

# OUR BOYS AND GIRLS

## The TWO QUESTIONS

A Play for Children  
By Augusta Stevenson

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A fester stand makes a splendid throne, or a box covered with a rug may be used. The King wears a gold crown (made of cardboard and covered with gilt paper). The ladies wear long trains (old lace curtains). The lords carry swords (of pasteboard). Use sister's underproof for the Abbots' gowns and a broomstick covered with gilt paper for his staff.

**CAST OF CHARACTERS.**  
KING JOHN  
ABBOT  
KNIGHT  
JESTER  
LORDS AND LADIES.

### SCENE I.

Time—When John was King of England.  
Place—King John's palace.  
King John sits on his throne. A knight stands before him. Back of him are the lords, ladies and jester.

KING—You say one hundred men sit down to dine with him?  
KNIGHT—Yes, Your Majesty, every day.  
KING—And fifty knights in velvet coats do wait on him?  
KNIGHT—They bring him food on golden plates.  
JESTER—Your Majesty does not eat on golden plates!  
KING—I cannot afford it.  
JESTER—Ha, ha! The King's Abbot lives better than the King!  
KING—Be silent, jester! Sir Knight, go bring this Abbot to me.  
[The Knight bows and goes.]  
JESTER—The Abbot is the real King! Now, who is John, ladies? Who is John, lords? Truly, who are you, John?  
[All laugh. Enter the Knight and the Abbot.]  
KING—Abbot, I hear strange things about you.  
ABBOT—Your Majesty, how can that be?  
KING—'Tis said that every day you have one hundred men to dine with you.



ED. WESTCOTT.

### SCENE II.

Time—Two weeks later; morning.  
Place—The Abbot's palace.  
[The professors look through very large books.]  
ABBOT—I Am Only His Poor Shepherd!  
ABBOT—Oh, Your Majesty, they are only friends.  
KING—No matter who they are.  
JESTER—'Tis not their names! 'Tis what they eat!  
LORDS—Ha, ha!  
LADIES—Ha, ha!  
KING—'Tis said that fifty knights in velvet coats do wait on you.  
ABBOT—Well, Your Majesty, I—  
KING (interrupting)—Do I have fifty knights to wait on me?  
ABBOT—Well, Your Majesty, I—  
[He stops in confusion.]  
JESTER—Are eggs brought to us on golden plates? Not so? Not an egg!  
KING—You spend more money, sir, than I do. How do you dare to do so?  
ABBOT—'Tis my own money, Sir.  
KING—'Tis not your money. Everything in this land belongs to me. You shall go to prison, sir!  
ABBOT (falling on his knees)—Oh, say

not so, dear King. Oh, say not so!  
KING—Well, I will let you go if you will answer me two questions.  
ABBOT—Ask as many as you like, dear King.  
KING—First, you must tell me how long I shall live.  
[The Abbot is silent.]  
JESTER—Go on, John; ask as many as you like.  
KING—Then, Abbot, you must tell me what I think.  
ABBOT—Your questions, Sir, are deep and hard.  
KING—Answer them or go to prison.  
ABBOT—I pray you for some time to think.  
KING—I will give you just two weeks. If you cannot answer then I'll have your head cut off. And then I'll take your lands and palaces.  
JESTER—(And your knights and golden plates.)  
ABBOT (trembling voice)—In two weeks I will return, Sir.  
KING—Two weeks, and not a day longer. Go!

ABBOT—Look well for the answers, friends. Look long, look deep, look well.  
FIRST PROFESSOR (closing book)—I cannot find the answers here.  
SECOND PROFESSOR (closing book)—I cannot find them in this book.  
ABBOT—Have you looked in other books?  
FIRST PROFESSOR—We have looked in every book.  
SECOND PROFESSOR—In every book, in every house, in every town.  
ABBOT—Alas! Alas! What shall I do? What shall I do?  
FIRST PROFESSOR—Go to the King and tell him all.  
ABBOT—And then I'll lose my head!  
SECOND PROFESSOR—Aye, you will lose your head.  
FIRST PROFESSOR—I'm sorry, Abbot. I wish that I might help you.  
SECOND PROFESSOR—I am sorry, too, friend Abbot, and I do wish the same.  
ABBOT—You both have tried your best. Farewell.  
[The professors bow and go.]  
Alas! Alas! Alas! Alas!  
[Enter the shepherd.]  
SHEPHERD—Good day to you, good Abbot!  
ABBOT—Ah, shepherd, I am glad to see

