

CARSON CHARGES ATTACK TO PIQUE

Attorney for Alaska Syndicate
Says Delegate Wanted
\$15,000 Position.

RIGHT-OF-WAY FIGHT TOLD

Morrissey Fund Said to Have Been
Expended in Entertaining Wit-
nesses After Case Ended.

Papers Are Stolen.

SALEM, Ore., July 15.—(Special.)—
Scoring James Wickham, delegate to
Congress from Alaska, and declaring
that Delegate Wickham's attack on
John A. Carson, attorney for the Alaska
syndicate in the Hasey case, today
explained his connection with the
company and the existence of the letter
written to Captain Jarvis, of Seattle,
relative to the account of W. B. Mor-
rissey, as printed in a dispatch from
Washington.

"To make this clear, my connection
with the case arises from the fact that
since 1902 I was connected with the
Bonanza Copper Mines as their attor-
ney. These mines are now owned
by the Kennecott Mines Company and
are about 150 miles back from Valdez.

Guggenheim Buy Interest.

"Lengthy litigation ensued over the
ownership of the mines between a Cali-
fornia concern known as the Chit-
chana Exploration Company, and Ralph
Schultz, Havemeyer, et al. I repre-
sented the latter people. The case
finally went to the Supreme Court and
we won in all of the courts.

"Now enters the Morgan-Guggenheim
connection. In order to develop the
properties it was found necessary to
construct a railroad and in order to
secure the necessary funds, Ralph
Schultz, Havemeyer and their associ-
ates sold an interest in the mines to
the Morgan-Guggenheim syndicate.
This syndicate then undertook to build
the railroad. This work was first pro-
fected from Valdez and considerable
work was done through Keystone Can-
yon, which lies back of Valdez. Af-
ter thousands of dollars had been spent
here the company became undecided as
to whether to finish the road as first
projected, owing to the difficulties of
getting over the mountains by that
route. Work was discontinued for a
time, but a small crew of men was left
in the canyon near the properties.

Right-of-Way Fight Recalled.

"After that a half-witted man
named O. Reynolds—I say half-witted
because he is now in an asylum for
the insane—organized a local
company in Valdez to build a rail-
road. In 1907 Reynolds determined to
seize the syndicate right-of-way in
Keystone Canyon. Reynolds sent up a
rabble of 300 men to seize this right-
of-way and a regular railroad fight fol-
lowed, in which crowbars, picks, pis-
tols and rifles figured. Edward C.
Hasey was foremost in the assaulting
party and was wounded and one of them
died from his wounds. Hasey was
indicted on a charge of murder and on
three charges of assault with intent
to kill.

"I went to Valdez in 1908 and se-
cured a change of venue to Juneau,
having been retained by Hasey. The
trial began May 1 and continued dur-
ing the month. Early in May Hasey
was acquitted by the jury.

Government Witnesses Used.

"The Guggenheim people had an
agent named W. B. Morrissey, who was
delegated to assist the attorneys in se-
curing witnesses and obtaining infor-
mation. The Government brought in
45 witnesses from Valdez, but called in
only about 16 of them. This was done
for the reason that the others would
not have been able to testify. The
prosecution with their testimony, but
on the other hand, their testimony
tended to favor the defense. We
thought that many of the witnesses
were material witnesses for us and con-
sequently we subpoenaed them and paid
them. They were actually used as wit-
nesses for us. Morrissey, in his con-
fession to the company, mentioned in
my letter to Captain Jarvis, wished to
be reimbursed for money paid to the
witnesses in looking after the case. I
refused, saying that the witnesses were
the great distance and he was witness
with necessities. It also appeared that
after the verdict freeing Hasey there
was a general celebration, and Mor-
rissey said he spent money entertain-
ing the jurors and witnesses after the
acquittal. The amount expended by
the defense was not large, considering
the great distance and the fact that
they were compelled to travel, and the
fact that for witness fees alone witnesses
receive \$4 a day in Alaska. The Gov-
ernment spent considerably more on
the case than did the defense, which
can be verified by reference to the
records in the Department of Justice.

Files Are Ransacked.

