WE	THEY	WE	THEY

Portland Rose

A TRIUMPH OF TRAIN COMFORT

UNION PACIFIC RAILROAD

WE	THEY	WE	THEY

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UNION PACIFIC RAILROAD

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UNION PACIFIC RAILROAD

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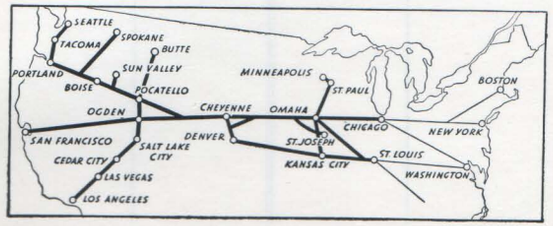
FOLLOWING the historic Overland Route you travel through the heart of the romantic old West via the short, direct trail blazed by the early pioneers, the Mormons, the gold seekers. Your route takes you to or through the outstanding metropolitan cities of the West. You are within easy reach of most of 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

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 Bid and Won	Not Vulnerable	Vulnerable
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.