



Thanks For Stopping By!

By Jason Lewicki

The temperatures are dropping, the leaves are really starting to shift, and every day feels a bit shorter than the last. Fall has really started to close its colorful fingers around our humble little town of Milford, and we couldn't be more grateful!

With this article releasing around the beginning of November, that means that Thanksgiving is getting closer and closer. As such, let's all take this time to think about things we're thankful for. There's always something out there to inspire gratitude in you; sometimes, you just need to take a little time to find it.

Whether you're new to MHS or a returning student, we're glad to have you. Here at our school, we have all sorts of avenues through which to connect with the students around you and show your Spartan spirit. Join a club! Attend a sports game! Support our theater program! Read our newspaper! These and more are just some of the ways you can have fun, meet new people, and make new memories here at Milford High School.

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CRAZY COLORS THROUGHOUT HISTORY

By Payton Burke

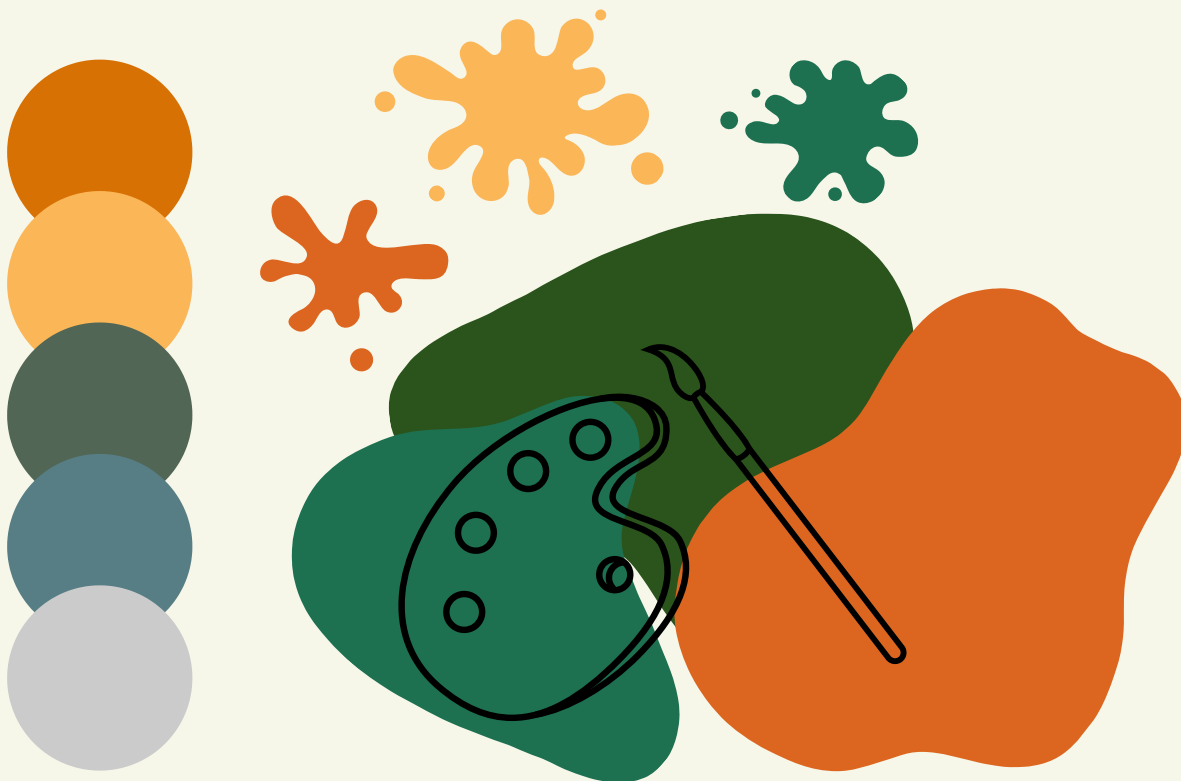
Color seems to be everywhere lately, especially so with the trees bursting with fiery reds and oranges from their summer greens. However, color wasn't always as accessible as it is now. So, in light of that, it seemed like a good time to reflect on some colors that have quite the history behind them.

Purple is often associated with nobility and luxury. This is due in large part to the historical pigment Tyrian purple, a dye so prestigious that it was at one point illegal for anyone but the Roman emperor himself to wear clothing utilizing it. Tyrian was the most vibrant purple of its time, so named after the coastal town it originates from: Tyre, a coastal town located in what is now Lebanon. The dye was eye-wateringly expensive, costing half of a soldier's salary in Rome during the 1st century, CE. That's the equivalent of a diamond engagement ring today for nothing more than a mere pound of dye. The reason for such a high price? Its extremely arduous production process. The dye's color was sourced from the mucus of the Murex sea snail; being only 2-5 inches long, it would take up to 250,000 of the little guys to produce an ounce of the color. Even with the necessary materials, the process would also require the mixture to be slowly heated over a fire for ten days, creating a smell so bad that the only places where it would be produced were out of the way, downwind, or both.

