

Reliving History

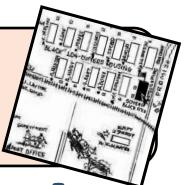
Revisit stories of living through quarantine

See p. 6

Remembering Maxville

Oregon's forgotten Timber Culture

See p. 2



The Homesteader

Deschutes County Historical Society Newsletter—April 2020

COVID-19 Virus Update

In order to do our part for the containment of the COVID-19 virus, the Deschutes Historical Museum closed to the public March 16. Programs for March and April have been postponed or cancelled, including History Pub at McMenamins Old St. Francis. The museum remains closed per state executive order.

Due to the rapidly changing nature of world affairs, information in this newsletter may still change.

Museum staff are available for research requests, photograph orders, book orders or membership updates via email at info@deschuteshistory.org. The Museum is following additional cleaning guidelines by Deschutes County. Staff and the Board of Directors continue to monitor the situation carefully.

Please check our <u>website</u>, <u>Facebook page</u>, and/or your email for more timely updates and changes. Thank you, now more than ever, for your support.



Oregon's Multicultural Logging History Explored Through Photographs and Song

Timber Culture, a traveling exhibit from the Maxville Heritage Interpretive Center, will open at the Deschutes Historical Museum April 28 and run through May 23. The exhibit explores the multicultural history of logging in Oregon through the community of Maxville, near Wallowa.

The exhibit features photographs and objects from the company lumber town, and explores logging, segregation and Jim Crow laws as they applied—or didn't apply—to those living and working in a small corner of rural Oregon. See page 2 for more about the Maxville Story.

Then join us at The Tower Theatre on May 7 as we partner with The Tower Theatre, the Oregon Cultural Trust, and the Portland Jazz Composers Ensemble to bring *From Maxville to Vanport* to Bend for a one-night only performance. This unique multimedia concert features live music performed by the PJCE, featuring vocalist Marilyn Keller. It celebrates the story of two historic Oregon towns, Maxville (in Wallowa County) and Vanport (north of Portland) and the African American Oregonians that made them unique. Tickets are \$17-27. *See Page 5 for more information*

The Town That Was Maxville

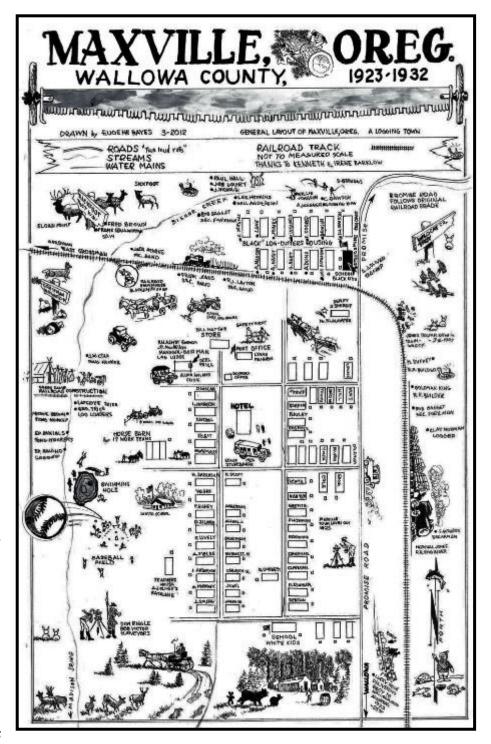
by Bonnie Burns

Maxville, a town now remembered only in a map hand drawn from memories, once existed in the remote forests of northeast Oregon, north of the town of Wallowa. Much like the Shevlin-Hixon camps, it was a railroad logging town. Loggers and buildings arrived by rail. Houses were set up with skids and cranes according to a company template that separated residents by marital status and ethnicity. Maxville had a population of about 400 residents; between 40 and 60 were African American. It was the largest town in Wallowa County between 1923 and 1933.

The Bowman-Hicks Lumber Company, based in Missouri, feared the recent trend in Pacific Northwest forests to unionize and recruited loggers from southern states. Their crews included black loggers. At the time, Oregon's constitution still included a provision excluding blacks from the state. Many were part of the Great Migration of African-Americans that took place from 1916-1960 to escape the Jim Crow culture of the deep South. Logging was a difficult and dangerous life, but In Maxville they had a chance to experience a degree of freedom, better pay, and social interaction with fellow working-class white families.

