

War and Wildlife

► SOME forms of wildlife seem to be able to carry on, even between the battle lines, with apparently little or no interruption in their normal lives. It was a common observation, during the first World War, that rabbits and songbirds continued to live in the No Man's Land between the lines, despite barrages and machine gun fire. The song of the skylarks, amid the din of battle, is immortalized in "Flanders Fields."

In the present warfare of movement there is no such thing as No Man's Land. The battle area is Any Man's Land. So the rush and roar of mechanized combat, the trampling of advancing and retreating hordes, may frighten the smaller woodland creatures away from their homes for a short time. Then the battle flows elsewhere, and the land is left empty again—emptier than ever, since the civil population has had its losses and its dislocations, too. Deserted farms, with buildings smashed or burned, may lie fallow for a term, their weeds and brush offering food and cover for small game and birds.

The fate of larger animals will depend largely on immediate circumstances. Soldiers have a way of adding to their meat supply by shooting game without regard to season, so deer and wildfowl are apt to suffer, at least when the armies are not too busily engaged in shooting each other. And when war is followed by a period of anarchy with its inevitable gaunt shadow, famine, even non-game animals will be hunted down for food. That is what happened to most of the wisent, or European bison, after 1918; the present war, surging over the same lands in eastern Europe, will almost certainly wipe out the small remnants of the species that were left.

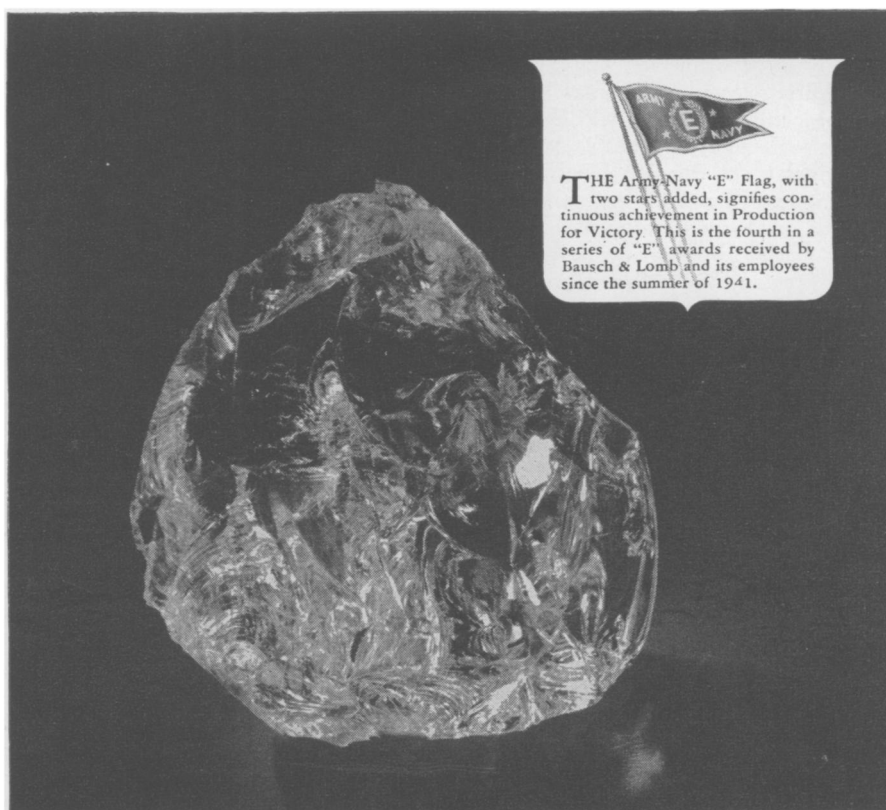
On the other hand, certain great areas of exploitation are neglected or even wholly closed by the war. North Sea fisheries are worked at far lower than normal intensity. Japanese fishermen are barred from North American coastal waters. Even the Mexican and European fishermen are not able to work at full production off the California coast because the Navy has taken the best of their boats, some of the Europeans are interned, and war-production factories have tempted others away from their usual trade.

It is hard to get an even, all-over picture of war effects on wildlife. Conservationists can only hope that the net balance will be favorable.

Science News Letter, November 21, 1942

An estimated 40,000,000 Americans drink *alcoholic beverages*, but only 5% or 6% habitually drink to excess.

Bacteria, not commonly supposed to thrive in sea water, have been found buried in ocean mud three miles deep and a thousand miles from land.



THE Army-Navy "E" Flag, with two stars added, signifies continuous achievement in Production for Victory. This is the fourth in a series of "E" awards received by Bausch & Lomb and its employees since the summer of 1941.

Crown Jewel for Victory

THIS is a chunk of optical glass. It has been broken out of a porcelain pot which came from the furnaces of the Bausch & Lomb Glass Plant.

It may be destined for use in binoculars—the long-range eyes of Army and Navy. It may be one of the types of glass that comprise the optical system of a medical research microscope. Or it may go into service as a range-finder prism, finished to accuracy limits of one second of arc, an error so small that it amounts to only one foot in 39 miles.

Fathered by William Bausch, the B&L Glass Plant was born in 1914. Under impetus of glass shortages in the first World

War, it grew to full manhood. Research and development have continued without interruption since, so that today America need not look beyond her own borders for a supply of this essential war material.

One hundred and ten types of optical glass come regularly from the Bausch & Lomb furnaces, to provide the various refractive indices and dispersions required in the lenses and prisms for thousands of scientific instruments.

BAUSCH & LOMB
OPTICAL COMPANY • ESTABLISHED 1853

AN AMERICAN SCIENTIFIC INSTITUTION PRODUCING OPTICAL GLASS AND INSTRUMENTS FOR MILITARY USE, EDUCATION, RESEARCH, INDUSTRY AND EYESIGHT CORRECTION