BENCH AND BAR.

Hon. James Thomas Brown, a Judge of the Supreme Court of Saskatchewan, to be Chief Justice of the Court of King's Bench for that Province.

Hon. James MacKay, Judge of the Supreme Court of Saskatchewan, to be Judge of the Court of King's Bench of that Province.

Hector Y. Macdonald, of the City of Regina, K.C., to be Judge of the Court of King's Bench for the Province of Saskatchewan.

Henry Veeder Bigelow, of the City of Regina, K.C., to be Judge of the Court of King's Bench for the Province of Saskatchewen.

John Fletcher Leopold Embury, of the City of Regina, K.C. to be a Judge of the Court of King's Bench for the Province of Saskatchewan.

George Edward Taylor, of the City of Moosejaw, K.C., to be a Judge of the Court of King's Beach for the Province of Saskatchewan.

flotsam and Jetsam.

EATING AND DRINKING ON THE BENCH.

We remember to have read in a book of travels in Africa that a screen was held before the King of Dahomey when he took any refreshment, for the people must not see the King eat or drink. The notion that eating or drinking in public is attended with some loss of dig ity may possibly be the origin of the custom for our judges sitting in robes to leave the court on a suitable occasion and to take their luncheon in a private room. The custom is not, however, without exceptions, and it appears from a paper written by Mr. Gregory King, Lancaster Herald, entitled "The Method of Proceedings upon the Trial of a Peer," that "upon any intervals during the trial the Lord High Steward may have wine and 'biskits' presented him on the knee, and the judges and officers attending him may also have wine and biskits." Another exception was certainly that of the Judicial Committee of the Privy Council, where their Lordships brought their Luncheons with them and ate and drank when they thought proper to do so. We have heard of judges whose digestions enabled them to support a protracted fast, and who exercised their power by keeping counsel on their feet from the sitting until the rising