"The syndicate had in its employ
in Seattle H. J. Douglas, who, for certain
reasons known to the syndicate, was
discharged from its employ. Before
leaving he ransacked the files and took
with him certain original documents,
such as Morrissey's account, my letter
to Jarvis, and correspondence with the
Season people. Douglas, well knowing
that 'Jim' Wickham, now delegate to
Congress, was piqued because the syn-
dicate had refused to retain him at
\$15,000 a year as its attorney in Alaska,
immediately took these documents to
him. Wickham has made use of
them as the press dispatches indicate.
"But the Government on various oc-
casions has sent different agents to
Seattle, Alaska and elsewhere, and has
found everything connected with the
Hasey case to be regular and proper.
Delegate Wickham's animus is ap-
parent, while Attorney-General Wick-
ham is setting with the knowledge that
the Alaska business was regular
in every respect."

BULLOCK DENIES COLLUSION
Story Started by Discharged Em-
ployee, Says Portland Man.

Desire for revenge on the part of a
man named Douglas, a former employe
of the Morgan-Guggenheim interests
in Alaska, is assigned by John H. Bul-
lock, of Portland, as the inspiration for
the sensational charges that have been
made by James Wickham, delegate to
Congress from Alaska, against United
States Attorney-General Wickham.

Delegate Wickham alleges that Bul-
lock, while president of the Sena-

tor Coal Company, at Nome, formed a
combination with Captain D. H. Jarvis,
president of the Northwestern Comm-
ercial company, a Morgan-Guggenheim
Coal Company, by which competition in
supplying the Government with coal
was eliminated, the price for the pro-
duct was increased and \$15,000 divided
between them. The complainant fur-
ther charges that Attorney-General
Wickham, although advised of the
alleged collusion between Bullock and
Jarvis, failed to take action until after
the statute of limitations had run
against the offense.

Revenge Charged as Motive.

"When the Senator Coal Company, of
which I was for a time president, es-
tablished itself in business at Nome,"
said Mr. Bullock, president of Lange &
Bullock, manufacturers' agents, with
offices in the Beck building, yesterday,
"a man named Douglas was employed
by the Morgan-Guggenheim interests as
auditor of the Alaska Steamship Com-
pany. Because of some friction he was
later transferred and a similar position
with the Northwestern Commercial
Company was given him. He was
eventually discharged from that place
and the further employment of the
Morgan-Guggenheim people. I with-
drew from the Senator Coal Company
in the fall of 1905 and in the following
Spring Douglas began the circulation
of reports charging collusion between
my company and the Northwestern
Commercial concern. Nothing came of
those charges and it undoubtedly is due
to their repetition at this time that
Delegate Wickham has made his
accusations.

"The charge by Delegate Wickham
that collusion existed between Jarvis
and me by which the Government
was defrauded of \$50,000 or any
other amount is absolutely groundless.
Instead of being in collusion, the two
companies were represented by active
competitors for business, either from
the Government or the general public.

Collusion Declared Impossible.

"What is more, the method followed
by the Government in advertising for
bids for coal and in determining the
awards was such as to preclude any
sort of combination among the bidders.
Bids were asked for different kinds of
coal of varying qualities. The awards,
however, were not made indiscrimin-
ately to the lowest bidder, but the
representatives of the Government
established a standard by which the
heat units of the different grades of
coal were determined and it was on
this basis rather than the price per ton
that the awards were decided.

"I knew Captain Jarvis, who is now
dead, only as a business rival and my
relations with him were on that basis.
The Northwestern Commercial Com-
pany was already doing business when
we entered the Nome field. Notwith-
standing we handled better quality
of coal, we cut the price and got the
business. We not only cut the price,
but we maintained that figure. We
received no complaints as to prices
from individual consumers. This would
tend to show that the Government must
also have been getting a fair deal."

ATTORNEY-GENERAL REPLIES

Criminal Action Not Improbable; Cases
Not All Barred.

WASHINGTON, July 15.—Attorney-
General Wickham made an informal reply
today to the charge of Delegate Wick-
ham, of Alaska, that he had allowed
the statute of limitation to expire in
certain Alaska criminal cases without
taking action.

"I have not given a definite opinion
that the statute of limitation has ex-
pired in all of these cases. It is not
improbable that the criminal action may
be taken. The matter is still under in-
vestigation, so far as its relation to the
alleged combination of bidders in the
coal proposition. The Hasey case, how-
ever, I think, is barred by the statute.
I will continue my investigation of the
others. It has been under way some
time and has never been discontinued."

