

Junior Department.

With a certain amount of satisfaction, the Junior Editor observes that a very cheerful spirit reigns among the small boys. Perhaps hard bumps on the football field, or maybe our own apparently insignificant remarks have brought about this state of things.

He who can certify that he has found out the name of the mysterious Junior Editor, is invited to call on the Rev. Prefect and receive a lecture for being too curious.

Juniors, 7. Smallyard, 4.

We regret to announce that our football team opened the season with a defeat. Their opponents, a team from Juniorate Hall, played a very fast and snappy game, and by their combined efforts took victory from our boys. Plaisance put up an exceptionally good game for the visitors, and deserves great credit for his effective work. Capt. "Jack" expressed himself as satisfied with the showing of his team mates, and predicts a more satisfactory result at the next meeting of the two teams.

A spectator remarked that St——ry ran like a *deer*. Doesn't Swa——s remind you of a *little deer*.

Albert Groulx, who was injured in a recent game, has been replaced by Hugg, who surely has the proper name for a quarter back. Let us hope that he will not forget to *hang* the ball.

Smallyard, 16. Mascottes, 0.

On Oct. 15th the first team played its second game, and defeated the Mascottes by the above score. Though the visitors were very much the lighter team, they, nevertheless, played a very aggressive game. The *boy in the blue shirt*, their quarterback, Slattery, and McDonald Groulx carried off the honors of the day.

Small boy— I wonder if the Senior III team will play the *Juniors* again.

Commenting on what appeared in the last issue of the Review Ph—ips says: *I ain't to be layed, and don't want to be guyed, see I*

The new "Dark Room" is quite an addition to the Junior Department. Besides being very conveniently located, it is filled with a complete assortment of sporting goods.

Bill—They should be hung up.

Percy (anxiously) who?

Bill—The straw hats.