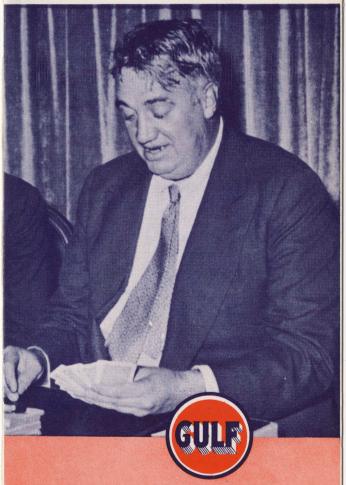
GULF BRIDGE LESSONS

Number 2

The SIMS SYSTEM



THE GULF REFINING CO.

The

Sims System

of Contract Bidding



THE Sims System of Contract Bridge was originated by Mr. P. Hal Sims of Deal, N. J., and first publicly expounded in his book, "Money Contract," published in 1932. Below is an outline of the system:

Primary Tricks

2	11/2	1	1/2	
AK		A	Кх	
	AQ	KQ		

There can be no more than 2 primary tricks in one suit. Other honor cards do not increase these primary values. Thus:

A Q J is 1½ primary tricks
A J 10 is 1 primary trick
K Q J is 1 primary trick
K J 10 or K J x is 1 primary trick

Biddable Suits

Four-card suit headed by K Q 10 or A J or better.

Five-card suit headed by Q 10 or better.

Six-card suit headed by any card.

Choice of Two Biddable Suits

4-4 -Bid the lower ranking first.

5-5) p:	1.1.	hishan			Cant
5-5 -Bid	the	nigner	ranking	Suit	mrst.

4-5

5-6 Bid the longer suit first.

7-5

Notrump Bidding and Responses

Original Bid of one notrump: 3½ primary tricks with no worthless singleton or worthless doubleton.

To Respond to One Notrump:

Partner Raises

Raise to two notrump with about 1½ scattered primary-tricks.

Raise to three notrump with at least 3 primary tricks, including two Aces or one Ace and King-Queen and no good five-card suit.

Partner Bids

Bid two in a suit, with six-card suit, or five-card suit headed by Queen and some secondary value.

Bid three in a suit with 3 primary tricks, including one Ace at least, and a five-card suit headed by Ace-Queen or King-Queen.

Or with aggressive two-suiter holding 2 primary-tricks.

Original Bid of Two Notrump

8 positive tricks and at least one high card in every suit.

Raise to three notrump with one King or a Queen and Knave.

Bid three in any five-card suit headed by Q or J 10, or any six-card suit.

Original Bid of Three Notrump

8 positive tricks and at least one high card in every suit.

Raise to four notrump with ½ primary-trick.

Raise to six notrump with 1½ primary-tricks and no biddable five-card suit.

Bid four in any five-card suit headed by Queen or any six-card suit.

Original Suit Bids of One and Responses

All Opening bids should be one-bids unless a positive game is in the Opening hand.

Hands fall into two different types, according to the distribution:

1. Aggressive Hands: containing one long, strong suit or two good suits—good rebid value.



Contract bridge has become America's most popular indoor sport!

2. Defensive Hands:
good defensively — balanced distribution and
not much rebid value.

1st or 2nd Hand—Defensive Type requires 3 primary tricks to 3+ primary-tricks and a biddable suit or 3 primary tricks and two biddable suits. Aggressive Type requires 2-2½ primary tricks; including at least one major suit.

3rd or 4th Hand—Defensive Type requires 2 to 2½ primary tricks and some secondary value.

Responses to Opening Bid of One

Pass-Holding no biddable suit, unless you hold two Queens and Knave, or the equivalent.

Partner Raises

Raise 1—With four trumps or A x x or K x x (rarely Q x x) with any ruffing possibility and 1 to $2\frac{1}{2}$ primary tricks.

Raise 2—With four trumps, or three with two high honors and 3 or more primary tricks (forcing to game).

Raise to game – With four trumps (headed by two honors) and 4 primary tricks, a definite Slam try.

Partner Bids

One notrump—Holding balanced distributions with two Queens and a Knave.

Two notrump—Holding at least two cards in bid suit and about 2½-3 primary tricks distributed in the other three suits.

Three notrump—This shows at least one high card in the suit and four primary tricks (including one Ace) divided in the three other suits. This is a definite Slam try. One in a higher ranking suit—With a biddable suit in hand (One-over-One Forcing for one round of bidding).

Two in a lower ranking suit—Holding a biddable five-card suit and some primary or secondary trick value, or a longer suit with only distributional value.

Three in a lower ranking suit—Holding five-card suit or longer, and at least 3 primary tricks, including some secondary value, and good assistance for partner's bid, or a strong suit of your own. A Slam indication.

Original Bid of Two in a Suit

(Absolutely Forcing regardless of score)

This shows at least five cards in the suit bid and three losing tricks in a major or two losing tricks in a minor.

Responses to Original Bid of Two

Partner Raises

This shows at least three trumps and about one primary trick.

Partner Bids

Three in a five-card suit, headed by at least King or Queen and Knave, or any six-card suit.

Two notrump—With about 1½ primary tricks, including an Ace or two Kings, and no biddable five-card suit.

Original Bid of Three in a Suit

(Absolutely Forcing regardless of score)

This shows a long set-up suit or two long strong suits which lack one or more Aces for a Slam. It shows no more than three losing tricks in a major suit, and no more than two losing tricks in a minor suit and definitely is not dependent on trump support.

Partner Raises

Holding the Ace of trumps.

If holding more than one Ace, including Ace of trumps, show trump Ace first.

Partner Bids

Three notrump-holding no Aces.

Bids any suit which contains an Ace regardless of the length of the suit. With more than one Ace, bid the higher ranking Ace first.

Defensive Bidding

Consider first of all if you are vulnerable. If not, make weak defensive bid. If you are, never make weak defensive bids.

Minimum Overcall

Not vulnerable—Bid on about 1½ primary tricks and a biddable suit.

Vulnerable—Bid on about 2½ primary tricks and a biddable suit.

Informatory Double

This may show an evenly distributed hand with about 3 primary tricks or a long suit with about 3 primary tricks. This forces your partner to bid.

Forcing Overcall

This shows a strong aggressive hand and a potential game in hand and forces your partner to bid.

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