WITNESS' PROOFS VAGUE

Convicted Spokane Mining Man
Asks for New Trial.

SPOKANE, Wash., July 15.—(Special.)
What purports to be an affidavit
signed by John L. Dwyer, admitting
perjury in the recent trial of C. E.
Mitchell, the Spokane mining promoter,
was filed in the Federal Court here
today in support of the motion of
Mitchell for a new trial.

Dwyer in the alleged affidavit says
that because postoffice inspectors
threatened to expose and arrest him
in connection with another case, he
consented to give false testimony,
damaging to Mitchell. In the recent
trial, which resulted in Mitchell's con-
viction and sentence to one year's im-
prisonment in the Federal Peniten-
tiary at McNeil's Island.

Mitchell starts the fight for a new
trial with new attorneys, John T. Mc-
Gowan, recently of Seattle, replaces
Nelson & Nisum, and Francis D. Adams
and John C. Kiebler are associate coun-
sels.

D. A. Clement, a friend of J. B. Car-
son, one of the jurors in the Mitchell
case, swears in an affidavit that Car-
son is and was a bitter promoter
against mining brokers and promoters.
Dwyer says:

"Every day during the trial at noon,
we would all meet in Wagner's office,
those present being C. E. Wagner,
his wife, W. L. Welch, John M.
Serafinoff, A. Herman and myself. These
were regular anti-Mitchell meetings."

GRIEF PURSUES FAMILY

C. H. Baker, Injured in Deschutes
Wreck, Must Lose Arms.

SHERIDAN, Ore., July 15.—(Special.)
To the succession of calamities that
have befallen the family of C. H. Baker,
whose wife and son, Morris,
were killed in the wreck of the Oregon
Trunk southbound passenger train in
the Deschutes canyon last Monday, is
added the announcement that amputation
of both arms of the father is
necessary if his life is to be saved.
Mr. Baker, also a victim of the wreck,
is in a hospital at The Dalles with his
little daughter, who, while expected
to recover, is suffering severely from
her injuries.

The funeral of Mrs. Baker was con-
ducted here this afternoon. The body
of Morris will be sent to Sheridan at
once, where it will be buried beside
that of his twin brother, who died last
Spring.

BANFF THE BEAUTIFUL.

There is only one Banff—A Summer
resort without a rival. Low round-
trip rates via the Canadian Pacific.

Willows Stockman Injured.

WALLOWA, Ore., July 15.—(Special.)
C. A. Hunter, a prominent stockman
of this city, was severely hurt in a
runaway between LaGrande and Island
City last week. The team took flight
at a traction engine and collided with
the guy wire of a telephone pole. The
seven occupants of the carriage were
thrown out and received a few bruises.
Mr. Hunter was the only one severely
injured. He received two deep gashes
in the face and lost one tooth. His 11-
year-old daughter escaped without a bruise.

Delegate Wickham alleges that Bul-
lock, while president of the Sena-

Sacrifice Sale at the Boys' Shop



Some merchants look on Sales as opportunities for selling the cheapest goods obtainable at prices apparently reduced, but really high. Their advertising bristles with talk about "values" and other misleading terms. Not so with us. Both our goods and our advertising are reliable. We quote genuine reductions and tell the truth.

If you are familiar with our stock you will understand how low these sale prices are. If not, it awaits your inspection.

Sharp Reduction on Boys' and Children's Straw Hats

5.00 Boys' Knickerbocker Suits, now	\$3.35
6.00 Boys' Knickerbocker Suits, now	\$4.15
7.50 Boys' Knickerbocker Suits, now	\$5.15
8.50 Boys' Knickerbocker Suits, now	\$6.85
10.00 Boys' Knickerbocker Suits, now	\$7.65
12.50 Boys' Knickerbocker Suits, now	\$8.35
15.00 Boys' Knickerbocker Suits, now	\$10.35
18.00 Boys' Knickerbocker Suits, now	\$12.35
20.00 Boys' Knickerbocker Suits, now	\$13.85

BEI SELLING LEADING CLOTHIER

CITY IN FETE GARB

Seattle Bedecked for Potlatch
Celebration.

BIG PROGRAMME PLANNED

Business Houses on Principal Ave-
nues Don Gay Festival Colors
of White and Gold in Prepa-
ration for Opening.