However, despite the hassle, Tyrian was not the most expensive pigment in history. That title is typically considered to belong to Ultramarine blue, a paint that for centuries was only able to be made in a small area in the mountains of Afghanistan. Its obscene price tag was due to the fact that the paint was made from lapis lazuli, a stone considered more precious than gold at the time. The color was largely used for paints, which were made by grinding the stones and blending them with oils, resin, and wax in a solution of lye. The color was so expensive that it was not only reserved for painting the clothes of the likes of the Virgin Mary and Jesus Christ, but the European artists using it would rely on wealthy patrons to even be able to afford to use it. However, 17th-century Dutch artist Vermeer used the color extensively in most of his works. In his painting titled *The Girl with the Pearl Earring*, he not only used it in the girl's turban but also finished with a glaze of pure ultramarine. The wallets of artists were luckily saved in 1824, when French chemist Jean-Baptiste Guimet made a chemically identical alternative, creatively dubbed "French Ultramarine." This color quickly became more prevalent due to its accessibility, with it now considered a staple color.

Not all colors should necessarily be readily accessible; this is especially true in the case of Paris green, a color that was very popular in the Victorian Era for everything from dresses to wallpaper. The color became an overnight sensation when French Empress Eugenie wore a gown in the color to the Paris Opera. The dress was considered so gorgeous that it made headlines the next day. The color was not only more vibrant but also longer-lasting, making it a fast success among the Victorian elite. The dress was vibrant enough not to be changed by the lighting, which was quite the feat considering greens of the time were typically quite dull. However, they were derived from more natural pigments. Paris green was a mixture of copper and over 50% arsenic. Arsenic, though, is known for being highly toxic to humans, capable of causing skin damage, diarrhea, vomiting, and, in some instances, even cancer. Scheele's green, Paris green's sister pigment, was even rumored to have had a hand in the death of Napoleon Bonaparte, since he was known to have painted his bedroom entirely in the color. The dye proved deadly, causing a widespread arsenic scare as it took many lives. After the pigment fell out of textile and decor use, though, it was reworked into one of the world's first widespread brands of insecticide in the 1880s. This is now considered a huge factor in the development of green's association with poison throughout recent history, especially so in cartoons and art.

Color is all around us, but it is often seen as not much more than that. Color can be so much more than a backdrop, though, and may even be the one shaping the future, not just filling in between the lines.



I Don't Know How But They Found Me

A Short History and Incomplete Lore Summary

By Isabel Lamb

Starting in 2016, I Don't Know How But They Found Me, commonly shortened to IDKHOW or IDKHBTFM, was originally intended as a side project for former Panic! At The Disco bassist Dallan Weekes and former Falling In Reverse drummer, Ryan Seaman. Both men were members of the band known as The Brobecks' before they split up in 2013.

A brief summary of the band's history is as follows. The duo first got together while Panic! at the Disco was still on tour, and wrote and released songs while Dallan was still in P!ATD. Dallan left Panic! in 2015, and made IDKHOW his main focus. In 2020, the duo released their first full album, "Razzmatazz." This landed them shows, as well as a few interviews. In September of 2023, it is mentioned in an update about the upcoming album that the drummer, Ryan Seaman, is no longer part of the band, without giving any indication as to why. It is speculated that it is because he stole money from both Dallan and the band, after having done similarly in his old band, Falling In Reverse. In October of 2023, a single was released, titled "WHAT LOVE?" which is currently leading up to the release of the album "Gloom Division", scheduled for February 3rd.

The 1981 Extended Play EP contains six tracks: "Introduction," "Choke," "Social Climb," "Bleed Magic," "Absinthe," and "Do It All The Time." "Choke" and "Do It All The Time" were originally released as singles. The album "Razzmatazz" contains 14 tracks: "Leave Me Alone," "Indoctrination," "Mad IQ's," "Nobody Likes the Opening Band," "New Invention," "From the Gallows," "Clusterhug," "Sugar Pills," "Kiss Goodnight," "Lights Go Down," "Need You Here," "Door," "Tomorrow People," and the album's namesake song, "Razzmatazz." Three of these tracks ("Introduction," "Indoctrination," and "Tomorrow People") are only available on physical copies, and contain messages that relate to the lore of the band. On physical copies, some songs end or begin with messages as well, further delving into the lore.

