

About the House

ON "THE CUP THAT CHEERS."

There is black tea and green tea—do you know why? The black leaves have been fermented and are milder, the tannin is changed and made less soluble, so you get less of the bitter principal in your beverage; and then the leaves must be carefully fired or exposed to the sun, to check the fermentation, and the heat must be just right, so as to remove the moisture but not drive off the volatile oils.

All along the line, from the hand picking by women and children, the curing, the shipping and the blending, your tea calls for delicacy, care and judgment. That is the reason it is such a culinary crime to abuse it when it is handed over to you for the final making and serving.

The Raw Material.—The little green leaves of the first harvest are the finest, picked in April in China and Japan they spell delicacy; successive pickings give somewhat lower quality. In Ceylon, where many of your best known brands originate, tea-picking goes on the year round at ten-day intervals. The tea from different "gardens," as tea plantations are picturesquely called, varies in character, so you see that you must trust your tea merchant for the careful blending of the final product. Adventure till you find what suits your taste and stick to it. The blending of teas calls for experts along the line, and "tea tasters" must have all the skill, and more, of the connoisseur of fine vintages, to produce a product of even quality and the same characteristics from the varying teas received.

"Orange pekoe" is a general quality designation, not a kind of tea, and alone is not enough to designate the sort of tea you may like best. Flowery pekoe, orange pekoe, and just pekoe, mean the three smallest leaves from the top of the plant, size and quality varying in the order named. But teas also vary according to climate, the time of picking, the curing, and with the altitude at which they are grown. Like humans, the plants that grow on the heights have the best character!

The Finished Beverage.—In the making there are just three essentials, very simple ones and easy to attain, and too often they are all neglected. First have freshly boiled water, a jumping boil; watch the tea-kettle as a cat watches a mouse hole and when it "surges wildly" as the Orientals say, jump for it!

Second, use an earthenware, porcelain or china pot—not metal, and pre-heat it by rinsing in hot water.

Third, pour on the water (one cup to each teaspoon of tea let it steep not less than three nor more than five minutes. Tea that steeps too long or boils (horrible thought!) is a tannin stew of bitterness and unwholesomeness that one dislikes to contemplate. Its fragrance is gone, its delicacy has fled, and the whole party is completely spoiled, for either health or pleasure.

KEEPING BABY WARM.

In severe weather every mother knows that it is extremely difficult to keep the baby's hands from pushing down the covers and getting almost blue with the cold. We can put stockings on his feet or let him wear the little sleepers with feet in them and thus protect his lower limbs, but those lively pink fingers are a problem. A very simple solution for this is to take his old white cotton stockings, which he will not wear in cold weather and which would very likely be too small for him next summer, cut out the feet and stitch across firmly on the machine. These make nice elastic mittens that can be pulled up over his hands and pinned to his sleeves in such a way that he cannot pull them off. Then mother will not shiver and refer to his fingers as icicles when morning comes.

Where a house is not heated by a furnace it is often a good idea to have the baby wear a little nightcap, as his little bald head is apt to get very cold and there is sometimes danger of ear troubles on this account. A very young baby is more comfortable in a basket than in any crib with open bars, for the reason that no drafts can get in from the sides as is the case with the cribs. A clothes basket

Rid Your Poultry of Lice

The new scientific discovery makes it easy to get rid of vermin. Stop greasing, dusting, spraying and other unsatisfactory methods of fighting lice. Simply drop into the drinking water a harmless mineral tablet, it does the trick, it makes and keeps the birds clean and healthy. Warranted not to impart any odor to flesh or eggs. Sold under a money back guarantee. Thousands of poultry raisers are using them. Send one dollar for trial box. F. G. Davies, Dept. H., 30 Leopold Street, Toronto.

ISSUE No. 4-24.

is the most convenient kind of basket to use if the baby's outfit does not include a regular bassinet.

APPLE LOLLIPOPS.

When children tire of the customary and wholesome apple which forms a part of the noontime lunch, give them a delightful surprise by putting in a candy-coated one.

Make a syrup of one pound of granulated sugar, one tablespoonful of vinegar and two cupfuls of water. Boil this till it spins a thread, but do not stir or it will get sugary. Add a little red cake coloring if you have it on hand. Insert thin sticks about four inches long in the stem ends of bright red apples. Next dip the apples into the hot syrup, holding them by the sticks; then set them on waxed paper to cool. You have transformed common apples into lollipops, which will make an instant appeal to the imagination and palate.

If yellow apples are used drop a bit of butter color into the syrup and pretty golden glazed apples will be the result.

TRY A LEMON.

An astringent that I have found entirely satisfactory is lemon juice. It also has a slightly whitening effect. Cut a lemon in half and rub the cut end over the face, massaging gently with an upward motion for the special benefit of sagging muscles. An application a week is really enough for the average skin, as it causes a general tightening of the tissues, and using oftener than this might be unpleasant.

