WE	THEY	WE	THEY

GREAT FOR TRAVEL

GREAT NORTHERN RAILWAY

GREAT FOR FREIGHT

WE	THEY	WE	THEY

WE	THEY	WE	THEY

GREAT FOR TRAVEL

GREAT NORTHERN RAILWAY

GREAT FOR FREIGHT

WE	THEY	WE	THEY

WE	THEY	WE	THEY

GREAT FOR TRAVEL

GREAT NORTHERN RAILWAY

GREAT FOR FREIGHT

WE	THEY	WE	THEY

4 GREAT STREAMLINERS

EMPIRE BUILDER

WESTERN STAR

Daily between Chicago—Seattle—Tacoma—Portland via St. Paul—Minneapolis—Spokane. Connects in Seattle or Portland with streamliners to and from California.

INTERNATIONALS

Three convenient departures each way every day between Seattle, Washington, and Vancouver, British Columbia.

RED RIVER

Daily round trip between Grand Forks and Fargo, North Dakota, and Minneapolis and St. Paul, Minnesota.

OTHER GREAT NORTHERN TRAINS

WINNIPEG LIMITED

Daily overnight between St. Paul, Minneapolis and Winnipeg, Manitoba.

GOPHER BADGER

Fast daily afternoon and morning trains between St. Paul, Minneapolis and Superior-Duluth.

CASCADIAN

Daily between Seattle, Wenatchee and Spokane, Washington.

Contract Bridge Scoring Table

SUIT VALUES	Undoubled	Doubled	Redoubled
Clubs or Diamonds..	20	40	80
Hearts or Spades...	30	60	120
No Trump—			
1st Trick.....	40	80	160
Each additional Trick.....	30	60	120

GAME—100 points required for game.

RUBBER

Side winning 2 games out of 2 games.....700
Side winning 2 games out of 3 games.....500
Unfinished rubber—1 game.....300

HONORS (must all be held in one hand)

All honors (5 if suit—4 aces if no trump).....150
Four honors (in suit bid).....100

OVERTRICKS (each trick)	Undoubled	Doubled	Redoubled
Not vulnerable	Value	100	200
Vulnerable	of trick	200	400

UNDERTRICKS			
Not Vulnerable			
1 Trick Under.....	50	100	200
2 Tricks Under.....	100	300	600
3 Tricks Under.....	150	500	1000
4 Tricks Under.....	200	700	1400
5 Tricks Under.....	250	900	1800
6 Tricks Under.....	300	1100	2200
7 Tricks Under.....	350	1300	2600
Vulnerable			
1 Trick Under.....	100	200	400
2 Tricks Under.....	200	500	1000
3 Tricks Under.....	300	800	1600
4 Tricks Under.....	400	1100	2200
5 Tricks Under.....	500	1400	2800
6 Tricks Under.....	600	1700	3400
7 Tricks Under.....	700	2000	4000

SLAMS	Not Vulnerable	Vulnerable
Bid and Won		
Little Slam.....	500	750
Grand Slam.....	1000	1500

VULNERABLE—When a side has won a game it is vulnerable.

NOT VULNERABLE—Until a side wins a game it is not vulnerable.

Progressive Contract Scoring

On 1st Deal—Neither side is vulnerable.
On 2nd Deal—Dealer's side is vulnerable.
On 3rd Deal—Dealer's side is vulnerable.
On 4th Deal—Both sides are vulnerable.

A game won in one hand counts { Not vulnerable—300 / Vulnerable—500 }

Part Score—1 hand—50.

The limit on penalties is 1000 points.