

# NET Wholesale Price List of ALADDIN LAMP SUPPLIES

## NO GOODS SHIPPED ON CONSIGNMENT

We recommend that goods be shipped by Express or Freight wherever possible. We cannot be responsible for damage or loss of parcel post shipments unless insured. If goods are to be insured, so specify and add 5c for insurance.

] Refer to our Retail Supply Circular for full information and illustrations of the different Supplies and Parts quoted on this page and [ on Page 6.

## Aladdin Mantles

TYPE	In Quantities of	Wholesale Price Either Type	Resale Price Each
<b>Lox-On Mantles</b> for Models 12 and Nu-Type OR	1 to 11 .....	30c each .....	35c
	In lots of 12 .....	\$2.90 a dozen .....	
<b>Kone-Kap Mantles</b> for Models 1 to 11 incl.	In lots of 36 .....	2.80 a dozen .....	
	In lots of 72 .....	2.70 a dozen .....	
	In lots of 144 .....	2.60 a dozen .....	

All Aladdin Mantles both Lox-on and Kone-Kap types, are packed in individual cartons—  
one mantle to a carton.

## Aladdin Chimneys

TYPE	In Quantities of (See Note)	Wholesale Price Either Type	Resale Price Each
<b>Lox-On Chimneys</b> for Models 12 and Nu-Type OR	1 to 11 .....	30c each .....	35c
	In lots of 12 .....	\$2.70 a dozen .....	
<b>Old-Style Chimneys</b> for Models 1 to 11 incl.	In lots of 36 .....	2.50 a dozen .....	
	(case lot—weight 22 lbs.)		

NOTE—Owing to difference in size of their respective cartons, orders for Lox-on and Old Style chimneys cannot be combined to secure original 3-dozen case price.

## Aladdin Wicks

DESCRIPTION	WHOLESALE PRICE		Resale Price Each
	In Less Than Doz. Lots	In Dozen Lots	
<b>Nu-Type Wick</b> —Fits Models A only. Reinforced and charred ready for use .....	25c ea.	2.40	30c
<b>Lox-on Wick</b> —Fits Model 12 only. Reinforced and charred ready for use .....	25c ea.	2.40	30c
<b>Model 11 Wick</b> —Fits Model 11, and Models 7 to 10 inclusive. Reinforced and charred ready for use .....	25c ea.	2.40	30c
<b>Model 6 Wick</b> —Fits Models 6, and previous Models 3, 4 and 5. Reinforced and charred ready for use .....	30c ea.	3.00	35c