

with the exception of one or two youngsters, apparently did not care a cent as to whether they won or not. Chairs, in regular rows, occupied the greater part of the room, and in the empty space left at the end stood a table, at which sat a youth, a young lady, and a man of middle age, all connected with the establishment evidently, and two such well-known citizens as Mr. E. J. Major, of the Major Manufacturing Company, and Viscount H. de La Barthe. The youth was engaged in twirling the dials that enumerated the lucky numbers, Mr. Major called these out in English, and Viscount de la Barthe in French, and the two other people were engaged in registering them. The drawing apparatus consisted of five nickel stands. Each had a revolving wheel and a stationary index point. Each wheel carried numbers from one to zero, so that in all they could announce as high as 99999. Only 331 numbers are drawn, however, for that represents the number of prizes offered. First, a hundred prizes of five dollars each are drawn, and these are awarded to the first hundred numbers indicated by the dials. Then the two thousand dollar prize is drawn by the next number indicated, and then a series of small prizes is drawn again, and so on. In addition to these there are 2,690 approximation prizes of two or three dollars each. That is: 100 prizes of three dollars are given for the fifty numbers above and the fifty numbers below the number that wins the first capital prize.

One hundred prizes of two dollars are given for the fifty numbers above and the fifty numbers below the number winning the second capital prize. Five hundred prizes of two dollars are given to the 250 numbers above and the 250 numbers below the number winning the third capital prize. Nine hundred and ninety-nine prizes of two dollars are given for the numbers finishing with the last two figures of the number winning the first capital prize. Nine hundred and ninety-nine prizes of two dollars for the numbers ending with the last two figures of the number winning the