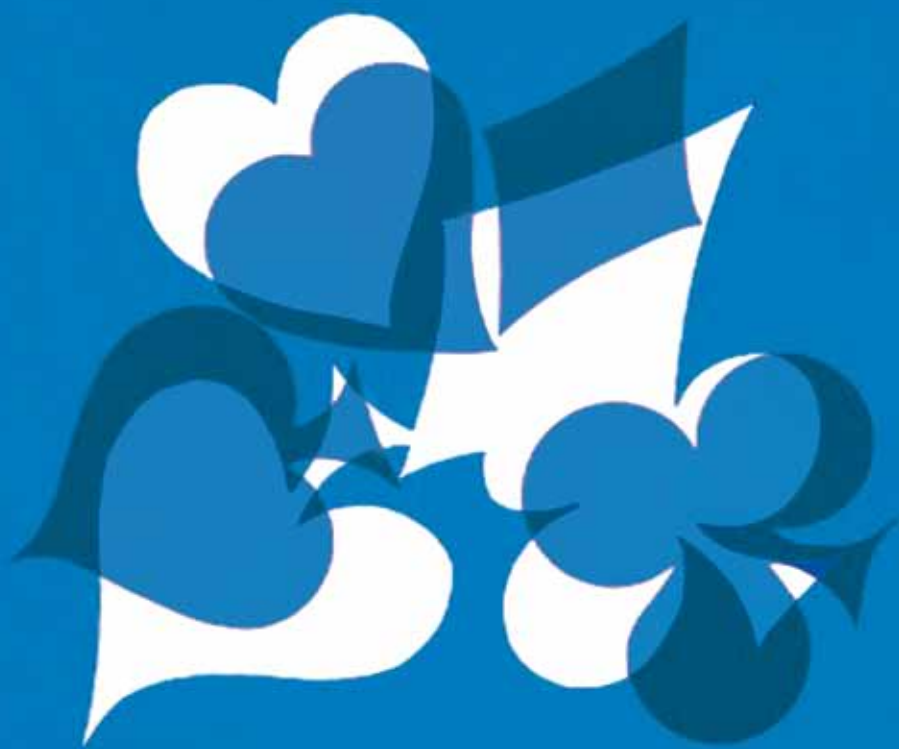


WINNING BRIDGE CONVENTIONS

# HELP SUIT GAME TRIES

Patty Tucker



An Honors eBooklet from Master Point Press

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## **Help Suit Game Tries**

## Help Suit Game Tries

A Help Suit Game Try (HSGT) is a bid designed to allow you and your partner, ***if your hands are fitting together well***, to bid game when you have either:

- Minimum points to consider game (23-24 roughly); or
- The potential to take enough tricks for game.

Usually when you know that you have 25-26 points between your hand and partner's hand you will simply bid game.

A HSGT can be bid by Opener, Responder, Overcaller or Responder to Overcaller (sometimes called "Advancer"). The only requirement is that you and your partner have bid and raised a major suit and are not committed to game. **Once you have bid and raised a major suit – a major suit is going to be your final contract. The only thing you need to determine is how high you would like to bid.**

The most common use of the HSGT occurs between Opener and Responder. We will examine that first.



A HSGT is made by bidding the first suit, in the bidding ladder, of three cards or more in which help is needed. For example in the following hand after Responder raises the 1♥ opening bid to 2♥:

♠105   ♥AK432   ♦Q1075   ♣AK

- Opener knows they are close to the points to make game (22-25).
- Opener does not need help in spades as he has only two (a doubleton and therefore, will be able to trump in early).
- Opener does not need help in clubs as he has very good clubs (two honors).
- Opener does need help in diamonds since he has three (or even four) potential losers.

When Opener bids a new suit it is not a request to play the contract in that suit, but instead an attempt to discover if Responder's hand is going to fit well with Opener's hand. (*Note: **Points working with partner's long suits are generally more valuable than the points in partner's short suit.** In the hand above, if Responder held the ♠K, that King may or may not take a trick depending on which opponent holds the ♠A. If Responder holds the ♦K, it will definitely*

*generate at least one trick and may generate more in helping establish some additional tricks in diamonds.)*

Opener is asking partner if they have help in that suit - some cards that will significantly lessen the number of losers in that suit or increase the number of winners. ***Remember, if Opener bypasses a suit in the bidding ladder, he denies needing help in that suit.***

Help is defined as:

- An Ace and any number of cards;
- A King and any number of cards;
- The Queen and only one more card;
- Queen and Jack and any number of cards; or
- A singleton or void (in the help suit) with four or more trumps.

If Responder has help, they bid game in the major suit that was bid and raised (*if the game try was made in the unbid major, there is an exception to this which will be discussed later*).

If Responder does not have help he can make one of two bids:

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## Help Suit Game Tries

Bridge students quickly discover that ‘basic’ bidding’ will only get them so far. If they really want to improve, it is necessary to master a certain number of bidding conventions, and be prepared both to play them and play against them. This ebooklet covers the Help Suit Game Tries convention.



**PATTY TUCKER** (Dunwoody, Georgia) is an ABTA Master Bridge Teacher and cofounder of Whirlwind Bridge and Atlanta Junior Bridge. Her success at the bridge table culminated in her victory in the 2000 Baldwin Flight A North American Open Pairs with long-time bridge partner Kevin Collins. Patty and Kevin were married in 2006.