



BURGESS BEDTIME STORIES

By Thornton W. Burgess

THE UNPLANNED JUMPING MATCH

Let not vainly attend,
Lest you rue it in the end.
—Old Mother Nature.

Why is it that b-gness so often looks down on smallness? Big folks look down on small folks, and small folks look down on smaller folks. Lightfoot the Deer is a big person. Compared with him, Peter Rabbit is a small person, and compared with Peter, all members of the Mouse family are very small people. Lightfoot is a great jumper. Those slim legs of his take him up into the air, and over brush and logs and fences as if there were giant springs in them. Peter Rabbit is a good jumper, and is as proud of his jumping as Lightfoot is of his. Nimbleheels the Jumping Mouse is a jumper, too, as you would know by his name. Peter has long hind legs, and so does Nimbleheels. Long hind legs are always jumping legs. Peter does a lot of jumping when he is traveling about. He hops, and a hop is really a short jump. Nimbleheels doesn't do much jumping unless he has to in sudden fright; he creeps about when he is undisturbed.

Now it just happened that these three jumping folks were together on the Green Meadows at the edge of the dear Old Briar-patch. Light-



Nimbleheels the Jumping Mouse is a jumper too.

foot had wandered out there to feed. Once in a while he likes good grass and clover, and leaves the Green Forest to get it. He and Peter are old friends. Peter was sitting just outside the dear Old Briar-patch, watching Lightfoot. Neither of them saw Nimbleheels in the grass between them.

Lightfoot never feels wholly at ease when he is out in the open. He was continually lifting his head for a quick look around. Peter was sitting up as he watched Lightfoot. He can see better sitting up. Nimbleheels was squatting low in the grass. Sitting up would have been useless for him because even so he could not possibly see above the tall grass. It was peaceful there on the Green Meadows. It was lovely. It didn't seem as if there could be such a thing as danger in that part of the Great World.

Bowser the Hound had taken it into his head to do a little hunting on his own. It wasn't that he wanted to kill anybody. It wasn't that he was hungry and needed food. It was just that Bowser enjoys hunting. He hunts just for fun. Old Mother Nature has given him a wonderful nose. He likes to use it now and then to follow the trails of other folk. To him, it is a sort of game, a sort of puzzle game.

Bowser had slipped away from Farmer Brown's dooryard and crossed the Green Meadows on his way to the Old Pasture. He hoped to find the trail of Reddy Fox, or of Mrs. Reddy. These are two folks whom he dearly loves to hunt. He has no quarrel with either of them, nothing whatever against them. His hunting of them is in truth a game. It is a matching of his skill and wits against their skill and wits. On his way to the Old Pasture, he turned aside to visit the edge of the dear Old Briar-patch. It was on the other side of the Old Briar-patch that Lightfoot and Peter and Nimbleheels were enjoying the quiet and peace of early evening. They could not see Bowser coming, nor could he see them, because the Old Briar-patch was in between.

Bowser reached the end of the Old Briar-patch without his presence being suspected. He came around the end, and there right in front of him was Lightfoot. Now Bowser is not in the habit of chasing Deer. He had been trained not to. But just for a minute or two, and just for the closeness of Lightfoot, was too much for him. With a roar of his deep voice, he sprang forward. Perhaps he did it just to see Lightfoot jump, for Lightfoot, jumping, is always worth seeing. Of course, Lightfoot did jump. Away he went in a series of jumps or bounds. They were beautiful to see. At the same time, Peter Rabbit bounced away as if there were springs under him, and from almost under Bowser's nose, little Nimbleheels, the Jumping Mouse, took to the air. It was a beautiful long jump, his long tail straight out behind him kept him balanced just as the tail of a kite keeps it balanced and steady in the air. So, Bowser saw at one time three of the greatest jumpers of the Green Forest and the Green Meadows. And little Nimbleheels was the best jumper of the three.

Contract Bridge

By Josephine Culbertson

Mrs. Culbertson continues the presentation of the new Culbertson point-count method.

A brief review of the most important features covered last week will be useful.

In the Culbertson method of valuing hands according to a point count, the most popular and easy-to-remember 4-3-2-1 count is used. I. e., each ace is valued at 4 points, each king at 3, each queen at 2, and each jack at 1.

When opening the bidding with a notrump, these high-card values are the only ones to be counted. In responding to partner's notrump, however, it is proper to count not only the high cards but length-values. Thus, if responder has a hand which suggests a raise of notrump, he should add to his high-card count an extra 1 point for a five-card suit. This is only logical, because, fortified by the honors which opener probably holds in that suit, the fifth card can very often be established.

The proper count for an original one notrump is 16 to 18 points — neither more nor less. For a two-notch opening there should be 22 to 24 points — neither more nor less. For three notrump, the hand should contain 25 to 27 points.

The raise of an opening one notrump to two notrump requires 8 or 9 points, including the point which may have been added because of a five-card suit. Holding 10 to 14 points, responder should raise directly to three notrump, and with more than 14 points, he should make a slam try.

If the opening bid is two notrump, responder needs only 3 points for a raise to game, but he also gives the same raise to game with as much as 8 points. Beyond that, responder should make a slam try.

Both players must bear in mind at all times that 26 points in the combined hands should provide a good play for three notrump, that 33 combined points should offer a good play for a small slam, and that 37 combined points make a grand-slam venture extremely attractive.

