

## INSTRUCTIONS TO HOSTESS

1. After players have drawn talley and are seated at their first table inform players that you have an innovation for the play of the first hand and place one small box in front of each player. (Request them not to look at cards until each player has assembled pieces.)

**Important!** When placing individual boxes before players. Be sure to place North opposite South and East opposite West otherwise proper bidding and play is impossible.

2. At given signal players begin to assemble their individual hands (time ten to fifteen minutes.) First player to assemble pieces given bonus of 500 points. Second player to assemble pieces given bonus of 300 points. No bonus to third or fourth player. However, each player must completely assemble pieces to see the cards that he or she will actually play and to learn Mr. Culbertson's bidding hint for first bid.

3. Cards are then removed from receptacles and hands are bid, South bidding first hand as South is Dealer—neither side vulnerable.

4. After hand has been played The Culbertson Solution of bidding and play is introduced and compared with the actual bidding and play of each player.

If five or ten minutes is spent in this comparison the play of many players should be improved as each deal played in this way is equivalent to a bridge lesson.

5. Three regulation hands may then be dealt, bid and played, thus completing four hands. From this point on, regulation contract or auction bridge may be followed for duration of play.

6. Before the bridge game begins, it is necessary to deal or distribute one deck of cards exactly as illustrated in "The Culbertson Solution." Place each hand of thirteen cards in receptacle inside of each small box cover. (Face of cards to cover.) Be sure you place North's hand in North Box, South's hand in South box, etc. (After doing this it is advisable to recheck hands with solution.)

**Note.** If you use the Ely Culbertson Party Bridge Set at a four table party and do not care to purchase more than one set you may proceed as follows:

Players use set

- 1st hand table No. 1
- 2nd hand table No. 2
- 3rd hand table No. 3
- 4th hand table No. 4

in which case it will be necessary for Hostess to break pieces up after each table and to re-distribute each hand of cards.

## ELY CULBERTSON SOLUTION OF BIDDING AND PLAY

South—Dealer  
 Neither side vulnerable

| <p>♠—K 8 5 2<br/>                     ♥—A J<br/>                     ♦—K 8 7 4<br/>                     ♣—A K 2</p> <p style="text-align: center;">North</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">♠—9</td> <td style="width: 25%;">W</td> <td style="width: 25%;">E</td> <td style="width: 25%;">♠—6</td> </tr> <tr> <td>♥—Q 8 6 4</td> <td>o</td> <td>a</td> <td>♥—K 10 9 7 5 3 2</td> </tr> <tr> <td>♦—Q J 10 9</td> <td>s</td> <td>s</td> <td>♦—6 5 2</td> </tr> <tr> <td>♣—Q 9 8 3</td> <td>T</td> <td>T</td> <td>♣—10 4</td> </tr> </table> <p style="text-align: center;">South</p> <p>♠—A Q J 10 7 4 3<br/>                     ♥—<br/>                     ♦—A 3<br/>                     ♣—J 7 6 5</p> | ♠—9  | W        | E                | ♠—6 | ♥—Q 8 6 4 | o | a | ♥—K 10 9 7 5 3 2 | ♦—Q J 10 9 | s | s | ♦—6 5 2 | ♣—Q 9 8 3 | T | T | ♣—10 4 | <p><b>CONTRACT BIDDING</b></p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 25%;">South</th> <th style="width: 25%;">West</th> <th style="width: 25%;">North</th> <th style="width: 25%;">East</th> </tr> </thead> <tbody> <tr> <td>1 ♠ (1)</td> <td>Pass</td> <td>3 ♣ (2)</td> <td>Pass</td> </tr> <tr> <td>4 ♠ (3)</td> <td>Pass</td> <td>4 NT (4)</td> <td>Pass</td> </tr> <tr> <td>5 NT (5)</td> <td>Pass</td> <td>6 ♠ (6)</td> <td>Pass</td> </tr> <tr> <td>7 ♠ (7)</td> <td>Pass</td> <td>Pass</td> <td>Pass</td> </tr> </tbody> </table> | South | West | North | East | 1 ♠ (1) | Pass | 3 ♣ (2) | Pass | 4 ♠ (3) | Pass | 4 NT (4) | Pass | 5 NT (5) | Pass | 6 ♠ (6) | Pass | 7 ♠ (7) | Pass | Pass | Pass |
|---|------|----------|------------------|-----|-----------|---|---|------------------|------------|---|---|---------|-----------|---|---|--------|---|-------|------|-------|------|---------|------|---------|------|---------|------|----------|------|----------|------|---------|------|---------|------|------|------|
| ♠—9   | W    | E        | ♠—6              |     |           |   |   |                  |            |   |   |         |           |   |   |        |   |       |      |       |      |         |      |         |      |         |      |          |      |          |      |         |      |         |      |      |      |
| ♥—Q 8 6 4   | o    | a        | ♥—K 10 9 7 5 3 2 |     |           |   |   |                  |            |   |   |         |           |   |   |        |   |       |      |       |      |         |      |         |      |         |      |          |      |          |      |         |      |         |      |      |      |
| ♦—Q J 10 9  | s    | s        | ♦—6 5 2          |     |           |   |   |                  |            |   |   |         |           |   |   |        |   |       |      |       |      |         |      |         |      |         |      |          |      |          |      |         |      |         |      |      |      |
| ♣—Q 9 8 3   | T    | T        | ♣—10 4           |     |           |   |   |                  |            |   |   |         |           |   |   |        |   |       |      |       |      |         |      |         |      |         |      |          |      |          |      |         |      |         |      |      |      |
| South   | West | North    | East             |     |           |   |   |                  |            |   |   |         |           |   |   |        |   |       |      |       |      |         |      |         |      |         |      |          |      |          |      |         |      |         |      |      |      |
| 1 ♠ (1)   | Pass | 3 ♣ (2)  | Pass             |     |           |   |   |                  |            |   |   |         |           |   |   |        |   |       |      |       |      |         |      |         |      |         |      |          |      |          |      |         |      |         |      |      |      |
| 4 ♠ (3)   | Pass | 4 NT (4) | Pass             |     |           |   |   |                  |            |   |   |         |           |   |   |        |   |       |      |       |      |         |      |         |      |         |      |          |      |          |      |         |      |         |      |      |      |
| 5 NT (5)  | Pass | 6 ♠ (6)  | Pass             |     |           |   |   |                  |            |   |   |         |           |   |   |        |   |       |      |       |      |         |      |         |      |         |      |          |      |          |      |         |      |         |      |      |      |
| 7 ♠ (7)   | Pass | Pass     | Pass             |     |           |   |   |                  |            |   |   |         |           |   |   |        |   |       |      |       |      |         |      |         |      |         |      |          |      |          |      |         |      |         |      |      |      |