On the topic of lore, it's time to change the subject! Within the timeline of the lore itself, the band started in the 1960s and has continued into the 2000s. Across this time, they slowly faded into obscurity, with many of their tapes becoming lost to time. Mentioned a myriad of times, the strange corporation known as Tellexx has very little information to be found pertaining to them, their goal, and their motives; however, it is suspected that they are meddling with the forces of time. Tellexx was reportedly dissolved in 1977 for reasons yet

I Don't Know How But They Found Me

A Short History and Incomplete Lore Summary

(Continued)

unknown. They ran an indoctrination program known as “Thought Reform,” which is mentioned in the official music video for “Social Climb.”

One of the first videos uploaded to the official IDKHOW YouTube channel is titled “I DON’T KNOW HOW BUT THEY FOUND ME - FOLLOW ALONG...” This video contains footage of a child entering what is assumed to be his parents’ basement and finding a box of tapes, with some of these tapes containing music from IDKHOW. This child is suspected to be Sally Mae, or SRCHPARTY, an anonymous individual who created a series of video diaries formerly available on the IDKHOW website, investigating the band, their disappearance, and the entities known as the White Shadows.

The White Shadows are entities sent by Tellexx to keep their subjects, namely Subject A (Dallon) and Subject B (Ryan), under surveillance. They make an appearance in nearly every music video, as well as the lyric video for Leave Me Alone; they are sometimes hidden in the background and sometimes quite prominent, but once you see them, it becomes difficult not to notice them. SRCHPARTY mentions that they think they see strange white shadows follow them, and soon after, the tape glitches, showing a White Shadow as well as seemingly-nonsensical text. However, this text can be deciphered. There are two other messages, with all three being located on the last three video diaries. I have found the description key, but where would be the fun in sharing it? Sally Mae also has accounts on Twitter/X and Instagram, both under the name _SRCHPARTY_, containing some clues to the lore. The last post was made two years ago, roughly when Razzmatazz was released. Dallon has confirmed that Gloom Division will include lore, so hopefully, Sally Mae makes a safe return.

As mentioned before, Tellexx is suspected to be meddling with time, as proved by the timeline that is outlined by the dates included in the video descriptions. The earliest media from the band is “Do It All The Time,” from 1964, and the latest is “Razzmatazz,” from an unknown date set in a time vortex after the experimental events that take place in the “Leave Me Alone” video. Across this span, the band seemingly never ages.

This is, unfortunately, all of the lore I have access to at current, so this article must sadly come to a close. I hope you join me in anxiously awaiting the new album on February 23rd, ready to scour the new material for lore.

CREATIVE WRITING

BY ISABEL LAMB



The dog heard him coming before I did. She woke out of a deep sleep on the rug and was completely alert and whining at the door. I knew this day was coming, but I hoped it wouldn't have been any time in the foreseeable future. I opened the door, staring up at a face I hadn't seen in a long time - that I hadn't wanted to see. He smiled, his teeth perfect and white. "I'm here to collect," he said, his voice a harsh whisper against the silent night air. I rolled my eyes. He acts like he's some unstoppable force, when he's really just a Shadowman.

"Yeah, yeah, I know. Why else would you be here?" I reached into my pocket and pulled out an old silver coin and handed it to him. He wrapped his thin fingers around it and held it up to his eye, inspecting it.

"And the ressst?" He arched an eyebrow and looked at me over the coin. I sighed and handed over a small red gem and a fragile blue flower.

"I hope you know that these are very difficult to acquire," I said as I dropped the items into his open palm.

He chuckled. It was an unnerving sound, to say the least. *"I am well aware, but it's only a fair price after I prevented your death."* He was right. I had nearly died from my injuries after an unpleasant run-in with a bear, but then he had showed up. Did some freaky spellwork, and told me to find those three items.

"Now," he asked, all too eagerly. *"Are you ready for the second set of items?"*

"Second set? We never discussed a second set!" I tried to remain quiet for fear of waking my neighbors.

"You really thought I'd settle for three little trinkets? No, no, there is another set of items that I must have. The feather of a firehawk, the leaf of a weeping willow older than the nearest lake, and the horn of a dragon." His grin twisted into something more sinister.

I groaned. *"Two of those things are fictional!"*

He waved a slender finger in the air. *"Not quite. But you have to figure out where to find them."*

With that final cryptic statement, he snapped his fingers and vanished.

"Oh joy," I muttered as I closed the door. *"Here we go again."*

Dungeons & Dragons Class Guide: The Cleric

"For the grace, for the might of our lord, for the home of the holy!" - Sabaton, "The Last Stand"

What Is A Cleric?