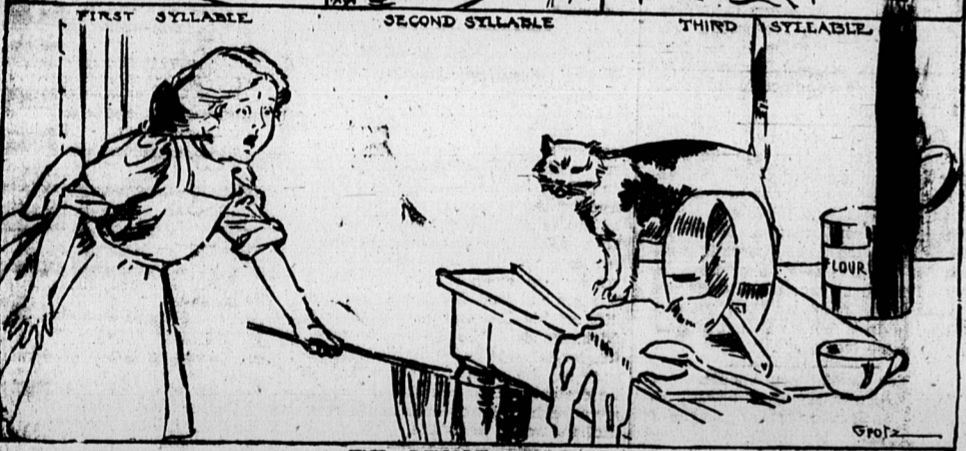
you. How goes it in your village?  
SHEPHERD—We do nothing there but laugh since your visit to us, sir. We laugh all day and hold the night.  
ABBOT—Now, why do you do that?  
SHEPHERD—Because, good sir, I lose so much like you.  
ABBOT—That is true, you do. Well, what can I do for you?  
SHEPHERD—I have heard about the questions, sir. I have come to help you.  
ABBOT—How can you help me?  
SHEPHERD—I will go to the King in your place. He will think that I am you.  
ABBOT—Can you answer the two questions?  
SHEPHERD—Only the King himself can say. Now, give me your gown and golden staff.  
ABBOT—Well, I will let you try. [Gives his gown and cap to shepherd, who puts them on and then takes the staff.]  
You truly seem to be myself.  
SHEPHERD—I hope the King will think so.  
ABBOT—Suppose he will not take your answers?  
SHEPHERD—Then he will take my head.  
ABBOT—No, good shepherd, I'll take my own head up to him for that. Now go and bear my blessing with you. [He lifts his hand. The shepherd bows his head.]

### SCENE III.

Time—The same day; afternoon.  
Place—King John's palace.  
[The King sits on his throne. The lords, ladies and jester stand near. Enter Knight.]  
KNIGHT—The Abbot begs to see you, Sir.  
KING—Ah, he has come, has he?  
KNIGHT—Yes, Your Majesty, he waits without.  
KING—Bid him enter.  
[The Knight goes.]  
JESTER—Will the Abbot take his head back with him? I'll give you my guesses, ladies! I'll give you two guesses, lords!  
[Enter the Knight and the Abbot.]  
ABBOT—Your Majesty, I am here.  
KING—Well, then, tell me how long I shall live.  
ABBOT—You shall live till the day that you die, and not one day longer.  
KING—Ha, ha! You are witty, Abbot. Now, tell me what I think.  
ABBOT—You think I am the Abbot, but I am only his poor shepherd.  
[He throws off his gown and cap.]  
KING—Ha, ha, ha! Truly, you are a witty fellow. I like you for it, that I do!  
SHEPHERD—Then will you pardon the good Abbot?  
KING—Tell the Abbot I will pardon and forgive him if he will send to me fifty knights and hundred friends to eat on!  
JESTER—And his golden plates to eat on!  
KING—Aye! And his golden plates to eat on!

