Kennebec Journal

Staff Writer

HALLOWELL — Hallowell will ick off the holidays today with ts annual Holiday in Old Hallowell celebration.

People will have the chance to ndulge in good eats and take in of the mainstay traditions. he annual parade.

aid while there are new events families," she said. his year — including a toy drive

of many different backgrounds."

— it just wouldn't be the holiinish up their holiday shopping, days in Hallowell without some

"The mouse hunt in the store Holiday in Old Hallowell com- windows usually makes a lot of nittee member Jane Orbeton excitement for the kids and their

Families are given a list of

the window for children to find. Three winners will be drawn at random from those who can locate all the mice.

"We had a lovely turnout last year and were lucky to have families

"There are actually a lot of families who participate in this," Orbeton said.

STACEY MONDSCHEIN KATZ

fireworks following thereafter.

Hanukkah in Old Hallowell, for p.m. all families.

Mondschein Katz said.

organized the first Hanukkah in lies are invited to donate nonvi-Old Hallowell as a way for non- olent-themed, unwrapped toys. Christian families to celebrate The gifts will be taken to the Hanukkah and for other families Family Violence Project office and art show at Cerulean Gallery store names with mice hidden parade, will begin at 5 p.m., with to learn about the holiday. Monday. Activities will be at the Hubbard "It's a time when holiday Returning this year is Free Library from 2:30 to 3:30 shopping shouldn't be just

> "We had a lovely turnout last Hallowell celebration will said. year and were lucky to have include a toy drive for children families of many different back-staying in Family Violence Meghan V. Malloy — 623-3811, ext. 431 Another festivity staple, the grounds," organizer Stacey Project shelters during the holi- mmalloy@centralmaine.com

Last year, Mondschein Katz Mondschein Katz said fami-

about ourselves and our own This year's Holiday in Old families," Mondschein Katz