A Cleric is a wielder of divine power, channeling the faith they have in the god they serve and manifesting it as holy magic. A

cleric can be a noble priest, a zealous evangelist, or a mysterious cultist, yet no matter how their belief in their faith decides to show itself, every Cleric shares a few common attributes: their variability, their skill in healing and support, and their ability to call down the power of their deity themselves to make their enemies regret getting out of bed that morning. A Cleric can serve deities and faiths of all kinds, but among them all, one thing is truly for certain: a Cleric is an invaluable part of any party they're in.



How Does A Cleric Work?

Just like how there is some form of deity for nearly every aspect of human existence, Clerics are well-rounded and useful party members to have around. With a d8 hit die and access to potent healing spells, Clerics are generally pretty hardy and capable of taking a few solid hits, though it would be wise to not overextend yourself; Wisdom is a Cleric's most important stat, after all, as it is the primary ability they use to cast their spells. Those spells are for more than just healing, however: Clerics have numerous devastating combat spells, such as Guiding Bolt and Flame Strike, not to mention handy battlefield control and utility spells like Bless and Blade Barrier. Clerics prepare these spells at the end of every long rest (8-hour in-game period where your characters rest to recover their health and abilities), meaning that as a Cleric, you can always swap out nearly all of your spells with ones that fit with whatever you're doing that day. In addition to this, Clerics can also use their divine power to repel undead abominations, and even destroy them entirely once that ability has grown in power. Their greatest ability, though, is reached at higher levels, at which point they can (with a successful d100 roll) literally call their deity themselves to help them out in whatever way they wish; however, in the event that this actually works, the Cleric must wait a week to use it again (if it doesn't work, it only takes a long rest to restore it).

In total, a Cleric is primarily a spellcaster at heart, but like the humble (not really) Bard, they are diverse and versatile enough to serve any purpose a player wishes.

What Types of Clerics Are There?

A Cleric's subclasses (essentially class specializations that allow you to be even more specific in how you build your character) are themed around the domain or domains of the god(s) they serve, which are essentially the things they're gods of. There are around fifteen domains in total, far too many to list here, but here are some examples: a cleric of Ra could serve the Light domain, which allows them to blind and burn foes with powerful bursts of light; a cleric of Loki could serve the Trickery domain, letting them dupe and deceive their foes with illusory copies of themselves; finally, a cleric of Ares could serve the War domain, which gives them access to better weapons and armor and the ability to strike their foes with divine precision. Your domain gives you not just special abilities that fit with the theme of your Cleric's patron deity, but also about ten spells for free that all further enforce the ideals of the domain; in many cases, some of these spells aren't even ones Clerics normally have access to, such as how Light Clerics get Fireball, or how Trickery clerics get Dimension Door, neither of which are actually on the Cleric spell list. This vast smorgasbord of domains truly demonstrates just how many roles a Cleric can fill in a D&D party. If there's a playstyle you like, there's a Cleric domain that does it.

What Does A Bard Represent?

To avoid delving too deeply into a subject that has provoked arguments at Thanksgiving dinners for years, I'll simply say that religion is a very important part of human history. It's shaped governments, sparked wars, inspired social movements, and contextualized the world for every believer. There are countless different faiths across the globe, and in D&D, there's no exception: almost every official campaign setting, from the high-fantasy Forgotten Realms to the steampunk Eberron, has a whole plethora of gods and deities your Cleric can serve. Speaking of service, that's really what a Cleric does: they are loyal servants to their deity and work tirelessly to spread their word, whether that word is meant to heal the sick or obliterate their enemies. A Cleric's personality and motives can be based off of the god they serve, or it can be the opposite; maybe they only chose to worship that god because it aligned with their own worldview. As a Cleric, you are more than just a mere acolyte: you are a chosen preacher of your deity, and through your actions and decisions, their will will be made real...if mortal desires don't overtake your divine mission.

Why Should You Play a Cleric?

Clerics, as I have said before, can do a lot of things. They can heal their allies and keep them alive, or even bring them back from death; they can stand at the frontline, supporting their bulkier allies and protecting their squishier ones with magic and mace swings alike; they can remain in the backline, harrying their foes with potent spells and ensuring that their allies remain fighting at their best; they can even do well outside of combat, with various utility spells (not to mention the roleplay benefits having a high Wisdom score can impart upon a player character) that can make the process of exploring and interacting with others slightly less tedious. Overall, the Cleric is, at its heart, a support class, with many of its abilities being tailored to aiding its allies and itself. However, support can come in a LOT of different ways; after all, the best way to heal your teammates is to make sure the thing that's hurting them is defeated as fast as possible. A Cleric holds the lives of all around them in their hands. One hand can giveth...the other can taketh away.

