

FORESTALLED THE INVENTOR

How a Clever Thief Used a Camera to Defraud

Wisslaw Fairchild was an inventor. He had worked a number of years before striking anything of actual value. Then he happened to fall in love. There is nothing to settle a man down to steady practical effort so much as love and marriage. The first invention Fairchild made after his engagement he sold for \$3,000. On this he married. His workshop was a single room on an upper floor in a business block in the city. There he used to go at 9 o'clock in the morning and work all day at his inventions. In a few months he had perfected a machine which he believed would make his fortune. He made a very excellent model of the choicest wood, with brass fittings, keeping it a secret and locking the model in his shop when not there, so that no one could get at it. When, however, his lawyer came to ask for a patent he was informed that the same machine had been patented a few days before.

Great was Fairchild's disappointment, but greater was his surprise that some one else had been working on the same plan as himself and at the same time. Nevertheless he applied himself diligently and in the course of a year had another novelty ready for patenting. What was his astonishment to find that in this also some one had got ahead of him. This time he began to suspect that his plans had been copied. But who could have done so? He kept them locked in a safe in his shop, and there was no evidence of the safe ever having been opened by any one except himself. He made an inspection of the entrances to his shop, but there was only one door, on which he had placed a lock that no one would be likely to pick. There was nothing about the room that gave any evidence of having been tampered with. However, before completing other plans and another model, every night before leaving he placed a seat on the door and on each of the two windows. The seats were never broken except by himself when he returned to work in the morning. Nevertheless when he applied for a patent on his next machine he found that he had been forestalled.

Hoping to get rid of the trouble by changing his shop, Fairchild rented a room in another building. Here he made a new machine. Giving the plans to his lawyer, he awaited the result with foreboding anxiety. The report came as usual, that the invention had been patented.

By this time he had spent every cent he had received for his first invention and had made nothing more. A child had been born to him, and his necessary expenses were increased. There was something so irritating, so wearing on him that some mysterious person or spirit was taking advantage of his brain work, leaving him and his family to starve, that he at last broke down with nervous prostration.

Meanwhile as his spirits sank his wife rose to the occasion. She commanded that there was no way for any one to steal the plans except at the shop and determined to keep a watch there herself. Her husband was too discouraged to make a new invention but he wrote out a bogus plan and set up a former model. While it was approaching completion Mrs. Fairchild, leaving their little one in care of her husband, went to the shop. She entered it stealthily, so as not to put any one on guard. She sat in the dark till long past midnight, but saw nothing unusual. The next night she went again to the shop and sat in the dark till it was a forenoon before sitting there with only the dim model to see against the window. It was perhaps 11 o'clock when she began to feel very sleepy. She pinched herself to keep awake. Suddenly there was a dash so blinding that she was forced to close her eyes for a second, and when she opened them all was darker than ever.

Mrs. Fairchild waited a while so as not to alarm any one, then stealthily left the shop and, going to the nearest police office, told the officers she thought there were robbers in the building where her husband had his shop. Several of them accompanied her, she having the good sense to warn them to make a search with great caution. They searched every floor, at last coming to the one where the shop was located. One man stationed himself on the landing above, one below. There were but two rooms on a floor, and the men directed their search to the rear room back of the shop. The door was locked, and there was no appearance of a light within. At Mrs. Fairchild's request the policeman broke open the door. Directing a bullseye lantern into the apartment, a man was seen cowering in a corner in a table drawer was found a number of photographs in different stages of finish, on the table a camera. Near the ceiling in the wall between the room and the shop was a hole so carefully made and stopped when not used that it would never be observed unless sought for. Holding the light to the photographs, Mrs. Fairchild recognized pictures of her husband's models.

The man was arrested and confessed that he had been photographing Fairchild's models ever since the inventor had begun making them by means of the flashlight process of photography. He was convicted, and all of his patents were transferred to Fairchild, who is now enormously wealthy.

SNAPSHOTS AT CELEBRITIES

Joseph M. Brown, Who Will Govern Georgia.



Joseph M. Brown, who was recently nominated for governor of Georgia, has already served his state in the capacity of chief executive. There were three candidates in the field at the Democratic primary held to select a candidate to succeed Hoke Smith, recently elected to the United States senate, ex-Governor Brown winning handsily. The election will take place Jan. 12, 1912, and as the state is strongly Democratic Mr. Brown will again occupy the executive chair he held from July, 1909, to July, 1911, when he was succeeded by Hoke Smith.

Governor Brown has been called the silent statesman because of the fact that in his first campaign he did not make a single speech, but confined his efforts to meeting prominent citizens in private talks and in sending out pamphlets and leaflets. He is a son of the late Joseph E. Brown, famous war governor of Georgia, who was afterward a United States senator. He was educated at the University of Georgia and Harvard law school. He was a state railroad commissioner when Hoke Smith was first elected governor, and the latter ousted him from the position. Then he began the fight which his twice elected him to the gubernatorial chair.