Bowman-Hicks was a southern company and as such, jobs were typically segregated based on ethnic origin. Black workers felled the trees in teams, using cross-cut saws. Many were also log cutters, railroad builders, tong hookers, and section foremen. The Greek workers had expertise in railroad building, and white

- Continued on page 5



Deschutes Historical Museum

129 NW Idaho Avenue Bend, OR 97703 Open Tuesdays-Saturdays 10:00 a.m. to 4:30 p.m. 541.389.1813

Museum Staff:

Kelly Cannon-Miller, Executive Director Vanessa Ivey, Museum Manager Rebekah Averette, Collections Manager Anne Goldner, Development Coordinator Tracy Alexander, Membership Officer

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2020 DCHS Board of Directors:

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Adrian Bennett, Vice President
Jane Williamson, Secretary/Treasurer
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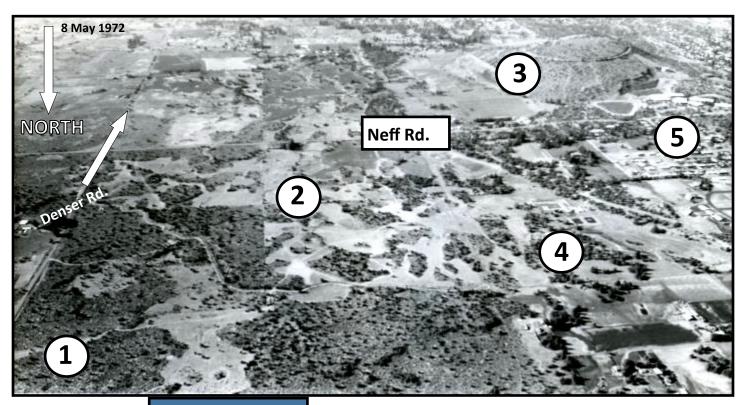
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Karen Green, Andrea Hunnell-DuPree,
Loren Irving, Heidi Kennedy, Bill Olsen,
and Susie Penhollow,

Complete minutes of the meetings of the Board of Directors are on file with the Museum office.

••••

www.deschuteshistory.org



THEN

AND

NOW

The aerial image above, taken by William Van Allen, shows the area of Bend just east of Pilot Butte. How much has changed in 48 years! Thanks to John Kent for finding the current map

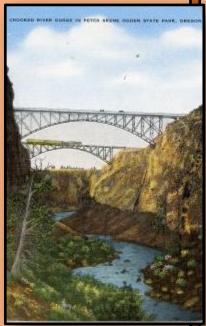
- 1. Mountain View High School, built in 1979
- 2. St. Charles Medical Center, built 1975
- 3. Pilot Butte
- 4. Ensworth Elementary School (L) built in 2004 and Al Moody Park (R)
- 5. Pilot Butte Middle School, built in 1968



DCHS NEWS

You've Got Mail

Completing an internship in collections with the Museum means hours of catalog entries into the database. It's important work and fun, but it also requires a break from strictly data entry. As part of our interns' experience, we challenge them to create a small exhibit from the collections.



Intern Erin Weaver

recently curated and installed "You've Got Mail", a display of postcards and mail from the collections. When the Museum reopens, please stop by and check out her work. Among Erin's other projects, she is also scanning issues of Pine Echoes, the Brooks-Scanlon newsletter for future online access.



Support DCHS while Shopping On-Line:

Have you signed up for AmazonSmile? If you regularly shop with Amazon.com, a portion of your purchases can benefit DCHS!

Visit https://smile.amazon.com/ch/51-0186079 to log into your Amazon account. By designating Deschutes County Historical Society as your charity, .5% of all qualified purchases will be donated to help preserve, promote, and celebrate our local history. Bookmark the AmazonSmile site on your computer, and link it to your mobile shopping app today!

Breakout the Marbles!

During the Stay at Home orders, many of us are looking for activities to keep from going stir crazy, especially if you have kids at



home. We suggest you break out the marbles and make your own mat!