Questions on Giving Thanks

by Malakai Ramirez

Gratitude has been shown to be a universal human virtue. We all love to give and receive a little thanks now and then, but why? Simply saying it “feels nice” isn’t much of an answer. It's easy to recite the common definition, but no dictionary will explain the true causes, forms, rules, and purpose of gratitude. I think these ideas on thankfulness should be explored in more depth because this emotion is an integral part of our personal lives and the cultures we live in. I will only try to introduce these ideas through questions, not just because trying to answer them would require enough writing to fill a book, and I doubt our school would publish something like that, but also because I think it's best for the reader to come to their own conclusions with as little of my biased influence as possible. I think something that helps with discovering the nature of a thing is to look to its opposite (more or less). The opposite of gratitude, in a way, is altruism, as they are opposites in direction. Altruism is proactive and goes from giver to receiver, while the receiver reacts with gratitude toward the giver. Seeing as we, as humans being subject to nature, are the result of evolution, it would make sense that altruism was, in part, the result of evolution as well. If there are actions that are objectively good for the survival of the self and of the species, we would want some kind of incentive to do those things, which could very well be that good feeling we experience while doing a good thing for others. Maybe gratitude also came about in a similar way; maybe we evolved to want appreciation and to be capable of giving it to serve as even

more of an incentive to do evolutionarily good things alongside the euphoria of doing those things for their own sake. Maybe those previous theories are wrong, however; perhaps since good feelings evolved to be the incentive to acquire a healthy state of being, then those feelings come about regardless of whether we worked for it or were given it. Or maybe gratitude was not evolved but only the resulting effect of a myriad of other factors. Who knows? There are many other interesting things to look into other than if gratitude was evolved for a purpose or not. For example: Is gratitude the same as happiness? Some of us would say it is, since it seems to be a positive feeling, but let's think about this for a moment. Do you like feeling almost indebted to someone who brings you happiness, that you owe whoever it is a return of favor? Now I know that only sounds bad if you phrase it the way I did, but now think about this: If you seem to notice that the only thing supporting you are all the things others have done for you, and you also think that you’ve done nothing that matters in return, your gratitude for everything will take on a depressive hue. You are grateful for everything because all of it has some sort of purpose and worth to you, and the only thing that seems worthless to you now is yourself. Is gratitude such a good feeling now? Maybe the answer is still yes and those negative feelings I’ve mentioned, though related, are distinct from that gratitude. However, it's best not to dwell on negative thoughts, so I’ll move on. Going back to the idea of now being indebted to someone who has done you a

favor, is doing such things manipulative? That might depend on the circumstances. Imagine if you did something nice for someone, not out of the kindness of your heart, but because you want them to do something for you. Your answer to the question “Is it ethical?” would most likely depend entirely upon whether that action was to the detriment of them or not. Maybe you aren’t a utilitarian consequentialist, though, and thus analyze ethics through a different lens. Shifting the perspective from the giver to the receiver, is it ethical to lie about being grateful when you really don’t care about what they’ve done at all? Some people would prefer that you be honest, but do they truly feel that way, or are they saying that because we’ve all taken to heart through repetitive use the hackneyed phrase “honesty is the best policy”? Be honest: You probably would be at least a little sad if you’ve put in a lot of effort for someone, only for them to not appreciate it much. On the other hand, maybe honesty truly is the best policy. If the goal is to do objectively (a better word might be evolutionarily) good things, then we would want to know whether we are actually doing them, and the only way to know that is through truthful feedback. Either way, know this: Even if someone feigns appreciation for something you’ve done for them, at least they care somewhat to not hurt your feelings. All this talk of good and bad brings to mind a question: Is gratitude in and of itself an objectively good thing? Most people would likely say it is, since it is a personally positive feeling, but what if you are an evil person who is grateful to another evil person for doing an evil thing you enjoy? Imagine a pair of friends who are serial killers, and one friend decided to do the more arduous task of carrying, cutting up, and hiding the body so

