4. Given one of the neighbours of the *Eozoon Canadense* show by reference to the *femur* of a cuttlefish or the *antennae* of an Echinus that they kept up telegraphic communications.

5. From the fibula of an amoeba, the trochanter of an infusorian, the siphuncle of a wasp, the pallial line of an alligator, and the ctenaphore of an elephant construct a mule.

6. Show (1) your relativity to a giraffe, and (2) your declivity from an oyster, stating in what era you received legs.

THE CALENDAR.

Time..*All Session.*

1. Show by logarithms that you are not allowed to take exemptions from subjects in which you are sure to be plucked. Solve the formula on which this rule is based.

2. Calculate the angular divergence between a man awaiting the conference of his degree and the man who entered with him as a freshman but who is not yet a sophomore, and show that it corresponds to 186°.

3. Quote any paragraph in the calendar and show by a month's study that it is inexplicable.

4. Explain the value of gowns in identifications.

5. Show that FINES are absurd, and that therefore boarding mistresses should institute them as means of forcing students to come to dinner.

6. Prove that, as exams. passed : supplimental : : celluloid cuffs : 30 per cent.

MECHANICS.

1. Let the course of B. A. be an inclined plane, prove that as the height of the passing standard is to the length of the course, so is the number of nights you spend at the Academy to the amount of your mental force exerted, and that the resultant is at right angles to your expectations.

2. Prove that the *moment* of your entrance into the Molson Hall, is to the *resistance* of your feathers, as the velocity of your quill is to the pendulumlike motions of your crib.

3. Give a diagram of the force of specific gravity on Beaver Hall hill,

4. What do you know about pumps ; where did you see one last ? If the fluid pumped was XXX calculate its brain pressure.

5. Imagine yourself revolving in "watch-hands" direction about a fixed centre, *compose* your forces and give a brief sketch of your surroundings.

6. Equilibrate yourself on a dynimite cartridge ; become excited ; expatiate upon your position ; and finally, calculate your projectility.