

3a
GULF BRIDGE LESSONS



Number 1

The

**CULBERTSON
SYSTEM**



THE GULF REFINING CO.

A Brief Outline of the CULBERTSON

(Approach-Forcing) SYSTEM

The Approach and Forcing Principles

1. The Approach Principle: Whenever a hand contains a choice between a suit and notrump, always bid the suit first.
2. The Forcing Principle: Whenever a game seems assured, make a Forcing bid, obligating both partners to keep the bidding open until game (or its penalty equivalent) is bid.

The Culbertson Standard Table of Honor-Tricks

(Defensive Basis—Minimum Holdings)

"x" means a low card.

<i>1/2 honor-trick</i>	<i>1 honor-trick</i>
Any K x	Any Ace
Any Q J x	Any K Q
Any Q x and J x in different suits	Any K J x
<i>1 1/2 honor-tricks</i>	Any K x and Q x in different suits
Any A Q	<i>2 honor-tricks</i>
Any A J 10	Any A K
Any K Q 10	

1. Do not count more than 2 honor-tricks in any one suit. The playing trick value of additional honors (above the honor-trick value) can be counted only when estimating the hand for a Rebid or a Raise.
2. Plus Values: Q x or J 10 x or K alone, if not counted with other honors. Two plus values equal about 1/2 honor-trick.

The Rule of Eight

1. Of the 13 tricks in any deal from 8 to 8 1/2 are

won with honors or honor combinations, so that from 8 to 8 1/2 taking honor-tricks occur in the four hands.

2. The Yardstick of tricks: The ratio of honor-tricks to low-card tricks in the four hands of any deal is therefore 8 (possibly 8 1/2) to 5 (possibly 4 1/2).

Minimum Biddable Suits

1. A four-card suit with 1 1/2 honor-tricks: A Q x x or A K 10 x or K Q 10 x.
2. A five-card suit with 1/2 honor-trick: K x x x x or Q J x x x.
3. Any six-card or longer suit.
4. Sometimes "shaded" suits may be bid, such as A J x x or K Q x x or K J 10 x or K J x x or Q J 10 x (still in an experimental stage) or Q 10 x x x or J 10 x x x.

Adequate Trump Support

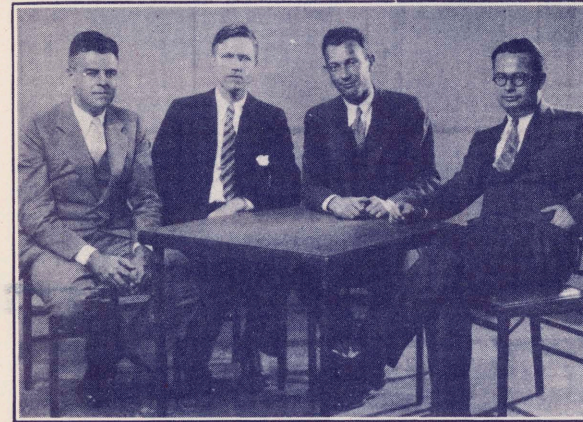
1. Not less than Q x x or four small trumps. If your partner rebids the suit without support from you—not less than Q x, or three small trumps. If your partner rebids the suit twice without support from you—not less than one trump.
2. Adequate trump support must be supplemented with the necessary playing-tricks to justify a Raise.

Opening Bids of One

1. Dealer or Second Hand: For suit bids, 2 1/2 honor-tricks and a biddable suit. For notrump, about 3 honor-tricks in three suits and no biddable suit. (If vulnerable, 4 honor-tricks.)
2. Third or Fourth Hand: Same as for Dealer or Second Hand, except that you must hold at least 3 honor-tricks.

Playing Tricks in Declarer's Hand

1. To honor-tricks add long-suit tricks as follows: In bid suit, 1 trick for each card over three. In side suits, 1/2 trick for each card over three.
2. Do not count long-suit tricks in a suit bid by the opponents.



A strong Contract Foursome: Oswald Jacoby, Theodore A. Lightner, Michael T. Gottlieb, Louis H. Watson.

Playing-Tricks in the Responding Hand

1. In partner's bid suit: If holding adequate trump support, count 1 trick for the Ace, 1 trick for the King and 1/2 trick for the Queen. Add for trump length, 1/2 trick for four, 1 trick for five or two tricks for six cards.
2. In side suits: To honor-tricks add long-suit trick—1/2 trick for each card over three in each suit. Do not count long-suit tricks in a suit bid by the opponents, or when counting the hand for a response to any forcing bid, or when bidding beyond game.
3. Ruffing-Tricks (short-suit tricks): If holding three trumps, count 1/2 trick for a doubleton side suit, 1 trick for a singleton side suit, 2 tricks for a void side suit. If holding four trumps, count 1 trick for a doubleton side suit, 2 tricks for a singleton side suit, 3 tricks for a void side suit. With two short suits, count only one—if unequal, count only the shorter.

Responses to Opening Suit Bids of One

1. Raise with adequate trump support and the necessary playing-tricks. Raise once for each playing-trick you hold over 3—one Raise for 3 1/2 to 4 playing-

tricks, two Raises (from one to three) for 5 playing-tricks, including 2 to 2 1/2 honor-tricks. (If the intervening opponent passes, raise once with only 3 playing-tricks.)

2. Takeout in another biddable suit, if able, with about 1 1/2 honor-tricks. This is a Regulation (minimum) suit Takeout.
3. Bid one notrump, if unable to raise or takeout in a new suit, with about an Ace plus a Queen. Bid two notrump with 2 1/2 to 3 tricks, or three notrump with 3-plus honor-tricks.
4. Make a Forcing Takeout (a Jump bid in a new suit), with 3 1/2 honor-tricks and a biddable five-card or longer suit, provided game seems assured in the combined partnership hands.
5. Try for a Slam with more than 4 honor-tricks.

