Downtown Torrance Stores Offer Dollar Day Savings

Dog Tears Flesh From 3-Year-Old

OFFICE AND PLANT AT 1619 GRAMERCY AVE., TORRANCE

Nine-Year-Old At Summer Camp

Routes Open In New Areas

Deputies, Youth Crash In Wild Car Chase, Shooting

Girl In Fair **Condition After** Attack By Dog

\$500,000 Aid **Given To TUSD**

For Old City Hall

dence in the Public Works Administration built city hall which has served Torrance since 1936.

A Torrance moving firm has been contracted to do the heavy hauling, and boxes are being filled today and tomorrow to be ready for the moving crews when they report on the job Saturday.

To prepare for the huge task of moving all of the departments of the city, a tagging crew has been busy during the past few days tagging flies, wastepaper baskets, boxes, cartons, duplicators, and all the other paraphernalis it takes to run a city. The tags show the new room number to which the item is to be transferred.

Rooms Numbered Unlike the present city headquarters, the new city hall for a two-story affair, and rooms are numbered from 3 to 132.

The Council chambers is on the west end of the seconnd floor and is numbered Room 100. The Council will meet next Tuesday night in the old building, and will hold its first meeting in the new quarters on Aug. 14, the Tuesday night following the dedication.

All city offices will be moved this week end except the Police Department and Fire Department. The communications system is still unavailable at the new Police Station, Chief Willard Haslam sail gyesterday, and that department may hot be able to move until later.

Mayor Has Office

The recreation, building, engineering, planning, and all other departments have quarters in the new City Center.

The maver even has an office—No. 131.

So the word is—if you have any business with the city today or tomorrow, visit the old city hall on Cravens Ave. If it can wait until Monday, you'll



Car Wrecks In This Area Injure Six

Tomorrow Last Day

New City Limit Signs Ordered For Boundaries

Park Naming Contest Time Extended

