How to Have Fun with Arithmetic.

Most of you young folks probably know the old, old story of the one professor who exclaimed in exasperation to the other:—"I really believe if I should say two and two make four, for the sake of argument you would deny the fact." "Certainly," responded the second, "for if you will write down the figures you will find 2 and 2 make 22."

In spite of this, however, we all know honest figures cannot lie, any more than can an honest boy or girl. That's the reason, I suppose, we speak of "correct figures," because they are exemplary in their conduct, though when they stand for value of any kind it is necessary to keep a strict watch on them, or they will grow to frightful proportions, like the geni of the bottle, or dwindle to amazingly small ones.

The object of this article is to show you how to have a little fun with arithmetic, for as a usual thing it gives you only work, and pretty hard work at that. By "fun" is not meant the many, many catch questions that abound, or puzzling problems, such as "How old is Ann?" which no one has ever solved to the complete satisfaction of everybody. The game here given is not too difficult for the average school boy or girl to work out without the aid of pencil and paper, and with it you can greatly mystify your less knowing friends.

This game, it may be well to say, is not a polite problem to propound to ladies over twenty-one, as it is not according to etiquette to inquire a lady's age, even in the most roundabout manner. Be sure to try the problem yourself several times, so that you will have it working smoothly before you try it on any one else. Only the questions, the final result attained by the one you question, and your deductions from this result are given aloud. The additions and subtractions must be done mentally, or if paper and pencil are used you must not see any of the figures.

Here's the problem:—Tell your playmate to think of the number of the month when he was born, January counting as No. 1, February as No. 2, etc. Say he or she was born in August—that would be No. 8. Tell him to multiply it by 2, giving 16. Add 5—21. Multiply by 50—1050. Adding his age—say twelve years—gives 1062. Subtract 365—697. Add 115—812. This is the final result, which he must give aloud. You then without hesitation tell him he was born in August and is twelve years old, because the numeral at the left is the number of the month, and the other two stand for his age.

A Puzzle in Capes.

Guess the name of the cape at the top of the map,
The cape at the foot of the same,
The cape that is light at the end of the day,
The cape on whose age rests her fame.
The cape that fought well in the Mexican war.
The cape near which perils abound;
The cape that is one of the months of the year,
The cape that guards Pamlico Sound.
The cape that's a line of bright light from the sun,
The cape that opposes Cape May,
The cape with a name that means "Thanks be to God,"
The cape below Chesapeake Bay.

(The cape described in the first line is "North." Each line of the poem describes a different cape.)

THE DOTTYVILLE TRIO.

When they are good they are very good, but when they are bad they are very bad and generally escape, much to the consternation of the "Doc," and "Willie" the warder, who is learning every day what a terrible job he has struck. One of the trio is firmly convinced he is a poet, another is a cowboy from the wild and woolly West, and the third is a sailorman everywhere, and always. Willie generally comes back from the chase with more bumps than he started out with.