Rebids by the Opening Hand

1. Each playing-trick over 4 justifies one Rebid.
2. If the original suit bid is not supported by your partner, revalue it as a side suit—rebid it once if it contains 4 tricks, or twice if it contains 5 tricks.
3. Make a negative notrump (minimum) response to a Regulation suit Takeout by your partner, with 1/2 honor-trick over Opening bid values. Jump the notrump response for each additional honor-trick.
4. Make a Forcing Rebid (a Jump bid in a new suit) if holding another biddable suit and 4 honor-tricks in your hand, provided game seems assured.

Playing-Tricks at Notrump (The Four-Five-Six Count)

1. Holding from 4 to 4 1/2 honor-tricks in the combined hands, the total trick expectancy at notrump is one-odd (7 tricks).
2. Holding about 5 honor-tricks in the combined hands, the total trick expectancy at notrump is two-odd (8 tricks).
3. Holding 6 or more honor-tricks in the combined hands, the total trick expectancy at notrump is game (9 tricks).

4. Base notrump bids on the honor-trick count, as revealed by partnership bidding.

Opening Two-Bids in a Suit

(Forcing)

1. Should be made with 6 honor-tricks with any biddable suit, and 4-3-3-3 or 4-4-3-2 distributions.
2. Should be made with $5\frac{1}{2}$ honor-tricks with a strong four or five-card biddable suit.
3. Should be made with 5 honor-tricks in three suits, with a strong six-card suit or a two-suited hand.
4. Should be made with $4\frac{1}{2}$ honor-tricks in three suits, with a long solid suit or a freak two-suiter.

Responses to Opening Two-Bids in a Suit

1. With 1 honor-trick or less bid two notrump.
2. With more than 1 plus honor-trick and a biddable suit, takeout in the suit.
3. With adequate trump support and 1-plus honor-trick, give one Raise. Jump the Raise once for each additional honor or ruffing-trick.
4. With $1\frac{1}{2}$ honor-tricks and no biddable suit, and insufficient trumps for a Raise—bid three notrump.
5. With $2\frac{1}{2}$ or more honor-tricks and no biddable suit, and insufficient support for a Raise, bid four, five or six notrump, according to honor-trick strength.
6. With any other holding, bid two notrump.

Opening Suit Bids of Three and Higher

1. Opening major three-bids (Preemptive) require 8 playing-tricks, including five sure trump-tricks and $1\frac{1}{2}$ or more honor-tricks in side suits.
2. Opening minor four-bid requires 9 playing-tricks, including five sure trump-tricks and $1\frac{1}{2}$ or more honor-tricks in side suits.
3. Opening Major four-bid (Preemptive game bid) requires 7 playing-tricks (not vulnerable) or 8 playing-tricks (vulnerable). (No honor-tricks in side suits.)

4. Opening minor five-bid (Preemptive game bid) requires 8 playing-tricks (not vulnerable) or 9 playing-tricks (vulnerable). (No honor-tricks in side suits.)

Responses to Opening Three and Higher Bids

1. Raise an Opening major three or minor four-bid with 1 plus honor-trick or ruffing-trick. Adequate trump support not required.
2. Raise an Opening suit game bid, if the intervening opponent passes, with 4 playing-tricks (not vulnerable) or 3 playing-tricks (vulnerable)—mostly in honors. If the intervening opponent overcalls, raise with from 1 to 2 honor-tricks or ruffing-tricks. Adequate trump support not required.

Bids by the Defending Hand

1. Make Simple Defensive Overcalls as follows:
 - (a) Overcall with one in a suit if holding $1\frac{1}{2}$ honor-tricks and a five-card biddable suit, or 2 honor-tricks and a four-card biddable suit.
 - (b) Overcall with two in a suit, if holding a five-card biddable suit containing 4 trump-tricks with $1\frac{1}{2}$ honor-tricks in the hand. When vulnerable, with 6 playing-tricks, including 2 honor-tricks.
 - (c) Overcall with three in a suit (if the Opening bid is not a Forcing two bid) if holding 6 playing-tricks, not vulnerable, or 7 playing-tricks vulnerable, including about 5 trump-tricks.
2. Make a Takeout Double with 3 or more honor-tricks and fair major suit support, or with a strong biddable suit for escape. A Takeout Double is a Double of the opponents' bid of not more than one notrump or not more than three in a suit, provided partner of the Doubler has not yet bid or has passed.
3. Responses to a Takeout Double: If the intervening opponent passes, Doubler's partner must bid—except when holding enough strength to set the opponents' contract (Penalty Pass).

This is No. 1 in a series of 6, including the Culbertson system, the Sims system, the Vanderbilt system, Slam Bidding, Laws of Pivot Bridge, and Conventional Signals used in Contract Bridge.

And Here's THE GULF SYSTEM of Station Service



Just drive your car into any Gulf Station and you'll learn what *efficient* service means! You get:

1. **That Good Gulf Gasoline**—a super-gasoline with more pep, quicker-starting, more mileage, higher anti-knock.
2. **GulfLube**—a motor oil that gives 28½% more mileage than other oils at the same price . . . *by actual test!*
3. **Windshield wiped** clean and gleaming. A **FREE** service at every Gulf Station.
4. **Radiator filled** with water—another **FREE** Gulf Service. Gulf Antifreeze on sale if needed.
5. **Tires checked** for correct pressure—another **FREE** service.

In addition, get the latest copy of Gulf's exclusive 4-Page *Funny Weekly*, and the *next* Gulf Contract Bridge Lesson, **FREE!**

GULF REFINING COMPANY

Pittsburgh, Penna.

PRINTED IN U.S.