## AN INTERESTING CHARADE

The pictures represent a word of four syllables. The upper row shows the syllables and the lower picture the whole word.

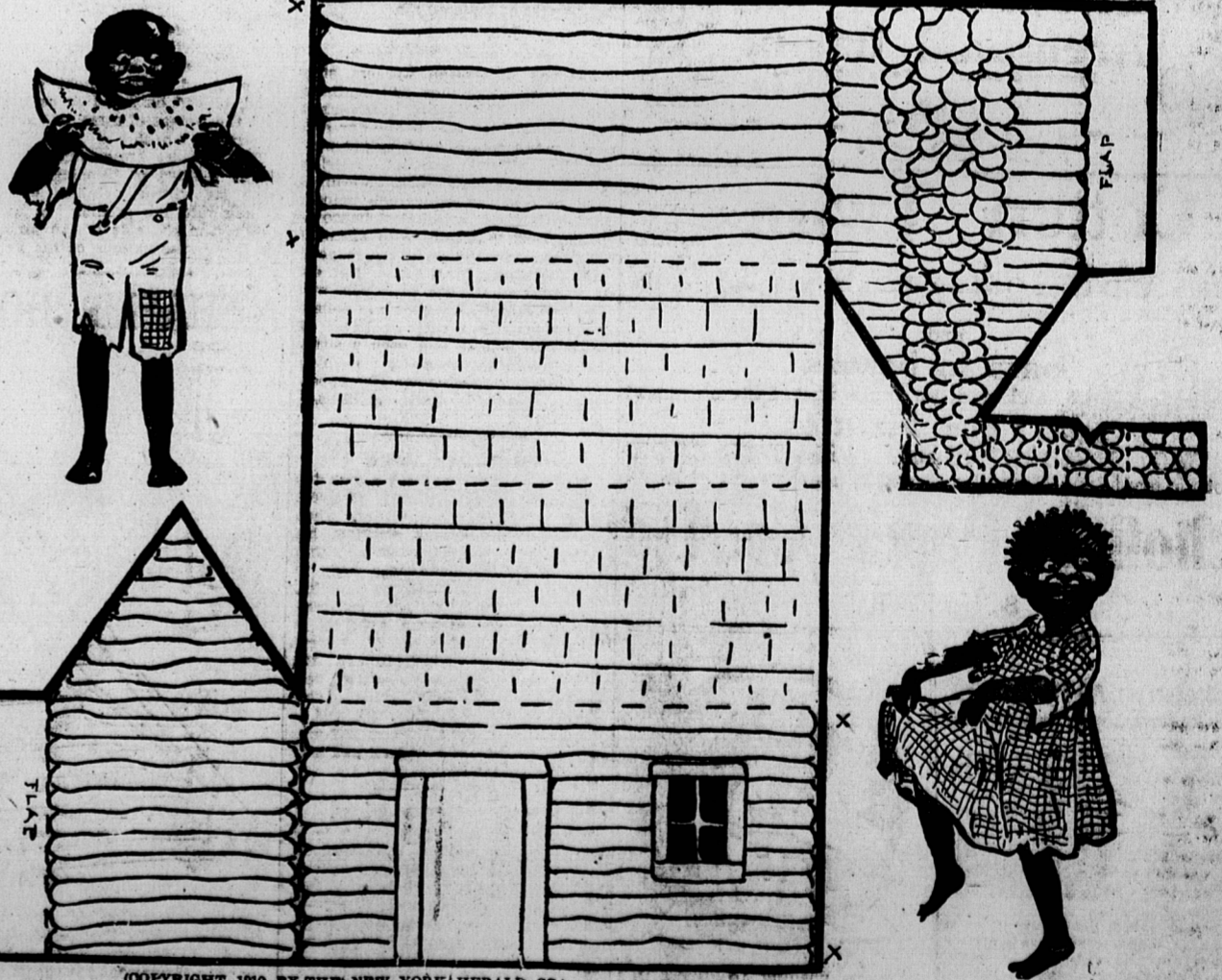


## HOMES OF MANY LANDS

In the warm and sunny Southland, where they have such pretty days, Is the little negro cabin where the pickaninny plays. He is always very happy—and he's sometimes dirty too. Would you like a tiny cabin home like the one where "Topsy" grew? Oh, perhaps you'd find it lovely just to make mud pies all day On the sunny little doorstep where the pickaninnies play! But perhaps you'd wish for home here where clean pinafores annoy. To be dressed up and go to school is a pickaninny's joy!

