

**Makes air smell
flower-fresh**

One Spray of Colgate's new Florient instant-action Air Deodorant quickly kills unpleasant household odors—cooking, smoking, bathroom, pets, musty closets, baby's room, and sick room. Get it at your grocery or drug store. Be sure to keep an extra Florient handy in the bathroom.



Feet Sore... Hot or Perspire?

You'll marvel how quickly Dr. Scholl's soothing, medicated Foot Powder relieves sore, tired, burning, perspiring, odorous, sensitive feet—how it eases new or tight shoes—helps prevent Athlete's Foot.



Dr. Scholl's
FOOT POWDER

 Remember-
Only you can

PREVENT FOREST FIRES!

Beast, Bird, or Fish

A Party Game

Nancy Clinton

One player holds a rubber ball and sits in the center of a circle of players, who are also sitting. The center player throws the ball at one of the players and quickly says, "Beast!" Then he counts to ten. The receiver of the ball must name a beast before he says "ten," and it must be a beast no other player has mentioned. It gets harder and harder to name a "Fish!" or a "Beast!" as the game goes on. The one who misses the most is "It" for the next game and has to pay a forfeit. Everyone likes this game.



Junior Treasure Chest

Edited by MARJORIE BARROWS, Editor of *The Children's Hour*

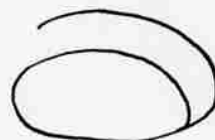


DOG SHOW

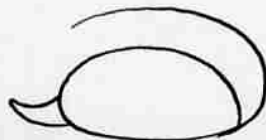
by Hazel frazee

Let's Draw an Opossum

Ann Davidson



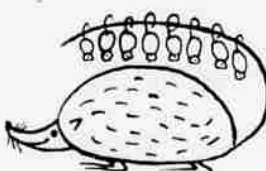
Rosy Posy Possum round
In the tree or on the ground.



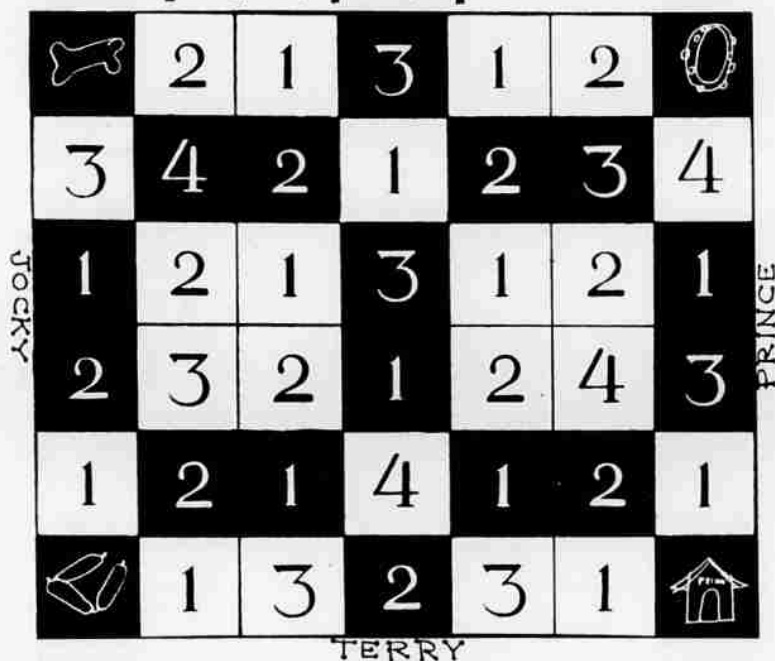
Mama Possum Rosy Posy
Has a pinky pointed nosy.



Except her tail, except her
face,
She is furry every place.



And her tail is like a vine
For her babies' tails to twine.



Directions



Directions

There are three dogs waiting to be judged. Give one a blue ribbon! Three may play this game. Each player needs three buttons, a pencil, and a paper for scoring. Make each button different and call each a judge. Now each player chooses a dog. The one choosing Number 1 plays first. Place your judge on the space beside your dog's name. Each player, in turn, starts moving his judge. He moves in any direction and jumps when possible. When a player jumps over his opponent's judge, that jumped-over judge is removed from the game. The player who jumped then adds the number of that square to his dog's score and has another turn. Move only one square at a time unless you have jumped. Play until all judges of two players have been removed from the board. When two or more rival judges are left with no possible moves, the game stops and each judge adds to his score the number of the square on which he stands. The dog with the highest score gets the blue ribbon.