SEATTLE, Wash., July 14.—(Special.)

Seattle has put on its Potlatch
dress overnight and the business
streets of yesterday today are car-
nival lanes, the white and gold of Se-
attle's big celebration showing at
every point upon which houses along
the waterfront, the business houses
have jumped into the game with
enthusiasm and individual decoration
is keeping pace with the work being
done by Queen Daphne's hired men.
The official programme was issued
yesterday. It carries so many events
and features that it makes a good
hour's reading. Boiled down to its
most condensed form it follows:

Monday.

9:30 A. M.—Gathering of auto clubs and
visiting automobiles on Queen Anne Hill climb-
ing contest, direction Auto Dealers' Asso-
ciation.
2:00 P. M.—Receiving visiting automobiles
over Seattle's boulevard system.
4:00 P. M.—Reception and tea at the
King's residence, Edgar and Harvard ave-
nues.
8:00 P. M.—Concert by Ellery's band at
grandstand.

Tuesday.

9:00 A. M.—Visiting merchants and busi-
ness men are expected to report at the
Arctic Club.
9:30 A. M.—Embark for boat trip to the
Puget Sound Navy-Yard. Visit to battle-
ship and reception by Navy-Yard officials.
Lunch on board ship.
2:30 P. M.—Auto trip through Seattle
boulevard system.
8:00 P. M.—Smoker and reception for
visiting merchants at the Leschi Park pavilion.
8:00 P. M.—Entertainment for visiting
ladies, who will meet at the Arctic Club,
en route about 8:30.

10:00 A. M.—Shooting tournament—Crack
shots from all the Northwest are to hold
a tournament Tuesday and Wednesday, un-
der the auspices of the Seattle Gun Club,
at the club's grounds on Harbor Island.

Alaska's Seattle Day—Wednesday.
10:00 A. M.—Continued reception at the
clubhouse by club and societies.
10:30 to 12:00 P. M.—General reception at
business men and societies of Seattle.

2:00 P. M.—Formal opening of the Golden

Potlatch—Arrival of gold ship "Portland"
by double line of ships, representing the
United States Navy, the commercial steam-
ship lines and the allied yacht clubs of the
Northwest. Arrival at the Grand Trunk
Pacific dock. Reception of the King and
Alaskans by the Mayor and citizens of
Seattle. Disembarking of the Alaskans at the
harbor, fireworks from vessels moored in
the center of harbor, red fire about the har-
bor.

2:00 P. M.—Daily airship flights by Cur-
tiss aviators, Eugene Ely and C. C. Whit-
comb. Three flights each day. Demonstra-
tion by hydroplane.
3:00 P. M.—Review of warships and other
craft on Elliott Bay.
8:00 P. M.—Band concert, Grand Trunk
dock.

9:00 P. M.—Band concert, official grand-
stand.

8:00 P. M.—Vessels will assemble in the
harbor west of Colman dock and take part
in illuminated marine parade once around
the harbor, fireworks from vessels moored in
the center of harbor, red fire about the har-
bor.

9:00 P. M.—Parade of illuminated craft in
Elliott Bay and illumination of the shore
line.

9:00 P. M.—Grand concert at Grand Trunk
Pacific dock.

9:00 P. M.—Opening of the royal ball, un-
der the auspices of the Arctic Club, at the
Armory of the Washington Militia.

9:00 P. M.—Reception of the King and
Queen and court of honor to the royal ball.
9:30 P. M.—Illumination of the harbor
lanes. Street parade by Palmer's Potlatch
Festive Club.

10:00 P. M.—Fireworks display on barges
in Elliott Bay and demonstration of city
guns.

8:00 to 9:00 P. M.—Complete Indian boat
racing programme at Lake Union. Take
part in the regatta.

8:00 P. M.—Reception of Elliott Bay
Yacht Club at yacht clubhouse on West Be-
attle waterfront.

9:00 to 10:30 P. M.—Electric illumination
of the entire city.

All Nations Day—Thursday.

11:00 A. M.—Elliott Bay. Sailing race be-
tween sailboats from Vancouver, Victoria,
Essex, Seattle and Tacoma.

1:00 P. M.—First motor boat race for
yachts in ten-mile course in Elliott Bay.
2:00 P. M.—Second motor boat race of all
cruising motor boats over same course.

