WE	THEY	WE	THEY treamliner CITY OF PORTLAND UNION PACIFIC RAILROAD • CHICAGO AND NORTH WESTERN SYSTEM				WE	THEY	WE	THEY	UNION PACIFI	CITY OF PORTUNION PACIFIC RAILROAD . CHICAGO AN		
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FOLLOWING the historic Overland Route you travel through the heart of the romantic old West via the short, direct trail blazed by the early pioneers, the Mormons, the gold seekers. Your route takes you to or through the outstanding metropolitan cities of the West. You are within easy reach of most of the West's major scenic vacation and resort regions, which include:

ZION · BRYCE · GRAND CANYON YELLOWSTONE · GRAND TETON YOSEMITE · RAINIER ROCKY MOUNTAIN NATIONAL PARKS COLORADO · UTAH WESTERN DUDE RANCHES SUN VALLEY, IDAHO CALIFORNIA · HAWAII HOOVER DAM PACIFIC NORTHWEST · ALASKA

The Overland Route serves more of the West than any other railroad

The Seasoned Traveler Goes by Train



Contract Bridge Scoring Table

00	Undoubled	Doubled	Redoubled						
Clubs or Diamonds	20	40	80						
Hearts or Spades	30	60	120						
No Trump—	40	00	440						
1st Trick Each additional	40	80	160						
Trick	30	60	120						
			1 120						
GAME—100 points required for game. RUBBER									
Side winning 2 games		~~~~	70						
Side winning 2 games	s out of 3	games	500						
Unfinished rubber—1	game	guilles	30						
HONORS (must all be									
All honors (5 if suit—			150						
Four honors (in suit b	id)		10						
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 5 Tricks Under	200 250	700 900	1400 1800						
6 Tricks Under	300	1100	2200						
7 Tricks Under	350	1300	2600						
Vulnerable			2000						
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 7 Tricks Under	600 700	1700 2000	3400 4000						
	700	Not	4000						
SLAMS Bid and Won		Vulnerable	Vulnerable						
Little Slam		500	750						
Grand Slam		1000	1500						
VIII NED A DI E MI			1300						

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.