



TO VICTORIA BY MOTOR

VICTORIA, the capital city of British Columbia, situated at the southern end of Vancouver Island, is sometimes called the "Gateway to Canada's Auto Paradise." Admirers of the tours and resorts upon the Island frequently refer to it as the "Island of a Thousand Miles of Wonderland." Certainly its climatic and scenic attractions, the good roads, the absence of poisonous snakes and insect pests, its excellent hotels, splendid fishing, practically all the year round golf, and absence of extremes of either heat or cold, render it a locality delightful alike to either residents or visitors.

The object of this little pamphlet is to indicate, very briefly, how Victoria and Vancouver Island can be reached by the motorists of the South-western, inland, States.

A glance at the map above shows how the route from El Paso, Texas, runs in a general North-westerly direction, passing through many

delightful cities and towns noted in the history and present day life of the West.

North to Boise, Idaho, the route followed is known as the "Evergreen Highway," so called on account of the fact that, though abounding in splendid scenic features, high mountain passes are avoided, consequently, even on the higher levels, it is seldom indeed that any part of the highway is blocked by snow, and it is practically an all-the-year-round, evergreen, road.

North from Boise alternative routes are shown. The "Evergreen Highway" route passes through Lewiston, Walla Walla, Goldendale, Vancouver City, Wash., to Olympia, the charming capital of the "Evergreen State." From Olympia there is choice of two routes by which to continue the journey and reach Victoria. One way is, through Tacoma, to Seattle, and thence, by steamer-ferry, eighty miles, to Victoria and "Canada's Auto Paradise." The other way passes through a picturesque, densely wooded country, with many beautiful seascapes and mountain vistas, to Port Angeles, and from there, by steamer ferry, twenty miles, across the Straits of Juan de Fuca, to Victoria.