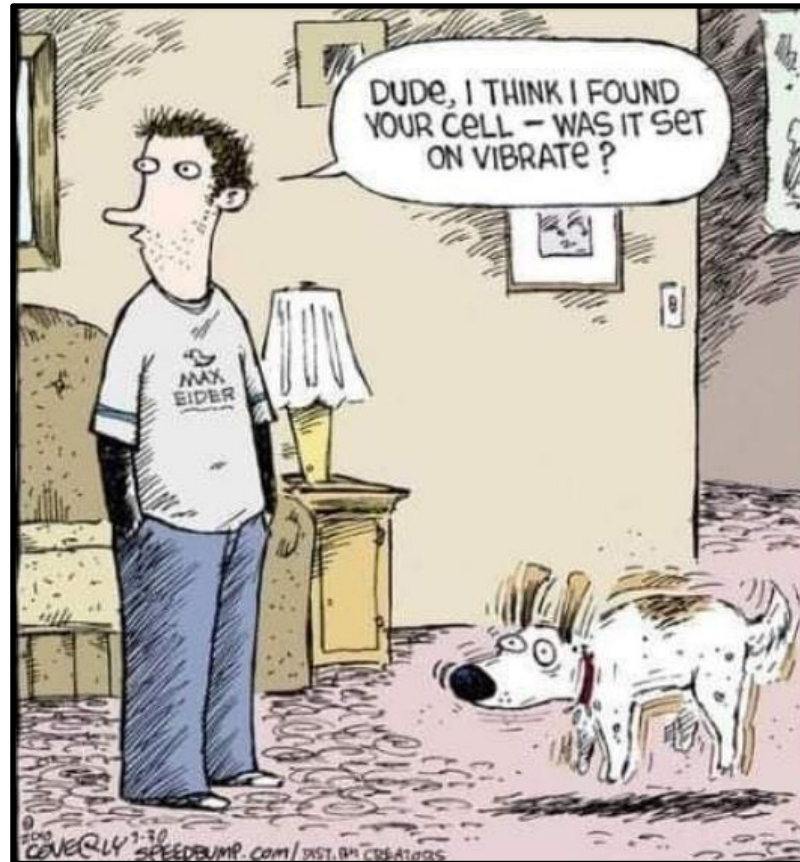


Help Suit Game Tries



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Time for a Joke

A priest and a rabbi had a church and a synagogue across the street from each other. Despite their religious differences, they were good friends. Both had small congregations that didn't pay their spiritual leaders all that well.

Both the priest and the rabbi found themselves in need of a new car, so they decided to go in on one together. Neither one drove a lot, but they did need transportation from time to time.

They went car shopping together and found something suitable in their price range and brought it home. Parking it on the street in front of their houses of worship, the priest got out and said, "Wait a minute." He went inside the church and came out a few minutes later with some holy water. He proceeded to bless the car.

The rabbi thought for a second and then walked into his synagogue. He came out a few minutes later with a hacksaw and cut two inches off the tailpipe.

Help Suit Game Tries

A smart kitty 😊



Example:

North	East	South	West
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:

1) ♠Q32 ♥42 ♦Q762 ♣K952

South

3S

Only 7 HCPs, and only 3 trumps.

2) ♠Q52 ♥872 ♦AQ92 ♣732

3S

8 HCPs, but the worst possible ♥ holding.

3) ♠9852 ♥5 ♦A962 ♣K983

4S

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:**

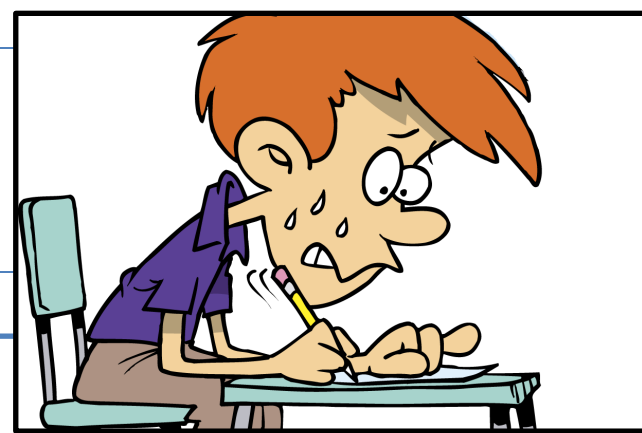
Bid Game with:

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)

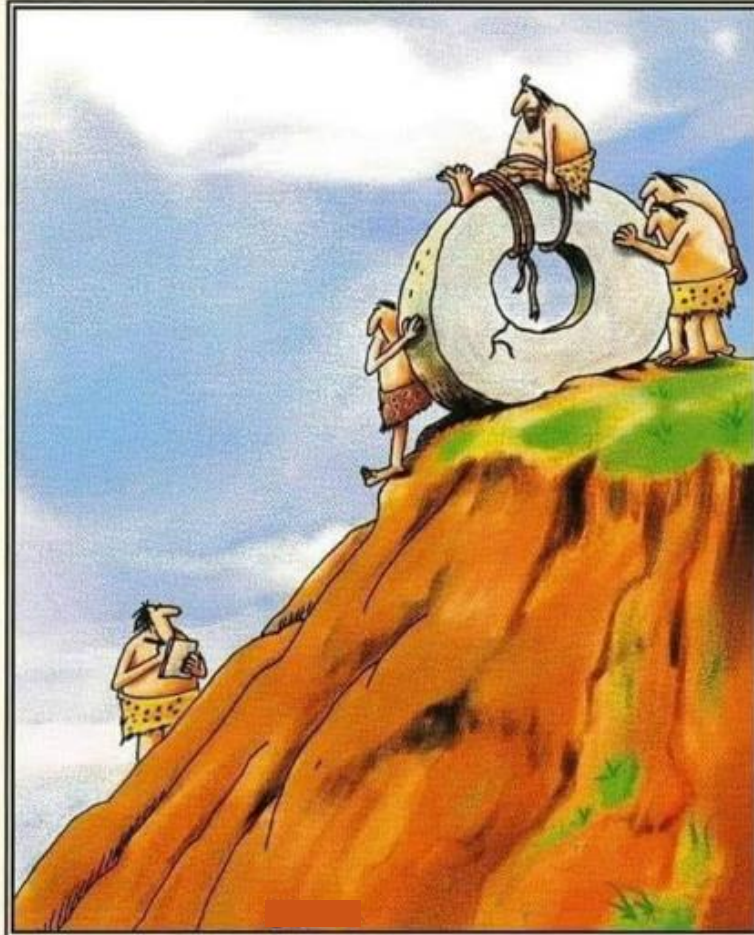
North	East	South	West
1S	Pass	2S	Pass
???			

3S

North ♠AJ8752 ♥K6 ♦KJ3 ♣A2

Invitational with no Help Suit.

Another Joke



Early Experiment in Transportation

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