Morning Boys and Girls Register

A STORY OF HOW A CHANCE LIFT FORTUNATELY ENDED IN A LAUGH

"Hop in and I'll give you a ride,"
The farmer invitingly cried;
Yet 'twas plain to be seen
That the farmer was mean,
And had hidden his motives beside.

"We can just make it, I guess," sighed John, counting over again our money on the table, "and there won't be any to spare."

"We have to make the game but we sure will be strapped for cash," grinned Irving, his chum.

"Well," we can save fifteen cents by hiking out the highway to Bradyville and taking the interurban from there," suggested John. "That'll give us money for a sandwich and coffee."

"That's the ticket," agreed Irving, pulling on his old gray sweater and skull cap. "Let's beat it right away, then."

The two boys were soon out of town, hiking along gaily in their old clothes, and thinking of the football game with Chesterton.

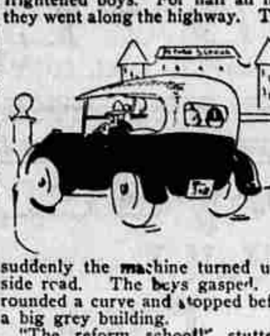
"Ride, boys? Where are you going?" A big car drew up beside them. The boys looked startled, for such offers were rare. Besides, the farmer who had stopped had a grim face and hard eyes—he wasn't at all the sort to pick two boys up out of kindness. They looked at each other and then decided to chance it.

"We're going to Bradyville," they answered.

"Climb in, then. That's the way I'm going."

When they came to the little village of Bradyville, however, the man stepped on the gas and rushed through. The boys were astonished and frightened. They tried to yell at him, but he didn't seem to hear them. "Well," declared John, "there are two of us. He can't hurt us. And there's one satisfaction. We're heading in the direction of Chesterton."

On the car sped, with the two frightened boys. For half an hour they went along the highway. Then



suddenly the machine turned up a side road. The boys gasped. It rounded a curve and stopped before a big grey building.

"The reform school!" stuttered Irving.

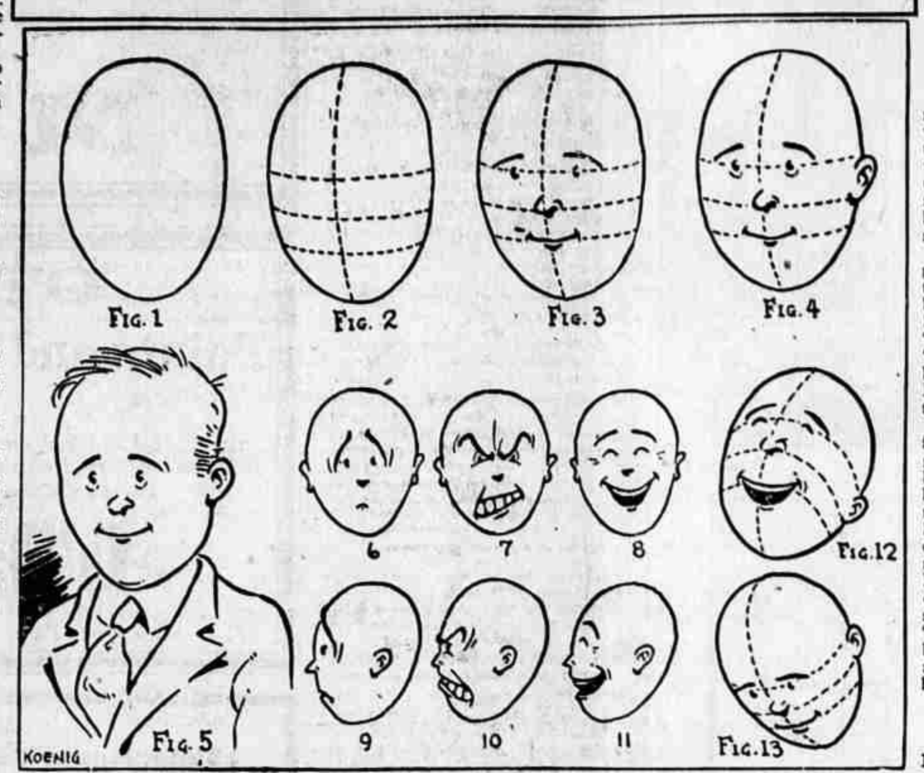
Before they could collect their thoughts a guard came running out. The farmer pointed to the two cowering boys. "Here's them two runaways you was telephoning around to be on the look-out for. Fit the description exactly so I picked them up near Bradyville. Luck, eh?" The fifty dollar reward was shining in the farmer's eyes.

