and move the rear can—and foot—up. If a racer touches so much as the tip of his toe to the ground, he has to go back and commence over again. It's a good man who doesn't make at least one false start. This race has more fun in it than a Harold Lloyd film. Legs waving and weaving, tipsy can-walkers, new starts—it's screamingly comical. The secret of it is to go slowly.

Sore spot tag is good for a sandy beach and bathing suits. It's just like regular tag, except that the spot touched by the tagger becomes the sore spot, and the new tagger must hold his left hand on the sore spot while trying to tag somebody else. It's as ludicrous a game as the tin can race—picture yourself or somebody else, dashing around holding onto a sore spot on the right heel, or between the shoulder blades, or on a knee cap. No easy job, chasing a flock of fellows free from sore spots.

Now and then rainy days come along, and you'll want some games to play under cover. Try poison ivy, a new kind of tug-of-war. A sheet of newspaper, spread out flat on the floor of ground in tent or cabin, is the "poison ivy." Two teams of equal numbers are chosen, and the teams gather in a circle around the paper, alternating members—one of one team, then one of the other. Everybody joins hand, the game is to push or pull opponents so that they will touch the paper. Anyone who touches the paper with his toe is "poisoned" and must withdraw from the game. It's a real job, too, to try to swing opponents on each side onto the paper and keep off yourself. The team that first entirely eliminates the other side wins.

One-legged tug-of-war is a two-man competition. Tie a five-foot length of rope to the left ankle of each man, draw a line midway between them and give a "Go!" signal. The contestants must hop on the right foot, seeking to pull each other across the line. Forcing the opponent to cross it, or to touch his left-foot or either hand to the ground, counts a point; five points win.

Another one-legged contest, the rooster fight, takes place in a

six-foot circle. Each of the two contestants balances on his right foot, folds his arms across his chest and, at the signal, seeks to force the other "rooster" out of the ring or off his balance. Unfolding the arms counts a loss. The only legal method of attack is bunting with shoulder or chest. Five points wins a match.

Hon. Frank Comerford, national president of the service veterans of the United States, has issued a call requesting all former members of the selective service boards and American Protective League to get solidly behind the efforts of the war department to make defense test day the practical success that is desired.

Dr. Henry L. Henderson of Clatsop county, J. W. Donnelly of Gilliam, J. P. Batchelder of Hood River, James Wood of Jefferson, James Martin of Josephine, Dr. E. D. Johnson of Klamath Falls, Stacy M. Russell and Welby W. Phares of Lane, Dr. W. B. Morse of Marion, James A. Fee of Umatilla and Daniel W. Sheahan of Wallowa have been appointed to represent the service veterans in Oregon. Cooperation with all the other patriotic organizations and citizens is urged.

COMMISSIONERS COURT The following is the official publication of the record of claims before the Marion county commissioners court for the June term, 1925, will the amount allowed, bills continued, etc., according to the records in the office of the county clerk.

Table listing various claims and amounts, including Road District No. 25, Road District No. 26, Road District No. 27, Road District No. 28, Road District No. 29, Road District No. 30, Road District No. 31, Road District No. 32, Road District No. 33, Road District No. 34, Road District No. 35, Road District No. 36, Road District No. 37, Road District No. 38, Road District No. 39, Road District No. 40, Road District No. 41, Road District No. 42, Road District No. 43, Road District No. 44, Road District No. 45, Road District No. 46, Road District No. 47, Road District No. 48, Road District No. 49, Road District No. 50.

Coblentz Will Commemorate Rhine Services of Forces

COBLENTZ.—The municipality of Coblentz and other districts where American forces were stationed during the Rhine occupation are planning for an American season in commemoration of the services of the United States soldiers.

It is proposed to open the season June 18 and have it extend through September so as to include the annual German Wine congress to be held September 8 to 23.

For June 20 and 21 a rowing regatta is scheduled under the auspices of the Coblentz Ruderverein, that event to be concluded with the annual regatta ball on the evening of June 21.

Shoemakers of Germany Seek Near Perfection

BERLIN.—Young men of Wilmerdorf who desire to take up the shoemaker's trade must be graduates of the public schools and possess a report showing that they have at least average ability. This is one of the conditions for apprentices prescribed by the master shoemakers' association.

The apprentices also must demonstrate a deep interest in the trade and a willingness to work. They must be healthy, of good bodily build, and live wises. The conditions emphasize that lack of concentration, inclination toward melancholy and inattentiveness will disqualify candidates.

Large table listing various claims and amounts, including Road District No. 30, Road District No. 31, Road District No. 32, Road District No. 33, Road District No. 34, Road District No. 35, Road District No. 36, Road District No. 37, Road District No. 38, Road District No. 39, Road District No. 40, Road District No. 41, Road District No. 42, Road District No. 43, Road District No. 44, Road District No. 45, Road District No. 46, Road District No. 47, Road District No. 48, Road District No. 49, Road District No. 50.

BIRTHDAY SALE advertisement with decorative border and text.

CHAPEL MUSIC advertisement for a week of lectures and plays, featuring a list of highlights and ticket prices.

Advertisement for Absorbent Cotton, describing its benefits for home and nursery use.

Advertisement for the AUTOMATIC Washer, featuring a large image of the machine and promotional text.

Large advertisement for Westinghouse electric appliances, including a kitchen range and a table stove, with the slogan 'Special Offer ends today'.