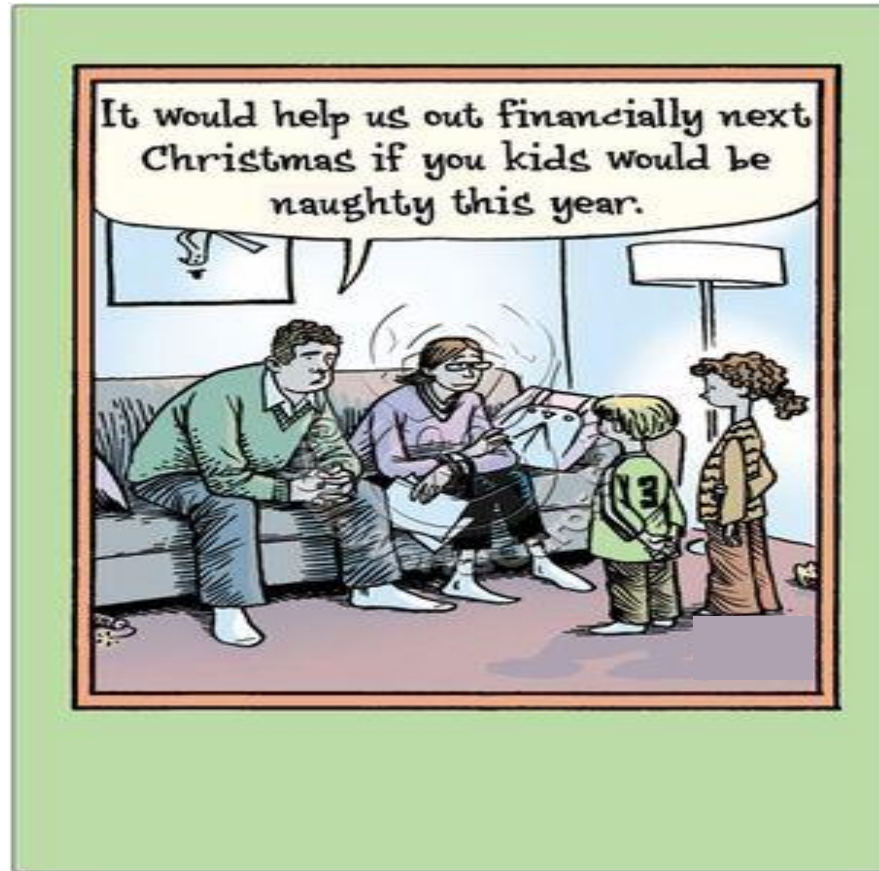


Help Suit Game Tries



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Time for a Joke

I guess I don't really get the concept of life insurance. As best as I can understand, the insurance agent is betting that you live, you are betting that you die, and you are hoping to lose the bet.

I tried everything to stop my poodle from chasing cars. Nothing worked so I sent her to law school. Now she only chases ambulances.

Stormy Daniels said they had an affair; Donald Trump said they didn't. Whom are you going to believe? The fake blonde or Stormy Daniels?

Help Suit Game Tries



Example:	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1S	Pass	2S	Pass
	3H	Pass	???	
North	♠AKJ76 ♥Q953 ♦3 ♣AQ4			

Help Suit Game Tries are made by the Opener after his major gets a single raise by his partner: **1S – Pass – 2S - Pass** OR: **1H – Pass – 2H - Pass**

No Alert is required.

With 15-17 HCPs, Opener could then bid a suit he wants help in (**3H, above**).

A **Help Suit** is a 3 or 4-card side suit with at least 2 losers.

Note that the club suit wouldn't qualify (above).

Responder should then evaluate his overall strength and his help suit holding:

	South
1) ♠Q32 ♥42 ♦Q762 ♣K952	3S
2) ♠Q52 ♥872 ♦AQ92 ♣732	3S
3) ♠9852 ♥5 ♦A962 ♣K983	4S

Only 7 HCPs, and only 3 trumps.

8 HCPs, but the worst possible ♥ holding.

Only 7 HCPs, but an extra trump.



Footnotes

Because of the 3-Finger Rule. New suits bid after this sequence are showing stoppers to get to a NT contract.

By bidding 1NT* first, then 2 of his major, he'll think you have only 2 trumps and won't invite to game.