"Not them at all," declared the guard briefly.

The two boys climbed out of the car as quickly as they could. "Well," grinned Irving, "it's about a mile into town. We'll get there in plenty of time for the game. I s'pose it would be polite to stay and thank him for the lift—but somehow I don't think we'd better."

HOW TO CARTOON

BEGINNING A NEW SERIES FOR AMATEUR ARTISTS



Heads

This, the first of twelve lessons in cartooning, will deal with the head and various facial expressions. The head in its simplest form resembles an egg as shown in Fig. 1. Fig. 2 has a line from top to bottom dividing the face into halves and three lines across which we will call the eye, nose, and mouth lines. Place the features on these lines as indicated in Fig. 3. An ear has been added to Fig. 4. Note that the ear begins at the eye-line and ends at the nose-line. By putting a little hair on Fig. 5 we have arrived at a regular cartoon face.

The expressions shown in Figs. ... 6 correspond to the profile views 9, 10 and 11.

If the head is thrown back or forward as in Figs. 12 and 13, the eye, nose and mouth lines are curved to follow the direction of the head. The ear continues to be between the eye and nose-line.

Practice these faces first on scrap paper. When you ink them do not ink the eye, nose and mouth-lines; they merely serve as a guide.

Next week we will take up the study of hands. Be sure that you have mastered this lesson before the next one appears.

For drawing equipment professional cartoonists use a good black drawing ink and Bristol-board. You will find a soft drawing pencil, about a BB grade, the best to work with. Art Gum makes an excellent eraser.

WHAT HAPPENED WHEN LITTLE DUCK WENT ADVENTURING INTO THE WORLD

This duck would adventuring go;
"For one grows through travel, you know,"
He explained with a quack—
But he soon hurried back,
Content in the barnyard to grow.

One bright morning Little Duck rose with the sun, put on his Sunday vest and his best tie, and started for the wide world. He waddled down the road and walked and walked until noon. He saw things he had never seen before, and just when he began to get hungry, he found some grains of corn in the road.

By evening Little Duck was beginning to get very tired, but spying the lights of a city in the distance, he kept on. At the edge of town he saw a bright sign that said "Amusement Park" above the gate. "I really should look up a good boarding house," thought Little Duck, "but all my life, I've wanted to go to an amusement park."

As he went through the gate he found some beautiful sugar-coated grains that looked like snowflakes but tasted like corn. "We never had such fine food on the farm," remarked Little Duck, smacking his lips. Farther down the walk he came to a little house with alleys running back, and imagine Little Duck's surprise when he saw at the end of each alley a duck like himself, sitting in a comfortable box. "Just the boarding house I have been looking for," cried Little Duck, and walking down one of the alleys, he said, "Greetings, brothers." The ducks sat very still and smiled away, making no answer.

"They probably speak a different language, these city birds," mused Little Duck, for he noticed they were a different sort from the ones on the farm, "but they don't seem to mind my presence." He climbed up to an empty box at the end of the row, and was soon smiling as happily as the others.

Little Duck was rudely awakened from his slumber when he heard a loud report and saw the first duck in the row fall over the side of the box on his back. "Ten cents a shot," came a voice from the counter at the head of the alleys, "and a prize if you hit 'em all."

In a moment there was another shot, and the second duck fell from his perch without a murmur. "This is no place for me!" exclaimed Little Duck, and with his heart in his throat, he gave a tremendous leap, ran down the alley as fast as he could go, on to the gate, and out to the country.

THE FUN BOX

There's a Limit

Mistress: "Put plenty of ... the cake, Nora."

Nora: "I'll crack no more ... today. Me jaw hurts me ..."

No Standard for Her

Fair Customer: "Is this ... fast and really genuine?"

Gallant Shop Assistant: "As ... uine as the roses on your ... madam."

Fair Customer: "H'm! ... show me something else."

His Turn to Guess

Teacher: "Are there any ... tions before we start to recite?"

Student: "Yes, sir! What's ... lesson?"

One Way

Guest: "May I have a ... more chicken to finish my deli... salad with?"

Small Boy: "May I have a ... more of everything to finish ... delicious salt with?"

"Not Here"

Darkness is an absence of ... cold is an absence of heat; ... flunking is an absence of mind.

Read 'Em and Weep No More!

Now is the time for ... person who would like to ... a cartoonist to cease env... ing the funny page arti... and begin drawing sidespl... ters of his own.