The practical application of this advice is as follows: Opener bids one notrump on 18 points. His partner raises him to three notrump, showing a maximum of 14 points. Opener should not be tempted to continue in search of a slam because he happened to hold the maximum notrump opening; by adding his own 18 points to his partner's maximum of 14, he gets a total of 32, which, at best, is one important point short of the slam requirement, and which may be even shorter if partner did not have the maximum holding.

KING OF THE ROYAL MOUNTED



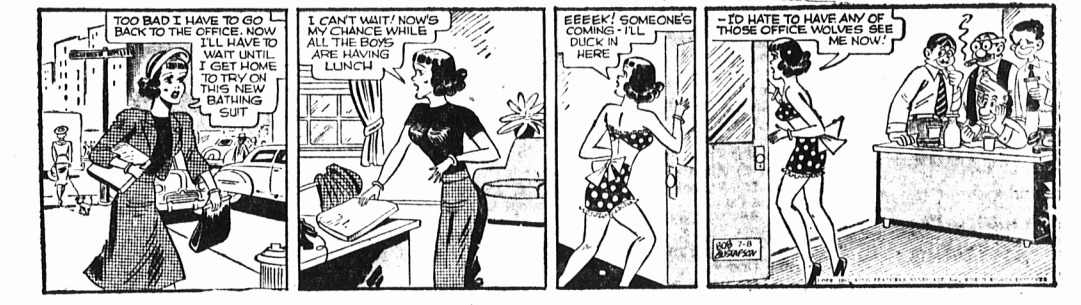
LIL ABNER



JOE PALOOKA



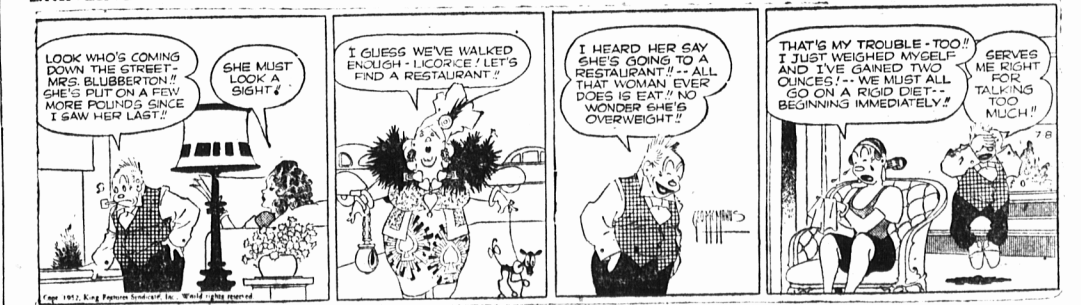
TILLY THE TOILER



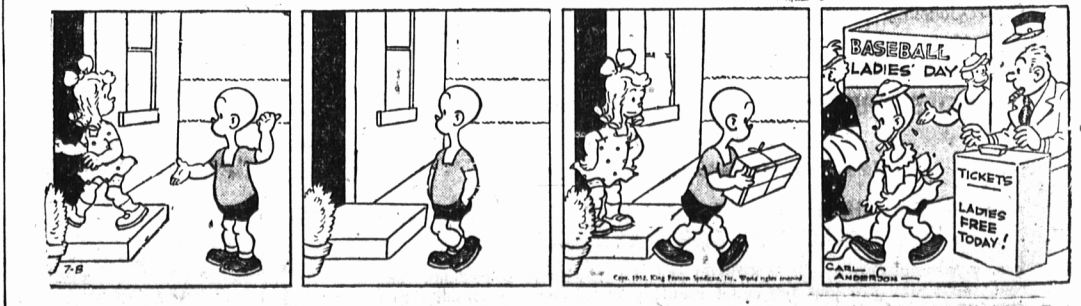
TIPPY AND "CAP" STUBS



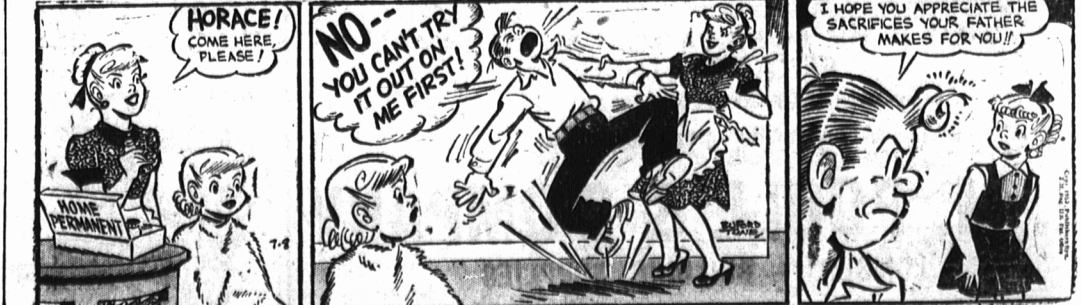
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NOTICE
Owing to dredging at Caribou not being completed and prevailing Spring Tides on July 8th and 9th, Heavy Trucks will not be carried on 5 p.m. sailings from Wood Islands on these dates.
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NOTICE
The Annual Meeting of The Masonic Temple Company will be held in the office of E. R. Brown & Son, 144 Richmond Street, on Wednesday the 9th day of July proximo, at 7 o'clock p.m.
J. B. BROW, Secretary.
Charlottetown, P. E. I.
June 25th, 1952.

POGO



napoleon and Uncle Elby



RIP KIRBY



PENNY



By Walt Keny

By Clifford McBride

By Alex Raymond

By Harry Hoehnigen

By Al Capp

By Harr. Fisher

By Bob Gustafson

By Edwina

By George McManus

By Carl Anderson

By Ruford