

## HELP SUIT GAME TRY

### Opener

### Responder

KQJ	a. 864	b. 642	c. 642	d. 86
AK753	Q42	864	Q986	Q64
Q753	1042	AK106	8	8642
9	KQJ2	1082	KJ1052	AQ87

### Bidding

<u>1H</u>	<u>2H</u>	<u>2H</u>	<u>2H</u>	<u>2H</u>	<u>2H</u>
?	?	?	?	?	?

Consider opener bidding 3H to invite responder to bid game.

With hand a. do you bid game? Probably. Hand b? Probably not. Hand c? No.  
Hand d? Yes.

Which ones are likely to make: a. No. b. Yes. c. Yes. d. No.

What went wrong? Responder doesn't know what opener needs.

Opener needs to be more specific about his game try. If he can't bid game directly, all by himself, then there is a deficiency in his hand. In this hand, he has too many diamond losers. He needs HELP in diamonds to make game. If he doesn't have diamond help, he can't make game.

So, once the suit, here Hearts, is established, the bid of a new suit is a HELP SUIT GAME TRY Bid. It says, "if you have help for me in my game try suit, bid game, if you don't, just bid 3 of our suit."

So, with hand 8, after the 1H-2H bids, opener now bids 3D. He is saying that he can make game if pard has help in diamonds. What do you bid with hand a.? Hand b.? Hand c.? Hand d?

So, with the HELP SUIT GAME TRY BID, you end up in game when you can make it and stop at the 3 level when you can't. -- From 0% success rate to 100% success rate!

If you use this bid rather than the 3H bid for game invitation, you can use the 3H bid to be competitive only and NOT game invitation.

No, Help Suit Game Try is NOT Alertable.

## BIDDING AFTER THE FIRST ROUND

1. J A8754 10543 AKJ	YOU (opener) 1H ?	PARTNER  1S			
-----					
2. Q83 AKJ9 AK63 J5	1D ?  1D ?  1D ?  1D ?	1S  OR 2C  OR 1H  OR 1NT			
-----					
3. AQ873 KQ1052 K2 3	1S 2H ?	2D 3C			
4. KQ763 98 K105 AJ9	YOU (opener) 1S ?	OPP P	PARTNER 2S	OPP 3H	
5. 10 AKQJ3 J97 K1064	1H ?	P	1NT	2S	
6. 10 AKQJ3 876 AK98	1H ?	P	1NT	2S	
7. void KQ105 QJ874 AK63	1D ?	P	1H	1S	