- 1) Why not after a minor has been opened and raised?: **1D – Pass – 2D**
- 2) Some pairs play Short Suit Game Tries, which are alertable.
- 3) If you play 2/1 GF, slow your partner down with the bad 6 or 7 HCP raises.

♠876 ♥QJ6 ♦J63 ♣K542

- 4) With 7+ HCPs, Responder should bid game with **2 or less losers in the Help Suit:**

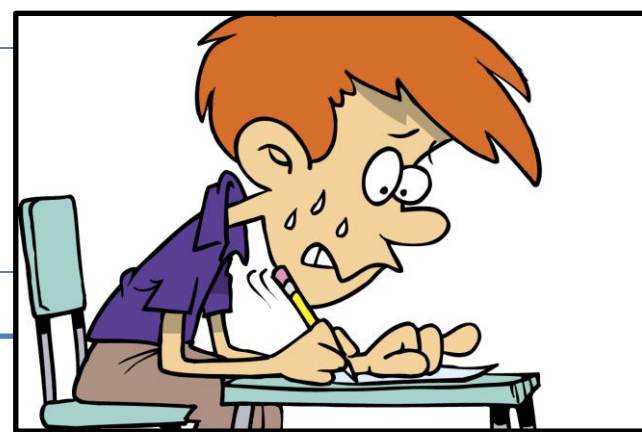
Bid Game with:

Holding	Losers
VOID	0
AK	0
X	1
AX	1
KJ10	1.5
XX	2
JX	2
QX	2
QJX	2
Q109	2
KXX	2
AXX	2

Don't Bid Game with:

Holding	Losers
QXX	2.5
XXX	3
10XXX	3
JXXX	3

Opener's Rebids - Quiz



You have two Help Suits, ♠'s and ♦'s. Bid the longer one.

1)

North	East	South	West
1H	Pass	2H	Pass
???			

3D

North ♠A73 ♥AKQ75 ♦Q543 ♣8

2)

North	East	South	West
1S	Pass	2S	Pass
???			

3H

North ♠AKJ52 ♥K743 ♦K2 ♣Q5

If partner rebids 4H, you can pass, and play in your 4-4 fit instead of a 5-3 fit.

3)

North	East	South	West
1C	Pass	2C	Pass
???			

2S

North ♠AQ3 ♥9 ♦A3 ♣AQJ7632

Shows a ♠ stopper (trying for NT), not a Help Suit.

4)

North	East	South	West
1H	Pass	2H	Pass
???			

2S

North ♠Q982 ♥AQJ932 ♦2 ♣AQ

Invite with a 6-card ♥ suit and extras.

5)

North	East	South	West
1H	Pass	2H	Pass
???			

2NT

North ♠QJ5 ♥KQJ92 ♦KJ2 ♣AJ

NT might be better if partner is flat.

6)

North	East	South	West
1S	Pass	2S	Pass
???			

3S

North ♠AJ8752 ♥K6 ♦KJ3 ♣A2

Invitational with no Help Suit.

Another Joke

You know it's a rough neighborhood when you see a bird with an ankle monitor carrying a knife



Responder's Rebids



Let's practice!

Give partner a choice between playing 4H or 4S.

1)

	North	East	South	West
	1H	Pass	2H	Pass
	2S	Pass	???	
3S				
South	♠AQ73 ♥QJ5 ♦432 ♣985			

2)

	North	East	South	West
	1S	Pass	2S	Pass
	3D	Pass	???	
4S				
South	♠K52 ♥K743 ♦K2 ♣9765			

You have less than 2 losers in the Help Suit (♦'s) and 9 HCPs.

3)

	North	East	South	West
	1C	Pass	2C	Pass
	2S	Pass	???	
3NT				
South	♠76 ♥A43 ♦Q932 ♣K943			

Bid 3NT with 9 HCPs and both red suits stopped.

4)

	North	East	South	West
	1H	Pass	2H	Pass
	3H	Pass	???	
4H				
South	♠62 ♥Q732 ♦982 ♣AQ43			

Partner has a 6-card ♥ suit and extras.

5)

	North	East	South	West
	1H	Pass	2H	Pass
	2NT	Pass	???	
Pass				
South	♠AQJ5 ♥982 ♦K72 ♣J93			

2NT is fine with no ruffing value (flat).

6)

	North	East	South	West
	1S	Pass	2S	Pass
	3C	Pass	???	
3S				
South	♠987 ♥643 ♦O543 ♣AJ2			

You have help in ♣'s but few HCPs.



Time to Play