—J. W.

A NEAT AND SIMPLE HOUSE FROCK IN "SLIP ON" STYLE.



4552. Printed cotton, figured percale, dimity, ratine, linen and other wash fabrics may be used for this model. It is also good for wool crepe or jersey cloth.

The Pattern is cut in 7 Sizes: 34, 36, 38, 40, 42, 44 and 46 inches bust measure. A 38-inch size requires 4 1/2 yards of 36-inch material. The width at the foot is 2 yards. For facing and collar of contrasting material as illustrated 1/2 yard of 36-inch material is required.

Pattern mailed to any address on receipt of 15c in silver or stamps, by the Wilson Publishing Co., 73 West Adelaide Street, Toronto. Allow two weeks for receipt of pattern.



Not to be Trusted.
"I wouldn't trust that fellow out of my sight!"
"And I wouldn't trust him till he was—way out!"

His Request.
Judge—"Have you anything further to say?"
Prisoner—"I should like to ask that the time occupied by counsel's speech for the defence be deducted from my term of imprisonment."

Paper money wears out and the average life of five dollar bills is about ten months.

WEAK ANAEMIC WOMEN

What They Need to Restore Good Health and Vitality.

The woman who feels tired out, who aches all over when she rises in the morning, who feels depressed most of the time, needs the help that Dr. Williams' Pink Pills can give her—new, rich blood and stronger nerves. The number of disorders caused by poor blood is amazing, and most women are careless about the condition of their blood. Their nerves are quickly affected; they worry over trifles and do not obtain refreshing sleep. There may be stomach troubles and headaches; shortness of breath and a fluttering of the heart. This is a condition that calls for Dr. Williams' Pink Pills, the blood-improving, nerve-restoring tonic. Mrs. William Henry, Lovett Street, London, Ont., has proved the value of these pills, and says: "I had a very severe attack of anaemia. I was always tired and the least thing would make me sick at the stomach. I could hardly go about and suffered terrible pains in my legs from cramps. I had no color in my face and was as white as a sheet. The doctor gave me several kinds of medicine, but could not understand why I did not get results from it. Then I went to a hospital and was there for three months, but came home no better than when I went. My friends were worried and feared consumption. While I was still in this condition a friend advised me to try Dr. Williams' Pink Pills. I tried them and after a time felt they were helping me, and I gladly continued their use, and am thankful to say that I am again a well woman, and I firmly believe that had it not been for Dr. Williams' Pink Pills I would not have got better."

The new sales tax will not increase the price of Dr. Williams' Pink Pills, as the company pays the tax. You can still obtain the pills through any medicine dealer at 50 cents a box, or by mail, post paid, at this price, from The Dr. Williams' Medicine Co., Brockville, Ont.

Merely Prevention.

Willie was under orders never to go in swimming. And mother meant to see that he obeyed. So one day she became suspicious.

"Willie, your clothes are wet," she said. "You have been in the water again."

"Yes, mother; I went in to save Charlie Jones."

"My noble darling! Did you jump in after him?"

"No, mother. I jumped in first so as to be there when he fell in."

—AND THE WORST IS YET TO COME



The First Submarine.

The earliest ancestor of the submarine was a glass box covered with asses' skin, made to order for Alexander the Great in the fourth century B.C. That bold general, says Capt. J. G. Sutherland in *At Sea With Joseph Conrad*, must have been absolutely fearless, for in those days it required so small courage to allow yourself to be shut up in a box and lowered below the water.

Apparently he tried even Alexander's nerves, for he saw many monsters and some things so horrible that he would not speak of them till the day of his death. It must be remembered that he would be able to see little; so probably imagination played a large part in making him think he had seen the things that he said he saw.

There are many accounts of the adventure in existence, and all are more or less wonderful; the facts appear to be that the great general got inside the door, was sealed up with tar and lowered to the bottom by a chain. By

an accident, which in those days may or may not have been intentional, the chain was let go from the boat, and the king was left sitting in his box on the bottom, looking at and being looked at by "horrible things." However, to the relief of his friends and presumably to the chagrin of those who had "axes to grind" the box broke, and up his majesty shot to the surface and was rescued, a wetted and a wiser man.

That episode stands out alone in ancient history; it is not on record that any other person went under water in a completely enclosed vessel until comparatively modern times.

Claimed as the most wonderful set of church bells in the world, a carillon is now being cast in Croydon; it will include 53 bells and is to form a memorial to a millionaire's mother.

Under the Moscow Government marriage in Siberia is only a matter of taking out a license to wed; divorce is equally easy.