## The Pickaninny's Cabin

BY PATTEN BEARD



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DIRECTIONS—Cut Out on the Heavy Black Line. Paste X to XX. Folding on All Dotted Lines

## Fittings for the Boudoir of the Fashionable Doll

One of the newest additions to the outfit of the fashionable doll is a set of hangers for her frocks and coats. With these goes a set of drawers made of boxes, such as real ladies of fashion use for their gloves, vels, handkerchiefs and other trifles. All of these things are made in sets to match, so that they will add to the attractiveness of the daintiest doll boudoir or dressing room.  
A set of this sort which was made for a lovely young doll whose room is all done in pink and white was made of pink satin ribbon on which little white flowers were painted. A great many little girls know how to paint a little on silk or satin, but unless you have had some experience at this sort of work it is best not to attempt it, but to make your hangers of the plain ribbon or of ribbon on which are tiny flowers.  
The metal hangers, which are to be covered with ribbon, may be bought in the stores and are exactly like those used by real persons, only smaller. Narrow ribbon may be used and twisted all around them, or if the ribbon which you have is wide for this then it is gathered on the hanger and sewed carefully together along the edges.  
The little covered boxes which are to be used for Miss Dolly's small belongings may be fastened together to make a tiny chest of drawers. The sort of boxes necessary are those in which some kinds of tablets come, which have a little drawing to pull out.  
The first thing to do with the box is to take out the little drawer and cover the exposed part, the front and back, with a narrow piece of ribbon which is

on each end of the front and back, but if you carry it around the sides of the box it will not usually slip back and forth easily. If, however, you find that the drawer fits the outer box loosely enough to permit the extra thickness of ribbon at the sides it is best to put the ribbon all the way around, as it makes the box stronger.  
After you have covered the little drawer in this fashion you then proceed to cover the outer side of the box. For this a broader piece of ribbon is necessary—one large enough to cover the entire side of the box. This ribbon should be of the same color as that used to cover the drawers. Take this broad ribbon and carry it all the way around the box and overhand it at one of the corners. It may be necessary in order to keep the ribbon in place to attach it to the box by a few little invisible stitches.  
Put a little loop of ribbon or a button on the front of the drawer to pull it out by.

## AN ANIMAL HUNT FOR A CHILDREN'S PARTY

An amusing diversion for a party at which the guests are small children is a wild animal hunt. The animals may be bought at any toy store in large quantities and at little cost. They are hidden about several rooms in all sorts of out of the way places and odd nooks. The game is first to find them, but they must not be disturbed when they are found, but must be left standing where they are until the child who has found them has guessed what they are. The boy or girl who finds the most animals and guesses what they are is declared to be the prize hunter and is awarded a prize.  
In order to make the guessing task

worth while it is necessary to place the animals in such a way that only a part of them can be seen, and that not the most characteristic part. For instance, the head of a lion should be hidden even after the animal has been discovered, and the long neck of a giraffe should be stowed away in such a manner that it cannot possibly be seen by the under of the animal. A toy cat also will look like a number of other animals if its head is hidden. In fact, by carefully placing the animals you may be quite sure that the guessing will be none too easy. If the party is for very little children who are not acquainted with all of the animals it is not necessary to take the pains to conceal their characteristic features. If older children are the guests and it is found difficult to conceal the animals sufficiently well paper covers may be put over part or all of them and the player forced to make his guess with the aid of their characteristic features. If for each animal is allowed to search for

son, and the guess must be made within a reasonable time. If the player takes too much time for one animal he of course loses the opportunity of finding as many as the more sprightly players do. There is a case after everybody else has

finished the others may gather around the dainty player and guess what the animal is—or, rather, if he does not know what he thinks it is—he is then counted out and the award is made as usual.