

HINTS TO OUR NEW CHUMS.

The following hints are compiled for the benefit of recruits just entering the Army, and who will probably find everything strange. A full explanation of the terms and abbreviations they are liable to meet every day is also given.

M.O.—This is not a Money Order as in the Post Office, but often a ferocious old gentleman, who insists on your taking small pellets called "Number Nines." Go to him if you feel disinclined to go on parades—razor dull, and you don't feel like shaving—or if you require castor oil to polish your buttons with. You will always be able to obtain a ration of Nelson's Blood or Rum from this Officer, and if he refuses demand it as per K.R.O. 25899.

SERGEANTS' MESS.—This is a place where they dish out better grub than at the Men's Mess. Always dine here if fond of delicacies. It is advisable, however, to put three chevrons on your arm before entering.

QUARTERMASTER'S STORES.—Here you can get silver cigarette cases, riding whips, tobacco, etc., free of charge.

SERGEANT MAJOR.—Gentleman usually very expensively dressed. Often very rude to you on parades. A good plan is to answer him back, as repartee is appreciated on regimental parades.

PROVOST SERGEANT.—Go to him if you have no watch to ask the time as being a Policeman he always carries one.

REVEILLE CALL.—A most objectionable call sounded on the bugle very early in the morning, which will probably be followed by the Sergeant or Corporal digging you in the ribs, and shouting, "COME ON OUT OF IT!" If sleepy take absolutely no notice of this, and if reported to the S.M. or your Company Officer, just tell him that you didn't feel like getting up early, and it will be perfectly all right.

M.F.P.—Greek. "Mother's Fire-side Pets." You will notice them around bar rooms at closing time, and towards 9.30 p.m. they give a plaintive note which sounds like,—"Have you got a pass?" Called in the Army, "Military Foot Police."

BARRACK ROOM DAMAGES.—Fines imposed monthly to provide cigars for the Sergeant-Major.

GUARD ROOM.—Vulgarly called "The Clink." You'll always find warm, comfortable beds in these rest houses.

DUTIES.—It is superfluous to explain this as the Recruit will arrive here automatically in due course. When told off for guard duty, take a base ball with you, as the stock of a rifle makes an excellent bat, and you can while away the tedious hours. When the O.C. or Orderly Officer approaches your post, it is wise to adopt an aggressive attitude, thereby showing your esprit de corps.

RIFLE.—A disagreeable heavy instrument which you should throw away at the earliest opportunity. Carve your initials on the stock. The leather sling makes a good razor strop if cut in half.

TUNIC.—The same as a coat in civilian life. Cut the buttons off as souvenirs. Badges are useful to decorate body belts.

MUSTER AND SICK PARADES.—It is optional to attend the former. The latter is useful if you wish to avoid fatigues, guards, and swing the lead.

ORDERLY OFFICER.—To be found prowling around at meal times with a very officious sergeant. Rushes into your hut or tent, and bawls at the top of his voice, "ANY COMPLAINTS," followed by "CARRY ON," slams the door apparently in a violent rage and departs. A good plan is to ask him for a cigarette.

ORDERLY SERGEANT.—(See Orderly Officer). Generally in a great hurry. You will recognise him by his quaint call, which sounds like, "ORDERLY OFFICER, SHUN!"

PAYBOOK.—Very useful for writing short notes in, pressing leaves in, drawing sketches, and making spills to light your pipe with. If you lose your own borrow somebody else's.

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