the other doesn’t have to do all the work, and they say, “Aw, thanks!” Doesn’t seem quite like such a good thing now. Someone could argue, though, that the gesture of appreciation is still a good thing because the surrounding events are irrelevant. It may be that the murder, not the gratitude, is wrong, because the murder does not change the act of gratitude. Let’s move past consequences and into rule-following: Does gratitude have rules? Are there objective things you have to do to show your appreciation? Is simply showing appreciation enough, or must you do some sort of action in return? For some people and for some acts of kindness, the fact that you acknowledge their efforts is enough (maybe because that acknowledgment is an action in itself), while others expect something more and to varying degrees. Is expecting these things morally wrong? After all, shouldn’t you be happy that you’ve done an objectively good thing, even if no one can see that? Is not following these expectations morally wrong? After all, they did try to improve something in this world. Doesn’t that deserve a reward? How would you even know to follow these expectations? Nobody can read minds. It seems like an unfair ask of people to have to know these things when interacting with others, but life is known for being unfair. With all of these questions, there comes to mind one truth about giving thanks: Regardless of whatever answers anyone can come up with for these questions regarding the necessity and ethics of it, gratitude will continue to exist and shape our social lives, for better or worse. So, after ruminating on questions like these, you can hopefully begin to give your thanks a little better this holiday season.

THE PROBLEM WITH CONTENT CREATORS

By Anonymous

Social media has a wide variety of content: there are crafting videos, gaming videos, reviews, podcasts, music, and the list goes on from there. When looking at these channels/profiles, a common theme can be observed among all of them: a desire for revenue and attention. Videos are slowly becoming more fast-paced to draw in a larger audience for views; new businesses promote their goods by showing how they create them; people are even doing dangerous activities to draw attention. To preface, not every channel is like this; these are merely observations that became a pattern in second-hand watching. In this article, YouTube will be used as an example periodically. Content creation makes little money without a business and many try dangerous stunts to gain more money (resulting in repercussions).

The main issue with YouTubers creating content for a job is that they have to make a profit. More often than not, their channel is supposed to become a source of income. Erin Dunn, an editor for Credit Karma, states: "The average YouTuber makes \$0.018 per view...that equates to about \$18 for every 1,000 ad views" (Erin Dunn). The ratio of views-to-dollars alone makes it clear that it is difficult for Youtubers to make a profit. A method used to combat the need for views is selling merch. Creating marketable stuffed animals, clothing, pins, posters, and even backpacks can make a YouTuber much more money than views. However, it is promoting that merch that soon becomes a problem; the creator can announce it as often as they want in their video so the word gets out. Promoting merch has to be balanced and well thought-out, otherwise, they may start losing viewers.

Then, there is that secondary issue, where creators of any kind will do an illegal activity and market it as funny. This could be looked over and ignored by any sensible individual, but the problem arises when people inevitably start to copy them themselves in an



attempt to seem cool or funny. Kids, being very impressionable, are especially susceptible to being negatively influenced by this kind of negative behavior. If children get desensitized to illegal activity, they might not see the harm in doing it. Fixing this could involve taking screens away from kids, but it is not simple. Many adults give kids internet access so that they can relax a bit. However, the kid then usually gets so engrossed the parents can't take it away without a fight. Some people try to teach kids good manners, but proper etiquette and behavior are simply not as entertaining as most media a child will actively want to consume. The younger generations of our world use content creators as role models, but simply making content does not inherently make those 'role models' truly responsible.

All in all, content creation is a difficult job. It relies on what the audience wants rather than what content the creator wishes to make, and there must usually be some sort of business aspect to that content so it can actually be profitable. When it comes to trying to get more views, creators have to be aware of what they are doing since people are impressionable, but often they are not. If people were more aware of what they put on the internet, then maybe the world would have fewer problems. Society, as a whole, is being changed due to what it watches.

Spartan Sports

September 25th-29th

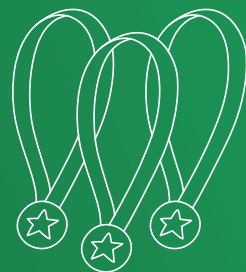
- The JV Football team was down 24-20 against Bow when there was 1:19 left, but then went down to the field with 30 seconds and the Spartans had a game-winning pass from Brady O'Connor to Simon MacFarlane that won them the game against the Falcons. The final score was 26-24.
- The Girls JV and Varsity Volleyball teams traveled to Pelham and had a great day with JV winning 2-0, and Varsity winning 3-0.
- The Varsity Golf team traveled to Atkinson Country Club for a match with Timberlane, Oyster River, and Trinity. Will O'Connell and Landon Peirce had a score of 50, Alex Johnson had a 51, and Jack Bastarache finished with a 55.
- The Varsity Field Hockey Team hosted Hollis-Brookline for their Stick It To Cancer Pink Game. Although they couldn't win the game, they did raise a large amount of money for breast cancer.

