



Building your dream home soon?

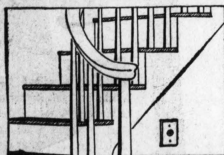
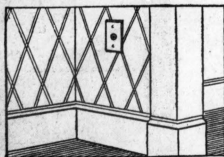
DON'T FORGET TO PLAN AHEAD FOR CONCEALED TELEPHONE WIRING

Whether you'll want only one or a number of telephones, the time to plan for built-in concealed wire facilities is when your home is still in the blueprint stage.

For then you can be certain you won't later have to tear up part of your flooring or bring the wire in along the baseboard.

So decide in advance on convenient locations, and specify that conduit be installed during construction. This provides a metal tube through which wires may be drawn when your telephone is installed.

Our Telephone Planning Service will help you in every way possible at no charge.



GOOD TELEPHONE IDEAS FOR YOUR HOME



VOLUME-CONTROL PHONE Turn the button on this telephone and incoming voices are made louder or softer, as you wish. Especially useful for those with impaired hearing; a good thing to have wherever it's usually noisy.



WALL PHONE Practical space-savers for kitchen or workshop, the hall or family room because they hang right on the wall... right where you want them. Available in seven handsome colors to tie in with your decorating scheme.



SPEAKERPHONE Speak into a separate microphone, listen through a separate loudspeaker. No need to lift the receiver, your hands are free to write, check papers. Good for telephone conferences; can be used as a standard phone.



beautifully practical EXTENSION TELEPHONES in color. Whichever rooms in your home need a telephone, they will be the brighter for an extension in color. Choose from light grey, rose pink, white, ivory, cherry red, pastel yellow, light beige, moss green or aqua blue.



LIGHT-UP DIAL Switch on this phone's light at night, or in a darkened room. It stays on to act as a night light... no groping for the phone. Lift the receiver and the light brightens, makes dialing easy. Ideal for that bedroom extension.

Call your Pacific Telephone business office for all the facts on these different telephones. No obligation, of course.