

Help suit game tries

Help suit game tries (HSGT) are a useful tool to find marginal major suit games.

If not playing HSGT, when a major suit has been bid and raised to the 2 level, opener will make another bid to invite game with invitational values (15-17 TP).

For example:

1S - 2S
3S

With top of the range, 8 or 9 TP responder will bid game and with 6 or 7 TP responder will pass.

Lets see how this works on this hand:

AQxxx *Open 1S and then invite partner to bid game by bidding 3S*
AKx
Qxxx
x

Kxx *With 9 HCP respond 2S and then bid game after partner invites*
Jxxx
xxx
KQx

This is fairly conventional bidding but game does not make (one H loser, 2-3 D losers and a C loser).

HSGT can be a more accurate way to find a marginal major suit game contract as they allow opener to find out about partners holding in a weak side-suit.

What do you need to a help suit game try?

HSGT apply where:

- You have opened and partner has raised a major suit below the 3 level. For example: 1S – 2S, 1H – 2H; **and**
- You have invitational values (15-17 TP or about 6 losers); **and**
- You have a weak side suit of 3 or more cards with 2 or more losers. For example: Qxx(x), Kxx(x), KJx(x), Axx(x) (note: some partnerships will use HSGT with a very weak suit like xxx).

After 1S-2S, instead of bidding 3S to invite game opener bids the 3+ card suit they need help in.

AQxxx *Open 1S and then invite partner to bid game by bidding 3D*
Akx
Qxxx
x

Kxx *With 9 HCP respond 2S and then bids 3S as they have no help in diamonds*
Jxxx
xxx
KQx

Knowing where partner's values are can make or break a borderline hand! A HSGT asks partner for more information.

1S – 2S
3C *Asks for help in clubs*

1H – 2H
2S *Asks for help in spades*

What does responder need to bid game?

After a HSGT, what constitutes help?

- Ace
- Kx
- Qxx
- A singleton or a void **plus** 4 trumps.