September 26th

- The Boys' Soccer team traveled to Laconia, and both JV and Varsity lost 2-0.
- The Girls' Varsity Soccer team hosted ConVal and tied with the Cougars. This game avenged an earlier loss for the Spartans

September 27th

- The Boys' Varsity Cross Country team took 1st place over ConVal and Hollis Brookline. Daniel Sixon finished 1st for Milford and 2nd overall at 16:58, Logan Korthals came in 3rd at 17:00, Will Whitley at 4th at 18:24, Grant Skorpan at 5th at 18:25, and Chase Paiva finished out the scoring at 20:12.
- The JV and Varsity Girls' Volleyball teams pulled out two wins over John Stark. Abby Walters helped her team out by getting multiple aces and great sets that allowed the Spartans to score out the General in the first and third sets.
- The Varsity girls had a similar game to the JV girls where they won set 1, lost to the Generals in set two and came back strong in the last two sets to win the game.
- In Golf, Jack Bastarache, Alex Johnson, Hunter Kolesar, and Will O'Connell got honors for Milford with scores of 42, 44, 49 respectively at Windham Country Club.



"PERFECTION IS NOT ATTAINABLE, BUT IF WE CHASE PERFECTION, WE CAN CATCH EXCELLENCE"

-VINCE LOMBARDI

AP

September 28th

- The Varsity Golf team traveled to Hampton to compete against Winnacunnet, Goffstown, and Alvirne. Hunter Kolesar, Will O'Connell, and Jack Bastarache led Milford with the scores of 44,46, and 49 respectively.
- The Girls' Varsity Soccer team played against Plymouth and played an incredible game, the final score being 7-0.
- The "Game of the Week" was last Friday's Field Hockey game against Derryfield where the girls defended 23 penalty corners and shut out the Cougars. Willa Audley, Mairead Kirby, and Ari Wales contributed greatly to the win.

September 29th

- The Varsity Football team hosted Manchester West and played an incredible game that shook the other team. With the final score of 32-0, the Spartans showed their true Spartan spirit.
- The Girls' Volleyball team traveled to Coe-Brown. Both teams pushed the Bears to the end, but just missed coming out on top as they lost in the deciding games. JV lost 2-1 and Varsity came up short 3-2.

October 2-7

- The JV Football team traveled to Manchester for a match up with West and beat the Blue Knights 34-14.
- The Varsity Boys' Soccer Team lost a tough match to Plymouth 3-2.
- The Field Hockey team scored on a penalty corner to end the 3rd quarter to pull within a goal at 3-2, but Laconia scored two more in the 4th to win 5-2.

October 3rd

- Congratulations to the Milford cross country team for their win at St. Anselm College yesterday afternoon against Goffstown, Hollis Brookline, and Conval. The first four finishers were all Milford athletes. Great job Spartans!
- The Girls' Soccer Team traveled to Keene and knocked off the Blackbirds 5-1 under the lights to help keep their playoff hopes alive.
- The Boys Soccer team hosted the Cougars from ConVal and avenged an earlier season loss with a 2-1 win. Gabe St.Onge and Avery Wilson won the Spartans the game with their incredible goals.

October 4th

- The JV Field Hockey Team beat Hanover 1-0. Ella
- The Varsity team played some good defense but could not generate any offense in the 6-0 loss.
- The Boys JV Soccer Team split teams with ConVal and had a scrimmage.
- The Volleyball teams lost their match to Campbell, with the Varsity losing 3-1.

October 6th

- The Field Hockey teams split as the JV team picked up a 1-0 win with a goal scored
- The Varsity held top-5 ranked Kennett to 2 first-half goals but could not generate any offense in the loss.
- The Girls' Soccer team inched closer to the playoffs with a 2-0 win over Oyster River.
- The JV and Varsity Volleyball teams picked up two wins over Manchester Central. The JV team won 2-1 in three sets and the Varsity team swept the Little Green 3-0.
- Varsity Football traveled to Hollis-Brookline and defeated them 41-12.

October 7th

- The Boys' Varsity Cross-Country team competed against 24 other schools, placing 13th. All our Milford Athletes placed top 100.

October 9th-14th

- The JV Football team hosted Lebanon and shut down the Raiders in the second half, but fell 28-6. Gavin Tessier played a big role in the game both on the ground and in the air.

October 10th

- Congratulations to the Girls' Varsity Soccer Team on a 2-1 victory at Souhegan!
- The Boys' Varsity Soccer Team could not defeat the Cougars in a 2-0 loss at ConVal.
- The Varsity Field Hockey Team lost to Pelham with a 5-1 loss.
- JV Field Hockey had a 1-1 tie.
- Hunter Kolesar shot a 93 for 18 holes while Alex Johnson was right behind with a 94 as the two represented Milford in today's State Tournament. Congratulations, boys!