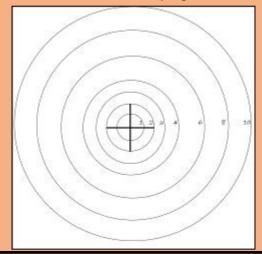
You will need:

a 10 ft. by 10 ft. piece of carpet felt marker and pencil tape measure a 6 ft. length of string and scissors a helper

Place the carpet on a flat surface and find the middle; draw a small 'x' with your marker. Place the pointed end of one pencil on the 'x' and tie one end of the string to it. Have your helper hold the pencil in place in the center. Stretch the string to 5 ft plus 3 or 4 inches and cut, then tie the marker to the other end. Take off the cap, and stretch the string tight (hang on to the pencil, helper!) and swing the marker in an arc so it draws a circle on your mat. The 5 ft string creates a 10 ft circle (parents, you just snuck in some math here...) for your very own marble competition ring.

Don't have a piece of carpet? Get creative and make your own marble playing field! You can use painter's tape to mark off a circle of play. There is no limit to being creative with your marble play—you can shoot marbles into cups, set up boxes as goal lines, whatever you've got on hand!

Then get a game going—we have a suggested rules of play flyer included at the end of this newsletter. Need marbles? Email the museum and we can coordinate a sale from our gift shop for curbside pick up. Marbles come in many colors and are only \$5.00 per bag. We also have marble sets that include a mat for \$20.00. Email us at info@deschuteshistory.org.



Continued from Page 2—The Town that Was Maxville

workers were section foremen, tree toppers, truck drivers, and bridge builders. The felled trees were then skidded to the tracks using steam engines, steam donkeys, and field horses. Bonds between the black and white loggers were forged for practical reasons. The danger of the work made their cooperation a life and death dependency. They learned to respect and trust each other.



The company built a town for the loggers and their families, both white and black. Single men slept on bunks in the railroad cars and ate at the cook house. The buildings, manufactured at the local mill, were brought to Maxville

by train. At one time, the town had a post office, medical dispensary, company store, hotel, horse barn, blacksmith, and dozens of houses. There was a natural swimming hole used by all. A baseball field accommodated two teams; one black and one white. However, when it came to regional games, the teams integrated to form a winning "super team". Although the schools, housing, and baseball teams were segregated, families spent time together and children played together. Company buildings like the commissary and social hall were not segregated, and company-sponsored events were celebrated community-wide.

The women of Maxville befriended one another to simply survive the harsh conditions and isolation. It was as if they were camping out year long. There was no piped



-in water, no electricity and no insulation in their cabins. Winters especially were bitter cold and wood stoves were constantly tended. As in any neighborhood, the women shared recipes and food, patterns and sewing, and child care. Over time, the harsh conditions led most families to more conventional towns that offered amenities and opportunities where their children could attend integrated schools.



Economic conditions, especially the Great Depression and the downturn in the lumber market, caused Maxville's decline.
Bowman-Hicks closed the town in 1933. A lot of the town was dismantled, sold off to local

buyers and many buildings were moved to Wallowa. A few independent loggers stayed on until the 1940s but by then most had moved on to towns like Wallowa, La Grande, and Portland to work in the shipyards at Vanport.

The Maxville story is about living and growing up in a workingclass company logging town, and perhaps it was a map of emerging race relations in Oregon. Their interdependence forged interracial bonds that were unlike those in other cities, towns, and industries.



T O W E R THEATRE

Portland Jazz Composers Ensemble "Maxville to Vanport"

May 7, 2020 7:00 p.m.
Tickets: Reserved Seating \$17-27
(plus historic preservation fee)

"Maxville to Vanport" is a multimedia concert of songs and short films with live music performed by the Portland Jazz Composers Ensemble and featuring vocalist Marilyn Keller. It tells the story of two historic blue collar Oregon towns with a special focus on the African American Oregonians that made them unique. The concert contains a joyful score of jazz, blues, R&B, and gospel-inspired music with music by Ezra Weiss, text by Renee Mitchell, video by

Kalimah Abioto, and historical consultation by Gwendolyn Trice of Maxville Heritage Interpretive Center. Created in a community-guided process in 2018, this project celebrates a little-known part of Oregon's history.



"The hardship and joys of this period of Oregon's history, as viewed through the eyes of its earliest Black citizens, informs the work of Weiss and Mitchell. The music is austere and stately, evoking the landscape of the eastern part of the state and the period when Portland was more spacious."

— Robert Ham, Portland Mercury, May 23, 2018

Click Here to Buy Tickets

Memorials

Wally Donohue

Robin Gyorgyfalvy

Lennard and Delane Sholes

Correction: In the March Homesteader, this memorial donation was incorrectly attributed to John and Nanette Sholes.

