Leaksville Herald.

AN INDEPENDENT JOURNAL--DEVOTED TO INTERNAL IMPROVEMENTS AND GENERAL INTELLIGENCE.

VOL. I. LEAKSVILLE, N. C., SATURDAY, OCTOBER 20, 1860. NO. 9.

THE HERALD,
PUBLISHED WEEKLY,
BY RO. H. WARD,
EDITOR AND PROPRIETOR.

Terms of the Paper.

The Herald will be published every Saturday, and sent to single subscribers for the sum of Two Dollars a year, in advance. To clubs of five it will be sent for $8.00; to clubs of ten copies, and to clubs of twenty for $30 a year, the money in all cases to accompany the order for the paper.

Rates of Advertising.

Advertisements will be inserted at the rate of $1 a square for the first insertion, and 50 cents for each continuance. The number of insertions must be marked upon the manuscript, or the advertisement will be continued until it is ordered out, and charged for accordingly.

TERMS FOR REGULAR ADVERTISING.

	3 mos.	6 mos.	12 mos.
For the space of 1 square	$4.00	$6.00	$10.00
" " " 2 do.,	7.00	10.00	18.00
" " " 3 do.,	10.00	14.00	20.00
" " " 4 do.,	13.00	17.00	25.00

Twelve lines (or less) make one square, all over twelve make two squares, all over twenty four make three squares, and so on.

Persons advertising will do us a favor by handing in their advertisements as early in the week as possible.

Obituary notices will be charged, for all matter over twelve lines, at the usual rates of advertising.

***The above terms will be strictly adhered to.

HERALD JOB OFFICE.

WE are prepared to print Circulars, Cards, Bill Heads, Posters, Handbills, Labels, &c. Blanks for Lawyers, Clerks of Courts, Sheriffs, Constables, Merchants, Druggists, Physicians, Manufacturers, Mechanics, Farmers, Planters, Stock Raisers, Auctioneers, Hotels, Steamboats, Railroads, Insurance Companies, Banks, Colleges, Schools, Churches, Societies, Lodges, Encampments, Cotton Factories, Saw Mills, Grist Mills, Turpentine Farms, Tanneries, Distilleries, Foundries, Machine Shops, Carriage Shops, Blacksmith Shops, Shoe Shops, Tailor Shops, Cabinet Shops, Wheelwright Shops, Tin Shops, Gunsmith Shops, Coopers' Shops, Brick Yards, Lime Kilns, Tar Kilns, Coal Mines, Gold Mines, Silver Mines, Copper Mines, Iron Mines, Quarries, Marble Yards, Livery Stables, Ferries, Toll Bridges, Plank Roads, Turnpikes, Canals