October 11th

- The Varsity Field Hockey team lost a hard fought battle to Plymouth 2-0.
- The JV team scored a shutout in a 0-0 tie.
- The Boys Soccer team traveled back to Kingwood to complete a September-suspended game, where they were down 2-0 with 38 seconds to play in the first half when lightning was spotted in the distance. The outcome did not change as Kingswood played well to beat the Spartans in a shutout.

October 14th

- Congratulations to the Milford Cross Country team at the Pelham Invitational last Saturday. The Spartans finished 2nd out of 17 teams. Daniel Sixon finished 7th, Logan Korthals came in 8th, Will Whitley finished 16th, Grant Skorupan came in 31st, and Chase Paiva came in 50th. Well done, everyone!

October 12th

- Congratulations to the Field Hockey teams as each team knocked off Sanborn Regional on Senior Night. The Varsity team started with a 1-0 victory, followed by the JV team with a 2-0 win. Addy Pare picked up the goal in the Varsity Game.
- The Girls Soccer team jumped out to an early 1-0 lead on their Senior Night, but the undefeated Hollis-Brookline battled back to win it 5-1.
- The JV and Varsity Volleyball teams hosted Hanover, and both Spartan teams came away with wins. The JV team started it off with 3 wins, followed by the Varsity team, who won 3 sets to 1.

October 13th

- The Boys Varsity Soccer team upended Kennett High School in their Senior Game 2-1. Milford started the scoring with a header by Avery Wilson off a sweet assist from Matt Pettingill.
- The Spartan Varsity Football team had a tall task on Friday night against the undefeated Pythons, who averaged more than 50 points per game and had yet to be scored on. The Spartans held them to 49 points and scored a touchdown on them with a pass from Harris Jones to Colton Tewksbury, with Cade Cloutier adding an extra point to score the first points of the year against a tough Python defense.

October 16th-20th

- The Volleyball Teams had a tough match with Gilford. The JV team lost the first two sets, but rebounded to win the 3rd set.
- The Varsity team came close in the 3rd set but could not force a 4th game as Gilford won in 3 sets.
- The JV Football team played a competitive game at Pelham, but could not get over the top in a 16-12 loss.

October 17th

- Congratulations to the Varsity Girls Soccer team as they made the long trip to Conway NH and beat the Kennett Eagles 3-0.

October 18th

- The JV and Varsity Volleyball teams traveled to Manchester West and came away with a split. The JV team lost 2-1, but the Varsity pulled off the win at 3-1.
- The JV and Varsity Boys' Soccer teams traveled to Oyster River. The JV teams mixed teams and had a great game, while the Varsity team played tough but lost to a strong Oyster River team 2-1.
- Congratulations to the JV Cross Country team for their performance at the JV state meet at Coe-Brown. Justin McCormick came in first for MHS and 33rd overall, followed by Jeremy Bergeron who came in 40th. Ryan Delli-Colli came in 43rd, Colin Kirby came in 66th, and Cameron Lewicki came in 71st. Amazing work this season!

October 19th

- The Reserve Football team beat Manchester West 30-22.
- The Girls Soccer team beat Pelham 1-0 to earn a play-off spot on November 1.

October 20th

- Congratulations to the Boys' Soccer team on securing a play-off berth with a 5-1 win at Trinity. The team will travel on Tuesday to a site that has yet to be determined.
- The JV and Varsity Volleyball teams put up a tough battle with St. Thomas but could not knock off the Saints. The JV team and Varsity teams lost 2-1 and 3-0 respectively, but had many long rallies throughout the game. They will likely travel to St. Thomas on Tuesday for their preliminary game at 6:00 PM.





Our world needs strong leaders. At Milford High School, we believe that high school students can be great leaders now, as well as in the future. This is why we elect our student leaders every year so they can learn how to best serve your needs. Get to know them and don't hesitate to reach out to them.

2023-2024 EXECUTIVE STUDENT COUNCIL

ELECTED ESC OFFICERS:

ESC President – Olivia Rolanti, *Class of 2024*

ESC Vice President – Rana McCloat, *Class of 2025*

ESC Secretary – Kamryn Duggins, *Class of 2025*

ESC Treasurer – Hunter Kolesar, *Class of 2025*

Student Representative to the School Board - Charles Cevasco, *Class of 2024*

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West Street Journal Editorial Staff '23-'24



We are a group of students who are striving to report school events as well as feature fun stories and topics for the reading pleasure of the Milford High School student body. Feel free to submit your works, ideas and opinions.

Jason Lewicki

jlewicki@milfordk12.org

Editor-in-Chief

Payton Burke

Anagha Pillai

Malakai Ramirez

Isabel Lamb

Staff Writers

Mrs. Katy Heider

katy.heider@milfordk12.org

Advisor