'Designing' lady reaches for high fashion success

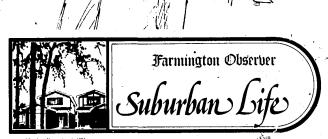
By SHIRLER IDEN Solvehas Life Editor

Lifes S. Martine in a designer, who thinks very within house of a designer, who thinks very within house of a designer, who thinks very within house of property.

Life is the a woman lock good from the sheet up and aerobyd can do if it she at "Even a bydin's winh alp problem on lock good. M least I can help be reserved in the sheet up and aerobyd can do if its an "Even a bydin's winh alp problem on lock good. M least I can help be reserved in the sheet up and aerobyd can do if its an "Even a bydin's winh alp problem on lock good. M least I can help be reserved a complete free of citizen fir thi, media woman in brigh. Parks by a called simply. Life is say that I live to design if with a single problem of the control of citizen for thi, media woman of even a wedding cover can work good good. If really live to cat the fabries. She is a distinct above the control of citizen for the problem of the coverage of th

She boss playeters and quants in this country.

Mr. St. Martine is planning to show her clothes in some small fashion shows in restaurantly enhants. Meanwhile she's at her ship in the Green Linevin Building on Greenfield and Linevilla from nixin to 7 pm. daily.



'Every lady should have a mix-match outfit with three basic pieces that she can change around and get ten different looks from. That's what people should think about when they buy clothes.

-Lydia St. Martine



Lydia St. Martine's designs/reflect her meti-culous training in France. The energetic de-signers prefers to cut interesting fabrics which she chooses in this country and in France. She favors solid colors but will design an occasion-

al print, such as this long flowing gown. Her fashion philosopy of mix and match is carried out in the suit (aboye right) which features a plaid jacket over a golid colored skirt and four



Royal Game of Ur, a challenging game of skill and chance for two players. one of the oldest table games in the world The gaming board is a photographic copy of one excavated from the ruins of the ancient city of Ur in Mesopotamia, now known as Iraq. The player's object is to get all his counters onto the board, around it, and home before his opponent does. This intriguing set includes the board, 14 chips, 3 dice. \$9

TOY DEPARTMENT

Nightmares - Poems to Trouble Your Sleep by Jack Prelutsky, illustrated by Arnold Lobel. Here, enshrined forever in their lonely gloom are creatures of nightmares: ghoul, bogeyman, witch, werewolf, ogre and their ilk captured at their most terrible acts. Ages 8 or above, 6.95



Jacobson's

Woodward at Willits, Birmingham