The first of twelve lesso... on How to Cartoon starts ... day. From it you will real... that the angry scowl of ... man who beholds his hat ... ing sat upon, or the abj... embarrassment of the m... unable to pay his rent fac... his landlord, is a mere m... ter of the twist of an ey... brow or the droop of ... mouth.

Learn the trick by rea... ing here and practising ev... week.

SAFE EXPERIMENTS IN SCIENCE

(These Are Little Laboratory Exercises for Boys and Girls to Perform at Home With Materials in Everyday Use.)

Acids, Bases, and Neutralizing

You know that when you taste such things as vinegar and lemon you shiver at their tartness. That is because they are acids. In the world of chemistry there are certain substances called acids and certain opposite substances called bases. Acids and bases corrode or rust metals, discolor clothing, and eat holes in it. But these things are not done by a substance that is neutral, or almost neutral. When an acid and a base are mixed they form a neutral substance which is called a salt. Common salt is an example of a neutral substance.

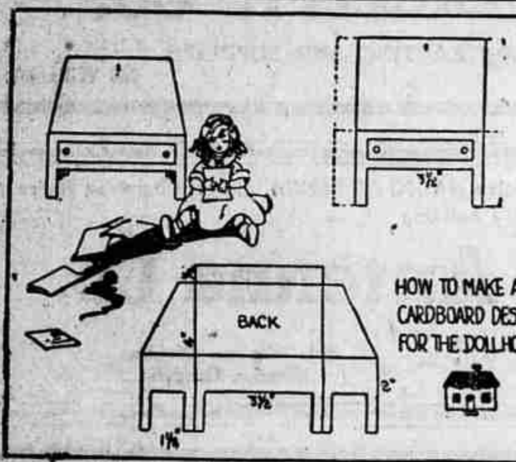
Here is a simple chemical experiment for you to perform in making a neutral substance: Squeeze some lemon juice, which is an acid, into a glass with some water. Keep the lemonade fairly strong. Drink a little and you will find that it has an acid taste. Now take some ordinary baking soda, which is a base. Pour a bit into the acid. As the acid and base combine there is an effervescence. After the fizzing has ceased, drink a bit of the mixture. It will seem flat and tasteless, for the acid (lemon) has been neutralized by the base (soda).

Some salts which are made by the combination of an acid and a base contain more of one substance than the other. Cream of tartar, which you will probably find on your kitchen shelf, is an acidic salt. That means that it contains more than enough acid to neutralize it.

Sometimes as water flows through the ground, it collects salts which are carried along in solution in the water. The presence of the salts makes the water "hard." Soap does not lather easily in hard water, so sometimes, in our dishwashing, we must soften the water. If you have no hard water, make some hard by putting in lemon juice. Divide the water in two parts. Put some soap in the first pan and note how much must be used to make a lather. Into the second part, dissolve some baking soda or borax, then try the soap. The soap lathers more easily in the latter because the water has been softened or neutralized.

(Next week: "Oxidation and Burning.")

THE DOLLHOUSE BEAUTIFUL



How to Make a Writing Desk

China Doll completes her bedroom set with something she needs very much—a writing desk in which to keep her ink bottle, and the bills from her milliners, to say nothing of the notes she gets from Mr. Ted E. Bear!

The desk is the hardest piece of bedroom furniture to make. That's why we saved it for the last. The measurements for the desk are given beside the diagram that shows you how to draw the lines with your ruler to make the desk. Get a sheet of cardboard, mark off the pattern of the two pieces, the back with sides attached, and the front. Keep your lines and measurements exactly the same as those above, or you will find that the desk does not fit together as it should.

Fold the parts on the straight lines and fit them together. Bend down the shelf on top of the back piece to meet the slanting door of the desk. Seal every joining place and seam by pasting on paper strips one inch wide which hold the pieces securely together.

A bed, a dresser, a chair and a desk you now have! While you're waiting for the picture of the finished room which will come next time, you can be looking for some blue and white carpet rags for a braided rug, wall paper that would be suitable for the doll's bedroom, and some attractive curtain material.

CHINESE PEACE STICKS IS A HOPPING GOOD GAME

Here's a game from China—a great favorite with the almond-eyed lads for many years.

Lay ten sticks or lathes in a row in front of each player. At the signal "Go!" the players start hopping over the sticks on one foot. When a player has hopped over the last stick, he picks it up and throws it away, then without putting down his other foot, starts back again. At the beginning of the row, he picks up the last stick and throws it away, and so goes back and forth until the last stick is gone.

May Change Feet

The one to throw all his sticks away first wins the game. One may tire hopping so continuously on one foot, so it is permissible to change feet, provided one does not have both feet on the ground at any time during the game.

