

KILL-EM-QUICK

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Thousands of gophers and other pests will soon be out at the first sign of spring in search of any food they can find in order to appease their hungry appetite. Their siege of destruction to the coming season's crop by devouring the seed and the tender shoots of grain will soon be in full swing if immediate steps are not taken to exterminate them.

Farmers Cannot Afford to Wait

until these pests have destroyed thousands of bushels of grain (which would otherwise be recorded in the yield at harvest time) before taking active steps to rid the fields of these grain destroyers that cause so much damage to the crops.

Now is the Best Time to Kill Them

That period when the snow begins to melt and leave the fields is the best time to exterminate the gophers, therefore make preparations at once to forestall them and save the great loss to the crops which amounts each year to more than the damage caused by wind, hail, sand and rust combined, by securing

Mickelson's Kill-em-Quick Gopher Poison

This patent preparation has been tried out by thousands of the farmers in the Dakotas and their voluntary testimonials recommending its use as an evidence that it does the work and gives satisfactory results.



The method of using "KILL-EM-QUICK" with soaked grain is based on the rat principle. Wheat, cracked corn, chopped up alfalfa, alfalfa meal or other grain which has been soaked over night and the water drained off the next morning. To prepare any dry grain for immediate use add boiling water and drain off when cool; then mix in the "KILL-EM-QUICK." The poison will then adhere to and form a coating on the outside of the kernels and when eaten it comes in immediate contact with the tissues of the stomach thus one kernel will cause almost immediate death. "KILL-EM-QUICK" has a peculiar odor which attracts the gophers and being very pleasing to their taste they eat it in preference to any other food.

Farmers! Try "Kill-em-Quick" at Our Risk

A cash refund guarantee appears on every package by which this Company agrees to refund direct to the purchaser the amount paid for it in case "KILL-EM-QUICK" proves unsatisfactory after same has been used in accordance with directions. The element of danger in the handling of "STRYCHNINE" or any other poison is practically eliminated in "KILL-EM-QUICK" as it is convenient and prepared ready for use. "KILL-EM-QUICK" kills Gophers, Squirrels, Field Mice, Ground Hogs, Rats, Mice, Wolves, Coyotes, Rabbits and Badgers.

Two Sizes, 75c and \$1.25 per package

NOTICE—Officials of Improvement Districts should call upon the local druggists for large quantity quotations

Sold by Druggists and Drug Dealers. If not carried in stock accept no other poison, but have it ordered for you. If unobtainable, the Hole Drug Company (jobbers), of Winnipeg Man. will send same prepaid upon receipt of price. All inquiries for information should be addressed to the

Mickelson Kill-em-Quick Company, Manufacturers,
Dept. K. Minneapolis, Min. Dept. M. Winnipeg, Man.

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adding his number instead of his name at the bottom of the slate. Other kinds of obstacles, will however, suggest themselves to those who manage the race.

GUARD THE BLOCK.

In the middle of a large circle an old tin or small block of wood is placed, and the "keeper" stands over it to guard it. The rest of the players try to kick it out of the circle, and when one succeeds they all run away and hide. The keeper then replaces the block, and sets off in search; but he dare not go far in case one of the enemy should run from hiding and steal his block again. The moment he spies anyone, he calls out this name and races back to the block to touch it before the boy he has found can get there. If he succeeds in doing this the other becomes his helper, and the first keeper may more safely go on with his search; but he should not go too far, lest several of the hiders come out and attack his new partner. In that case he would have to begin all over again. Every time anyone is found the keeper must touch the block, and when more than half the players have in this way become assistant keepers, the rest must return from hiding, and a new keeper chosen.

THE LEAPING-POLE.

The leaping pole should be of strong wood, quite smooth, and not too heavy. The boy who uses it should not hold it too high up to begin with, and should not try to jump too far. He ought to make a short run, and taking a firm grip with both hands, putting the right a little above the head and the left about two feet lower down, plant the foot of the pole on the ground, and lift himself up as he swings over. The height and length should be in-

creased by degrees. There is no healthier exercise than that with the leaping pole, if it is used as it should be.

Cousin Doris Letters

Dear Boys and Girls:—

I am offering a prize of a book each month to the boy who sends in the best description of a game he likes to play and also a book to the girl who sends in the best description of a game she likes to play. Let all of the cousins write and we may in this way learn many new games.

Sincerely,
Cousin Doris.

Girl's Prize Letter.

Souris, Man., Feb. 12th, 1910.
Dear Cousin Doris,—I will describe my favorite game which is "Musical Chairs." It is not a very popular game but quite amusing.

First of all a number of chairs (one less than the players) are placed in a row, every second one facing the opposite direction to the rest. The music is played and those in the game march around the chairs, keeping time to music.