Rules for the New Game Mah-Jong

"Mah-Jong," the Chinese game which has created a furore in England and has obtained a firm footing in the United States and Canada, is thus described by Olga Raester, author of the *Standardized Rules of the Mah-Jong League*:

No need to speak of age where Mah-Jong is concerned. Everybody knows that it comes from China, and it is as old as Tenquet, another national Chinese game which was played in the far-distant centuries. In England, however, Mah-Jong is very young, and inclined, like all young things, to spawl. Everybody is playing it, everybody is playing it differently.

According to history and legend, Mah-Jong was played by Confucius; it commemorated the Great Wall of China and 108 revolutionaries who were banished by the Emperor during the Sung dynasty.

A fisherman is supposed to have thought of it as a cure for seasickness, and a Chinese general of the Imperial Army is said to have added the Winds and Dragons to keep his soldiers from falling asleep.

All this you may believe or not. It is certain that there were 108 cards in the original game and that the addition of Winds and Dragons brought the number to 136.

The ivory carvers of Ning Po turned the cards into "tiles," as the dominoes now used are called, and it is with 136 of these that the regulation game is played.

Mah-Jong means "sparrow," because the players, like the sparrows, pick up the chance crumbs discarded by others.

There are three suits running from 1 to 9. They are called "Characters," "Bamboo," and "Circles." There is no need to describe them as they are easily distinguished by their names. All the three suits, with the exception of the 1's and 9's, are classed as "minor" pieces, and in the scoring count the least.

Four Winds.

There are also four Winds, four of a kind each Wind: East, South, West, and North.

These four Winds and the 1's and 9's of each suit are "major" pieces, and come next in rank and value.

Finally, there are the three "Dragons" in sets of four: White Dragon,

Red Dragon, Green Dragon. These are classed as super-pieces and have the highest value of all.

In the basket there are also four "Flowers" and four "Seasons," pretty pieces which merely give high scoring but do not represent any skill in playing.

There is also the "Box of Winds" and the counter made of short pieces of bone and inscribed with dots: Five for five hundred, one for one hundred, ten for ten points, and two for two. A thousand points, with a limit of 300, or 500, makes a good proportion for playing.

The object of each player is to make up a hand of fourteen "tiles," and in some cases more (if sets of four have been gathered), and to declare this hand before any of the other players.

To make up this hand the player collects three or four of a kind in any suit, numeral sequences in any suit, sets of Winds and Dragons, and a pair. These sets may be compared to the tricks made in Bridge.

The game starts by four players standing round a table, and going through the process of the allotment of seats.

This may be done in a formal manner which necessitates four throws of the dice before East for the round is decided, or in the friendly fashion of each player throwing the dice, the highest throw settling the place to be occupied by East.

All counting is to be done anti-clockwise from left to right, on the persons sitting round the table, beginning with East.

After this the four walls are built, each player setting up a wall of 34 pieces before him in two layers of 17 each. The walls must be pushed closely together to form a square.

East then throws the dice to decide which wall is to be opened, and, the number being counted out on the other players, the player to whom the number falls then throws the dice again to see where the wall is to be opened.

The number thrown is counted along the wall from right to left.

Where the count stops the two "tiles" must be lifted out and placed on the top of the opening to the right. Then East takes the first four "tiles" to the left of the opening, and the other players follow in succession from left to right.

Each player has 13 "tiles." East takes one more, making 14, and East discards one "tile" into the court.

Then comes the turn of each player round the table from left to right, but all must draw one "tile" from the wall before discarding. East, after the first discard, does likewise.

Each discard can be taken by any of the other players for a set of three or a sequence, until the next discard is thrown on the table, after which it cannot be touched.

The discards are acquired in the following manner: By a "Pung"—that is, taking a "tile" that matches two of a kind already in the player's hand. The three must be at once laid on the table beside the player. By a "Chow"—that is, taking a discard that makes a numeral sequence of three, two of which are already in the player's hand.

Counting the Score.

It must be remembered that a "Chow" can only be taken from the discard of a player on the left. When a player has completed a winning hand as described above, the fact is proclaimed. Every player shows his "tiles." The score is counted up, beginning with the winner.

If East has won, East is paid double by all the other players; if East has lost, East pays all the other players double. There are no "post-mortems," each player has his own sorrow or joy.

There are many points in the game which cannot be gone into in this limited space. One is getting sets of four called "Kong." These are obtained by taking a discard which makes a fourth tile to a set of three already in the hand; like a "Pung," they must be put on the table, but the player must draw a "Loose Tile" and not from the wall. The "Loose Tiles" are those which were removed to open the wall and which lie on the top of the "Dead Wall"—that is, "tiles" to the number of fourteen which must be slightly separated from the main wall, and which can only be drawn upon when a "Kong" is made.

From this necessarily brief description it will be gathered that Mah-Jong is a well-organized game; skill only comes with time, and one of the greatest points is to learn a good system of scoring so as to know what to play for.