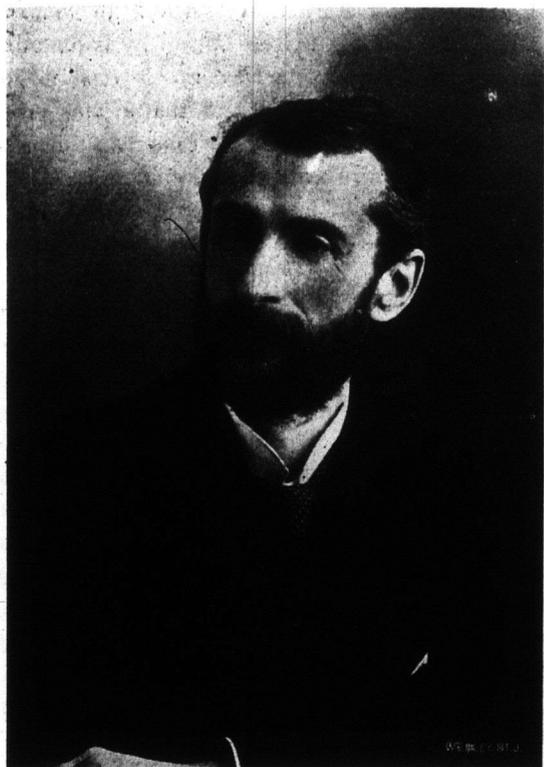


Prof. James Gordon MacGregor, D. Sc.

Rarely does it occur that a British university, in choosing a professor to fill an important chair, seeks him from one of the provinces of Canada, even from that nursery of great men and scholars—Nova Scotia. And still more rarely does it happen that one of our professors of science, enjoying the modest salary of \$2,000, with about \$50 a year for laboratory purposes, is called to a position in a great university at a salary of \$5,000, with fees that amount to as much more, and nearly unlimited funds at his disposal for laboratory equipment. But the exchange has been made, and Dr. James Gordon MacGregor, for twenty-one years Munro professor of physics in Dalhousie University, Halifax, has been chosen to fill the chair of physics in Edinburgh University, in place of the celebrated Professor Tait.

Prof. MacGregor was born in Halifax in 1852. He graduated from Dalhousie in 1871, and the same year won the Gilchrist scholarship. He spent three years in Edinburgh University, two years in Leipsig, and in 1876 graduated as Doctor of Science in the University of London, having devoted himself to the study of physics during his five years' residence in Britain and on the continent. In 1879 he was appointed Munro professor of physics in Dalhousie. Here he has labored

unceasingly until the present year, building up a reputation for sound scholarship, accurate and painstaking investigation, and stimulating scores of students by his industry, enthusiasm, and his genius for research.

Dr. MacGregor is the author of one book—a treatise on kinematics and dynamics—widely used as a textbook in various universities and colleges—among others the University of Edinburgh. Scores of pamphlets and fugitive pieces, with letters to the press and lectures on scientific and educational subjects, attest to his diligence and energy. There is scarcely a phase of educational work that has not felt the influence of his sympathy and co-operation. His intellectual gifts, coupled with a genial and attractive personality, have won for him hosts of friends. These will join in wishing him abundant success in the important position to which he has been called.

Good Games for the Play Hour.

(By J. H. Bancroft, Director of Physical Training, Brooklyn.)

DUCK ON A ROCK.—The players decide who shall be "it," or guard, by throwing their bean bags, called "ducks," at an Indian club placed at a distance of about twenty feet, and the one whose bean sack lands nearest the mark is "it," or guard. The guard places his duck (bag) on the club, and the other players try to knock it off with their ducks, throwing in turns from a line fifteen or twenty feet from the stake. As long as the guard's duck is not knocked off, he may tag anyone who advances to recover his duck; whether the duck is recovered or not, the player is not safe until back to the throwing line. If the guard's duck is knocked off, all the ducks may be picked up until the guard replaces his duck on the stake. The guard must continue to be guard until he has tagged someone, and even then must get his own duck and run to the throwing line before the player tagged can get his duck on the stake. The distance of the throwing line or "home" from the stake may be increased, to add to the interest of the game.

SLING SHOT.—Form a large circle. One player stands in the centre and whirls a rope, with a bean bag on the end, under the feet of those in the circle, who jump as it comes to them. Whoever is caught with the rope must exchange places with the one in the centre.

BEAN BAG BOARD.—An inclined board, having two holes, the lower one about the size of the bean bags, the upper one a little larger, is placed ten feet from the throwing line. Each player has five bags. Bags thrown into the larger hole count five, those thrown into the smaller count ten. The player scoring the largest number of points wins.