Suddenly the music ceases and all make a dash for a chair and as the chairs were one less than the players, there must be someone left standing. This person must pay up a forfeit and drop out of the game for a while. Then one of the chairs is removed so that there is still one less than those marching.

The music again commences and the players once more march around chairs. Again the music stops and all strive to be seated. But as before someone is left without a chair and will have to pay a forfeit.

This continues until all but one have dropped out of the march. The last person is blindfolded and the forfeit-holder is stationed behind him, or her as the case may be, and holds over the latter's head a forfeit saying, "Here is a thing, a very pretty thing, what shall be done to the owner of this pretty thing?" The blindfolded person then asks "Fine or superfine?" which means "Does it belong to a gentleman or lady?" The forfeit holder answers, then comes the most exciting part of the game. The blindfolded person tells what must be done by the owner of the forfeit, which,

if he fails to do he will not recover his forfeit.

This continues until all have won their forfeits then the game is finished. Here are a few things that may be done by the owners of the forfeits—The Learned Pig: The forfeit owner goes on all fours. Somebody volunteers to be his master and leads him around the room to show his attainments, asking him such questions as "Who is the best at making goo-goo eyes?" For answer the pig grunts at the person he thinks. The cold water cure: The forfeit owner is blindfolded, a tumbler full of cold water and a teaspoon are produced, any one of them gives him a teaspoonful of water and when he can guess who gave him the water he is free.

An amusing but hard one is to stand with hands folded and keep a serious face for five minutes. To mimic somebody is another exciting part, a boy wears a girl's cap and imitates her in boy's capsgeddonen Jasdewmf emfeym voice and manner; if a girl, she wears a boy's cap and imitates him. I remain, yours sincerely, Netta Chunan.

Boy's Prize Letter.

Sunny Side Farm,
Birtle, Man.

Dear Cousin Doris,—I am a little boy nine years old. I live on a farm. I don't go to school as we live too far away. Mamma takes the Canadian Threshman and I like to read the children's letters. This is my first letter to your valuable paper. I want to tell you my favorite game, which we call hot potatoes; we all sit in a circle, except one who stands in the centre of the circle. One in the centre throws a handkerchief to someone in the circle on the opposite side; we keep throwing the handkerchief fast from one to the other, trying all the time to keep the one in the centre from getting it. If he should get it, the one that lets him get it takes his place in centre of the circle.

Mamma lets us play Lost Heir and checkers, pit and fort, in the evenings till 8 o'clock, then we go to bed.

I hope you find this letter good enough to print and perhaps win the prize. I remain, Your Loving Cousin

Willie Beard.

I think your mother is a good teacher, Willie. There are not many boys nine years old that can write as nice a letter as you have written. C. D.

Oakland, Man., Jan. 25, 1910

Dear Cousin Doris,—I would like to join your club. My brother takes the "Threshman" and I read the letters in it. I will describe the game of Joseph and Rachel. A crowd all catch

hands and stand in a circle or oval. One stands in the middle. The people start going around and when the one in the middle which is blindfolded holds out a broom and it touches one he goes out into the circle and says "Joseph" and keeps moving around in the circle. Then the blindfolded one says "Rachel" and they say it turn about. If the blindfolded one is near the other need not answer. When the other is caught he goes in place of the blindfolded one, the game goes on like this. Could any of the members send me the words of Kitty Wells or Errand's Lovely Home? I will close, wishing the club every success. Your truly, John Blair, Jr.

Oakland, Man.

This is a very nice letter, John, you might win the prize another time. C. D.

Regina, Sask., Jan. 24, 1910
Dear Cousin Doris,—The name of the game which I will describe is "The Priest of the Parish." Any number can play it. One person stands up and is the priest. The others sit down. Then the priest names them any colors he chooses. Then the priest says the following:—The priest of the parish has lost his considering cap, some say this and some say that but I say brown (he can say any color he chooses) then counts up to six. If brown doesn't say "I sir" before the priest says six, he has to pay a forfeit. The priest says yes you sir. Then brown says not I sir. Brown says any color or the priest. If he says the priest he has to count himself, then play etc. After it gets tiresome redeem the forfeits. Yours truly, E.S., Regina, Sask.

This is a very interesting game E. S. but I wish I could have printed your name. C. D.

Conundrums.

What is a put up job?

The paper on the wall.

Where were the first doughnuts fried? In Greece.

When a man scalds his hand, what three authors does he mention? Dicken's Howitt, Burns.

What is the difference between a butcher and a flirt? The former kills to dress, the latter dresses to kill.

What kind of a hen lays the longest? A dead hen.

What does a stone become in water? Wet

After dark—Chasing a negro.