2:00 P. M.—Daily airship flights by Cur-
tiss aviators, Eugene Ely and C. C. Whit-
comb. Three flights each day. Demonstrations by
hydro-aeroplane.

2:00 P. M.—Division No. 1, Pageant of
Nations, Division No. 2, Industrial Pageant.
—Products of the Soil and Sea.

3:00 P. M.—Races between cricket crews of
Seattle reserves in the harbor for prizes.
3:30 P. M.—Boat races on Lake Washing-
ton.

Swimming—3:00 to 5:15 P. M.
Canoe singles—3:15 to 3:40 P. M.
Canoe doubles—4:00 to 4:30 P. M.
8:00 P. M.—On Lake Union. Swimming
canoe races for Seattle residents only.
Gold medals will be given the winners in
each event; silver medals for second, and
bronze for third.

11:00 A. M.—Speed motor boat races on
Lake Washington.
Diving, platform—Plain, Jack-knife, swan,
own selection, handstand and over.
Diving, springboard—Plain, Jack-knife,
handstand and over, own selection.
3:30 to 6:30 P. M.—Bowling races.
7:30 P. M.—Band concert at the grand-
stand.

9:00 P. M.—Illuminated parade by all Na-
tions. Illuminated Japanese lantern parade.
Palmer's Potlatch Festive Club.
9:00 P. M.—Fireworks.
Army and Navy Day—Friday.
2:00 P. M.—Military and naval pageant.

Soldiers and sailors, fraternal floats, lodge

drill teams.
3:00 P. M.—On Lake Union.
2:00 P. M.—Daily airship flights by Eu-
gene Ely and C. C. Whitcomb. Three flights
daily. Demonstration of hydro-aeroplane be-
tween 10 and 2 P. M.

3:30 to 6:00 P. M.—Boat race and aquatic
events at Lake Washington.
4:00 P. M.—Contest of drill teams at re-
viewing stand.

5:00 P. M.—Award of prizes by the king.
7:30 P. M.—Band concert, official grand-
stand.

9:00 P. M.—Illuminated pageant of pro-
gress.

9:00 P. M.—Army and Navy ball at arm-
ory of state militia, Western avenue and Vir-
ginia street.

Saturday—Carnival Day.

3:00 P. M.—Parade of children of the Se-
attle Playfield Festival.
3:00 P. M.—Exercises and drill under the
direction of the Seattle Board of Park Com-
missioners, held in connection with the
Golden Potlatch 95 celebration, Saturday,
July 22, 1911, on Fourth avenue, between
Stewart and Virginia streets. 2:30 P. M.

H. E. Spinde, director. Programme—Over-
ture, Seattle Playground Band. E. O. Cavanaugh,
director. II—Grand Carnival of Gymnasts—
Exponents of elementary and advanced gym-
nastic work on heavy apparatus as taught
and performed in various Seattle institutions
of physical training, by members of the Se-
attle Turn Verein, Y. M. C. A., Playground
Band, etc.

III—Grip-
tastic Athletic Congress—Competitive athletics by
grip teams selected from 12 playgrounds.
IV—Exhibitional Playground Valley Ball
Tournament—Selected teams of the king and
queen from all playgrounds. V—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. VI—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. VII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. VIII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. IX—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. X—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XI—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XIII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XIV—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XV—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XVI—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XVII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XVIII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XIX—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XX—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XXI—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XXII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XXIII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XXIV—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XXV—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XXVI—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XXVII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XXVIII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XXIX—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XXX—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XXXI—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XXXII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XXXIII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XXXIV—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XXXV—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XXXVI—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XXXVII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XXXVIII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XXXIX—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XL—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XLI—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XLII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XLIII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XLIV—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XLV—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XLVI—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XLVII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XLVIII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. XLIX—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. L—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LI—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LIII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LIV—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LV—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LVI—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LVII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LVIII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LIX—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LX—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LXI—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LXII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LXIII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LXIV—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LXV—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LXVI—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LXVII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LXVIII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LXIX—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LXX—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LXXI—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LXXII—Realistic Demon-
stration of Plays and Games of the Little
Folk—A series of popular games and plays
from all playgrounds. LXXIII—Realistic Demon-
stration of Plays and Games of the Little
Folk—