

HON. WM. BUTLER.



Candidate for the House, Thirty-Fourth District.

Hon. Wm. Butler, who has served one session in the legislature as a representative from the Thirty-fourth district, is seeking a re-election. On any ground that can be advanced he is entitled to a re-election. He is clean, capable and eminently useful. Years ago, as a bricklayer and as president of the Bricklayers' union Wm. Butler was right. By industry, application and ability he has forged to the front as one of the cleverest builders, not only in Minnesota, but in the country. His best recommendation is the fact that, as active superintendent of building operations at the new state capitol, he has been the directing spirit of the biggest building contract ever let in Minnesota—and nothing but union labor has done work on this magnificent building.

Mr. Butler is running in a district made up of working people—owners of small houses, conscientious taxpayers—"their country's hope and pride." Not a capitalist, but a constructor, an employer of men and a drawer of pay checks, he has never defaulted in his duties or obligations. In the legislature he has followed the same course, and always "made good." No man has worked, no man has used his ability, expended his strength, and then been "stood off."

If Mr. Butler should be defeated—which seems very improbable—his successful opponent would still be no more than a hair-splitting lawyer. Contrast the two—one a constructor, a wage payer, the other a man apart from wage earners, merely "professional"—and the conclusion is obvious. The Minnesota Union Advocate has no ax to grind, no ulterior purpose to serve. It only speaks for facts as they exist. On this basis William Butler is the wisest choice as a man aside from political considerations. He was elected in the first place by a handsome majority; and, in face of all the facts, will unquestionably prove the most useful man to send to the lower branch of the state's law-making assembly from one end of the Thirty-fourth senatorial district.