- (1) An alternate bid would be a semi-Preemptive bid of three spades but South's playing strength is so great that he should prefer to approach.
- (2) North must make the strongest available bid. Holding no biddable suit of his own he should still be unwilling to contract immediately for game in spades as this bid might be passed by partner. He therefore forces in an unbidable suit.\* This policy is perfectly safe as he is well prepared to return to spades if his partner supports clubs.
- (3) A Jump Trump Rebid.† Since North has already made a Forcing Takeout the bidding will automatically be kept open to game, and therefore a three spade bid would really be sufficient. A four spade bid has a specific meaning. It shows at least a six-card suit with no more than 1 possible loser in the suit.
- (4) This is a new artificial Forcing bid in the Culbertson System of 1933.‡ It shows two aces and a King of a suit previously bid by the partnership, or three Aces. It demands a five No Trump Response from partner if he holds two Aces.
- (5) The automatic Response.§
- (6) Even though North knows that his partner holds no losers in spades and the Ace of diamonds, the Slam is still a little doubtful. He leaves the Grand Slam decision to partner.
- (7) North's bidding has been so strong that South cannot refuse to bid the Grand Slam.

| AUCTION BIDDING |      |       |      |
|-----------------|------|-------|------|
| South           | West | North | East |
| 1 Spade         | Pass | Pass  | Pass |

#### THE PLAY

Owing to an unfortunate duplication of values the making of the contract depends upon a squeeze. West's best opening is the diamond Queen although the contract can be made against any defense.

\*FOR A FULL DESCRIPTION OF THIS BID SEE CONTRACT BRIDGE BLUE BOOK, PAGE 198.  
 †FOR A COMPLETE DESCRIPTION OF THIS BID SEE CONTRACT BRIDGE BLUE BOOK, PAGES 199, 206, 267, 364, 535.  
 ‡SEE CONTRACT BRIDGE BLUE BOOK, PAGES 374 TO 390.  
 §SEE CONTRACT BRIDGE BLUE BOOK, PAGES 374 TO 390.

#### Trick

|              |           |           |           |
|--------------|-----------|-----------|-----------|
| 1. West—♦ Q  | North—♦ 4 | East—♦ 2  | South—♦ A |
| 2. South—♠ A | West—♠ 9  | North—♠ 2 | East—♠ 6  |
| 3. South—♦ 3 | West—♦ 9  | North—♦ K | East—♦ 5  |
| 4. North—♦ 7 | East—♦ 6  | South—♠ 3 | West—♦ 10 |

In order to prepare for the squeeze Declarer must take three rounds of diamonds. He hopes that West holds the missing Knave of diamonds and also the Queen of clubs.

|                |          |           |          |
|----------------|----------|-----------|----------|
| 5. South—♠ 4   | West—♥ 4 | North—♠ K | East—♥ 2 |
| 6. North—♥ A   | East—♥ 3 | South—♣ 5 | West—♥ 6 |
| 7. North—♥ J   | East—♥ K | South—♠ 7 | West—♥ 8 |
| 8. South—♠ Q   | West—♥ Q | North—♠ 5 | East—♥ 5 |
| 9. South—♠ J   | West—♣ 3 | North—♠ 8 | East—♥ 7 |
| 10. South—♠ 10 | West—?   |           |          |

West now has remaining in his hand 3 clubs to the Queen and the Knave of diamonds. Dummy holds the Ace, King and a small club, and the 8 of diamonds. If West chooses to discard the Knave of diamonds Dummy will discard the deuce of clubs and the last 3 tricks in Dummy will be high. If West chooses to discard the 8 of clubs Dummy will discard the 8 of diamonds and the Ace-King of clubs will drop West's Queen, the thirteenth trick being won by Declarer's Knave.