30th Division NG Encamps In Hoke County



GIs Relax At Dusk After Tough Day Of Training With Tanks, Infantry



Staff Gets Straight Before Seeing The Old Man





First Soldier Types KP List





Communications Men Keep Wires Humming All Day

Military Life Hasn't Changed Much

The First Soldier is still a dangerous man to might even find it.

formal meeting and iron out as many problems as again in the future. possible before going in to see the Old Man. Planners in Washington have discovered that The dust still hangs heavy over the training Mr. Khrushchev sobers up fast when he is con-

Military life hasn't changed vary much, even in is volleyhall and ping-pong and a lot of dendy this modern age of spacemen and missiles.

The youngsters still use the same four-letter some of the troops try, of course. They tiptes out of the boundocks and head into Raeford and The oldsters head into the medical tent for a foot seen for lornly wandering up and down the Main.

Street looking for action. Once in a while, they

tangle with.

And the chaplain's tent is located in the pines for those who wish to get their T. S. card punched.

This is what Army life is like, even when you're a citizen soldier doing just a 2-weeks' stint in the National Guard. And ever-present in the memories of all Guardsmen is the knowledge that The Battalion staff still likes to hold its own in- units have been activated in the past and will be

areas and the barrels of .50 caliber machine guns fronted with three or four National Guard divistill get overheated and occasionally burn the GIs sions that have been called into the federal ser-

Then, when the sun goes down, and that substantial Army chow has all been put away, there are civilian neighbors trains hard and plays hard diversions of one kind or another. There are against the coming of that very tough day. movies every night in the recreational area. There -- PETER B. YOUNG, S/Sgt., US Air Force, Ret.



The Old Man Has His Turn As Staff Closes In



Medics Apply Burn Ointment To GI After Accident