We Are All Experiencing History in the Making

Whether you have been practicing "Self Isolation," "Social Distancing" or even "Quarantine," you have been actively participating in a significant chapter in our region's history. Here are some memories of similar historic events from Deschutes County:

For a period of time during the winter of 1945, KBND radio station became very important for one 8-year old child in Bend. That child was me, Jean Marie. During that time-frame, I had become very ill after contracting the disease Diphtheria (previously unable to be immunized due to an allergic reaction). Because Diphtheria is a highly contagious disease our house needed to be quarantined. As provision for my father to continue working and my sisters to attend school, the Deschutes County Health Department determined that I would need to be isolated in one room in the house for 30 days. Only my mother would be allowed to enter the room and was to

wear a required mask and gown.



The long hours of being in bed alone and feeling very sick seemed endless. There was nothing else to do but to exist in that state and be strong as I was taught. Our family radio was placed in the corner of the living room, just outside the room where I was being kept isolated. Listening to the various programs that were on KBND radio throughout the day became my lifeline. I was able to "escape" into

my imagination during those long hours and days of confinement. I will always remain grateful for the existence of radio during that time. Being able to listen to KBND and the programs that it provided got me through each day.

-A memory from Jean Drost, reprinted from May 2018 Homesteader

DIY masks are not new. Here is an article from the Bend Bulletin's October 28, 1918 issue describing how to make your own mask to prevent the spread of the Spanish Flu:

HOW TO MAKE GAUZE INFLUENZA MASKS

In the fight against influenza, gauze masks are being worn in many of the coast cities and it is expected that sooner or later Bend will come to them. The Red Cross directions for making the masks are as follows:

Take gauze 36 inches wide and 43 inches long. Divide into four strips nine inches wide. Fold each strip into halves, then into thirds, making six thicknesses of gauze.

Turn all raw edges and stitch all four sides to hold firmly. The mask now measures 7 by 8 inches.

Put three pleats on 7-inch end, lower pleat deeper than other two to allow room for chin. Width at end after pleats are laid, 3 ½ inches.

Attach a tape 12 inches long to each of the four corners. Place a black thread in center of mask to designate outer side.

Mark Your Calendars

APRIL 2020

16 DESCHUTES LIBRARY CENTENNIAL CELEBRATIONS: ECONOMIC CHANGE AND THE 1950S

6:00 p.m. *Visit* <u>deschuteslibrary.org/anniversary</u> for more information

- VOLUNTEER MEETING1:00 p.m. Deschutes Historical Museum
- 28 MAXVILLE EXHIBIT OPENS
- 26 HISTORY PUB: MAXVILLE TO VANPORT POSTPONED

SAVE THE DATE!

May 7 Maxville to Vanport at the Tower, see page 5



Marbles Rules of Play

DEFINITIONS

Target Marbles: Marbles placed in the center of the ring. Players shoot at these "mibs."

Shooter: The larger marbles used throughout the game to knock out target marbles. Once the game begins a shooter can not be changed unless it is broken. This marble is held in the players hand and propelled forward by flipping the thumb.

Turn: A player shoots from the outside of the ring attempting to knock a target marble (mib) out of the ring with the shooter.

- A) IF no mib is knocked out the turn is over.
- B) IF a mib is knocked out of the ring and the shooter also leaves the ring, the turn is over. Player keeps the mib knocked out.
- C) IF a mib is knocked out of the ring and the shooter stays within the ring, the player keeps the mib and continues to shoot from where the shooter rests.

Inning: When each player has taken their turn around the circle.

Game: After five (5) innings have been played. If a tie exists after five innings, extra innings will be used to break the tie.

Lag: A way of choosing who shoots first, or determining a tie breaker. Players roll their marbles toward a line in the dirt (the lag line). Whoever is the closest without going over wins the lag.

Winner: The player who has knocked out the most mibs after five innings, or when all the mibs have been won. In case of a tie a lag line will be drawn and the player closest to the line is declared the winner.

The process of play

- To begin play the youngest shooter starts their turn. Followed by the player on his/her left, proceeding clockwise.
- 2. Once five(5) innings have been played, or when all the mibs have been won, each player counts up their total marbles collected. Next game follows.
- 3. After three games have been completed players combine their tallies from all the games played and the player with the most mibs is declared the winner.