This is a fine game for training you in swiftness and accuracy. It requires some little agility to pick up the stick at the end of the line without toppling over or touching your foot to the ground.

(Next week the Fun Maker has a game for you that's a "bird.")

The Left Hind Fo... of a Rabbit

When David went out with his g...
The rabbits all started to run,
For he shot pretty well—
But this story will tell
How his shotgun a friend for him w...

David had never had a shot... before. Neither had he ever b... in the South before. The first ... that he reached his uncle's he sta... down the road, gun in hand, to ... his fortune as a hunter. He tur... off the country road in the direc... of the woods, and had not gone ... when he saw a boy lying in ... leaves poking sticks at a little bro... garter snake.

The boy eyed David as he ... proached. David paused in ... road. "Aren't you afraid that ... will bite you?" he asked.

"Naw," the boy answ... won't hurt me."

"Why? Don't snakes bite ... down here?"

"Oh, yes," the boy replied, "... might bite other people but ... won't bite me. There isn't anythi... that can hurt me. I wear a rabbi... foot over my heart and that ke... me from danger."

"I'd like to have a rabbit's fo..." David mused.

"You ought to have one" answered the boy in the g... "There are bears in these wo... and any minute one is liable to ... out and get you. Down in ... marshes are flies that give you fe... if they bite you. But if you have ... rabbit's left hind foot to wear, ... keeps you safe and nothing can h... you."

David thought hard a minute. ... would be terrible to be eaten by ... bear. "I'll give you my knife ... your rabbit's foot," he offered. T... boy declined. "'Bout the only thi... I could take for this rabbit's fo... would be that gun."

David couldn't bear to think ... parting with the gun, but he thoug... it would be fine to be protected ... ways from harm by the rabbi... foot. He looked fondly at the g... before he handed it over. Just ... that moment a rabbit hopped fro...

behind a tree and started to cr... the leaves. Quick as a flash, Da... raised his rifle and clicked the tri... ger. The rabbit fell in a heap. ... he stooped to pick up his prize ... thought struck him. "Why now ... can have a rabbit's foot of my own ..." he cried.

The boy was rolling in the lea... laughing. "Sure you can," he sa... "I was just foolin' you about taki... your gun. I thought you were goi... to be stupid enough to give it ... me, though. But you're all rig... partner. Now if you want me ... I'll show you how to skin th... rabbit."

FOOTBALL

A LESSON IN FORWARD PASSING

(This is one of a series of twelve lessons which bring out the most important points which every boy should know who wants to learn to play football right.)

A football team without a forward pass cannot hope in these days to win games. Every team should have a good passer who has speed and accuracy.

For the forward pass the ball should be gripped in the palm of the hand with the fingers extended around it, and clamped over the lacing. The thumb should be stretched around as far as possible to the other side-lace. The little finger should come up to a point about the middle of the ball. All the others should be behind it, well spread out so that they may be used in throwing the ball forward.

After the ball has been properly placed in the right hand it should be carried straight back over the right shoulder to a point about a foot behind the shoulder and about head high. Then it should be passed forward directly over the shoulder, fingers pulling downward to make it spiral.

The passer should try to make it easy for the receiver by throwing the ball as easily as possible, so that it falls into his arms instead of shooting into them. In order to perfect this he must throw the ball higher, which requires more skill. Such a pass is a great deal easier to catch than a low, fast pass, and is also harder to block or intercept.

(Next week: "Catching Passes.")

Beware Poison Ivy

The changing of the plants from the green of summer to autumnal colorings of brilliant reds and yellows will take many people to the woods to gather bright-colored specimens. One of the first plants to respond to the change of season is the poison ivy.

Poison ivy usually grows as an erect, low shrub, varying in height from a few inches above the ground to two feet, or if it be of a climbing nature, it will ascend trees to considerable heights. The poison ivy always has three leaflets and late in the summer it bears clusters of white fruits. It is by these that one may distinguish it from the Virginia creeper, with which it is often confused. The Virginia creeper has five leaflets and purple-black berries.

Answer to today's picture puzzles: The instruments in the orchestra are piccolo, cornet, cello, saxophone. The cost of the cakes is $1.70.

And Her Name Is Maude!

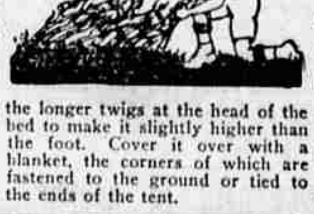
The very latest thing in golf caddies is Maude! She is a very placid, stupid, sweet-tempered little donkey. What she understands about the game of golf is nothing at all, but she does know that when one becomes a caddie, one rises in the donkey world. There is no comparison between the old life of hauling sand and cement for the railroad for hours over hot dusty roads, and this new existence of social ease whereby one takes an afternoon stroll around the green turf of the course and calls it a day!