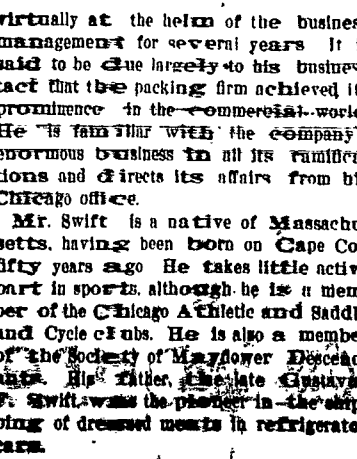
Congressman Buchanan's Trade.
A short time after Frank Buchanan, a new member of the house from Illinois, had arrived in Washington he was passing a hotel to which an addition was being built. The skeleton framework of steel was almost completed, and the mechanics were busy with their electric drills and hammers. Back threw of his coat, climbed up a ladder to a scaffold and said:

"Let me try that electric hammer."

After he had driven home a number of spikes and steel rivets he climbed down to the street and said he felt like old times.

"That was my business before I went into politics," he explained to his friend—Washington Star.

Mr. Swift, Meat Packer.
Louis F. Swift of Chicago, one of the group of meat packers indicted for violating Uncle Sam's anti-trust law, has been president of Swift & Co. since 1903, when he succeeded his father as head of the great packing firm. Before that time he had been



FOR THE CHILDREN

The Weathercocks.

Any number of players may take part in this game, which is really good fun. The four corners of the room are named after the four points of the compass, north being diagonal to south and east diagonal to west. One of the players is called the "wind," the rest being weathercocks. The latter should stand in a line in the center of the room. When the "wind" points to one corner, calling out the name of that cardinal point, the weathercocks must immediately face the opposite point. Thus if the "wind" says "North" they face north, and so on. If he should name a point they are already facing they must remain perfectly still.

When the "wind" cries "Variable!" the vane must raise themselves to their toes and sway back and forth until the name of one of the cardinal points is again called, when, as before, they turn to the opposite point.

Whenever the "wind" shouts "Storm" or "Tempest" each vane must whirl completely around three times. Any player failing to obey any one of these directions, which are more confusing than they sound, must forfeit some article, such as a handkerchief, hair ribbon or trinket, to be redeemed by a humorous "stunt" after the game is over.

About the Ermine.
The ermine is a queer animal. It is one thing in winter and another thing in summer. That is a strange statement, but it is true. In winter the animal's fur is as white as snow, and it is called the ermine; in summer its fur turns reddish-brown on the upper part of the body and a light yellow on the lower part, and it is then known as the stoat. This change is familiar to naturalists, but not to ordinary people, and the ermine and the stoat are therefore generally thought to be distinct animals.

The fur of the ermine is of great value, particularly for use in court robes. There was so great a demand for it when the preparations were making for the coronation of King Edward of England that the price went up to an almost fabulous sum.

The animal is so cunning in its ways that it is almost as hard to catch as it is to catch a wasp asleep. In fact, about the only way to catch it is to mark its course from its home and then stream mud in its pathway. It is said that when the faint, fastidious little animal reaches the point where the mud is it will lie down and submit to capture rather than smirch one of its snow white hairs.

Alphabet Scamper.
This game will prove to be a new and happy way of clearing up a play room and sharpening wits at the same time. At a signal from mother the children run to find and put in their places all the things beginning with a—animals, arks and acrobats; then the b—balls, bats, boxes, bears, etc., that are scattered about, and so on through the alphabet. A simple prize—a chocolate-drop, a cookie or a big hug from mother—rewards the child who finds and puts away the most objects, and in five minutes the room will be cleared and ready for the next rainy day—a simple device, but it will safely bridge the stormy waves at the close of a shut-in day. Bedtime will come before the children know it, and they will be interested to the last, besides having the bump of order cultivated.

Cat and Mouse.
One of the most amusing of gymnasium or outdoor games is cat and mouse. A circle is formed, and the player selected to be the mouse stands in the circle. Another player, the cat, stands outside. The object of the game is for the cat to catch the mouse. The circle assists the mouse by letting her in or out the circle at any time, but the cat is hindered as much as possible by tightly clasped hands. When the game is well learned much excitement is added by having two cats and one mouse. This makes the game more amusing, as the mouse, if not very alert, will elude one cat only to run into the arms of the other. The two cats in this case should be slower runners and the mouse one of the speediest.

Letter Conundrums.
What changes a lad into a lady? Y
What is the difference between here and there? T
What turns a word into a sword? S
What turns laughter into slaughter? S
What changes a pear into a pearl? L
What changes the lower regions into the tower regions? P
What turns a lover into a clover? C
What makes a road broad? B
What changes a mile into a smile? S
—Philadelphia Ledger

A Rare Disease.
Small Florence, making her first visit to the country, heard a mule bray for the first time in her short young life. "Oh, grandpa," she exclaimed, "that horse has the whooping cough!"

Dollies, Bad and Good.
A dolly who is full of badness Brings her little ma much sadness. Her wig somehow it never sticks. She is full of careless tricks. Upside down she's always sitting. (O wonder that her joints keep splitting). And just the days it rains and pours She is always found outdoors. A dolly who is good and clever Grieves her little ma—no, never. She is careful of her toes, As well as of her wig and nose. She sits up at the dinner table Quite as straight as she is able. And just the days it rains and pours She is always found indoors.

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