## THE BIG HOME DOLLAR

HAVE you ever followed that dollar you spent at home through its many daily travels? Quite naturally you haven't. You haven't thought of the innumerable small channels through which it goes when once it is broken up. The places that a cent or two stop off are too numerous to mention until they come back to the dollar again.

A great many of these pennies go to your schools. Many drop into the collection box at church. Many help to patch up your roads. Many help to light your streets at night. Many help to keep your streets clean. Some go into your public library and various kinds of amusements that you crave. They circulate all day long.

The dollar spent at home is 100 busy cents that go to make your community a better, livelier community. The dollar that goes away for the things you can purchase at home is a long time coming back. The more dollars you spend at home the better things come to you. The more dollars you send away, the fewer of these things you will have.

This sounds a little childish, perhaps, but it is true. It is a simple illustration that makes us all appreciate what really happens on a large scale every day. We crave better schools, better churches, better streets and highways. We want to see our transportation costs reduced. We want better lights, better methods of sanitation, lower taxes, more of our own homes, parks, playgrounds, better wages, healthier men, women and children. It may seem a little far fetched, but every dollar that is spent at home brings these things just a little nearer to realization. You and your children deserve better things. Try it out and see if continual trading at home doesn't bring some better results.

So, if not in the past, start now to keep, so far as possible, that dollar at home
BY BUYING AT HOME

HUMPHREYS DRUG COMPANY
MINOR & COMPANY
PHELPS GROCERY COMPANY
MARTIN REID
TUM-A-LUM LUMBER COMPANY

HEPPNER FARMERS ELEVATOR CO.
PEOPLES HARDWARE COMPANY
CASE FURNITURE COMPANY
SAM HUGHES COMPANY
THOMSON BROTHERS.

GILLIAM & BISBEE