From the standpoint of the golfer, too, Maude is a success. Two golf bags are for her a light burden, and while she has not yet mastered the art of finding balls, think of the saving in the matter of tips!

How to Make a Comfortable Bed of Boughs

On that camping trip which you are very likely to take on one of these fine autumn days, you may wish to sleep outdoors with something softer beneath you than the bare ground. Then the idea will come to you to make a bed of boughs. But unless you really know the way to make it, your sleep may be broken by the uncomfortable jamming of twigs into your body.

Select twigs with stems not thicker than one-fourth of an inch. Take a blanket or canvas to a tree and cut off a supply to carry to the spot selected for your bed. Balsam fir and cedar twigs are best. Extend the ends of the sticks into the ground on a slant, placing them close to one another to form a leafy couch with a smooth surface. Put the longer twigs at the head of the bed to make it slightly higher than the foot. Cover it over with a blanket, the corners of which are fastened to the ground or tied to the ends of the tent.

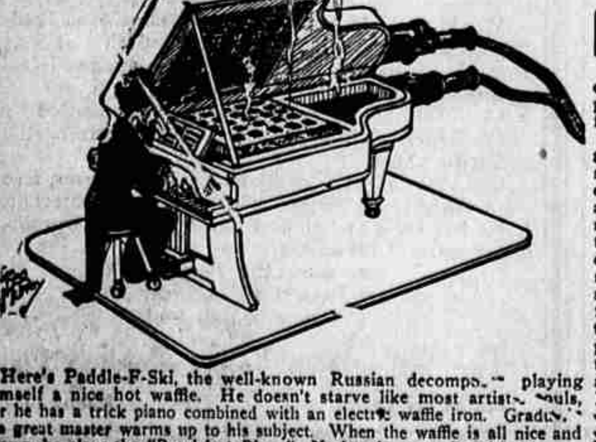


AN EASY AND A HARD ONE TO GUESS

Solve the puzzles first, then prove you are right by checking with the answers found elsewhere on the page.

IN SNOPPYQUOP LAND

WHERE NOTHING SEEMS QUEER



Here's Paddle-F-Ski, the well-known Russian decomposer playing himself a nice hot waffle. He doesn't starve like most artist souls, for he has a trick piano combined with an electric waffle iron. Gradually the great master warms up to his subject. When the waffle is all nice and brown, he plays the "Breakfast *Blues*." Notice the great Russian Decomposer's coat—thereby hangs a tail. It's *black*, but he's a *Red*.

TWO GOOD TRICKS TO PLAY WITH A COIN

The trick of making a coin stick on a horizontal surface will greatly puzzle your friends when you perform the seeming magic for them.

Take a coin, and, placing it flat against a door or some other smooth surface, rub it back and forth vigorously a dozen times or more. Take away your hand after repeating a mystic chant, and the coin will stay there. After a few moments it will drop. The explanation is that the rubbing of the coin on the smooth surface heats and drives the air out from under the coin, thus leaving the atmospheric pressure on the exposed face to hold it in place. After the coin has had time to cool, the air gets under it and it drops off. Be sure the coin you use has a good rim on it and the surface on which you put it is very smooth.

Another trick is performed with a bottle, a match, and the coin. Break the match stick so that the two parts hang together by only a few fibres of wood. Place it in a v-shape on the neck of the uncorked bottle, and then on the match lay the coin. Now ask your friends if they can make the coin fall into the bottle without touching the match, the coin or the bottle. Various solutions will be tried, but the winning one is this:

Dip your finger in a glass of water, and placing it above the angle formed by the match, allow a few drops to fall in the broken place. The fibres of the wood, swollen by the moisture, will try to straighten themselves, and you will see the angle of the match increase little by little until it gradually works out from under the coin and the money drops into the bottle.

Behold the Jigedies in the Old Country. They baffled police forces of seventeen nations by breaking traffic regulations. The trouble was that every country had different rules in a different language. The Jigedies tried to observe the rules at first, and found they were able to make only a mile and a half a day. So they just stepped on the gas and hit the high places.

Draw lines between the following gasoline stations and you will have the answer to the riddle in the corner of the map. First letter: From Frankfurt, Germany, to Paris, France, to Marseilles, France, to Pisa, Italy. Second letter: From Leipzig, Germany, to Venice, Italy, to Vienna, Austria, and again to Leipzig.