

Help-Suit Game Try



The Basic Idea

- Bridge players have always known that hands that fit together will take more tricks than the high-card points they hold might suggest.
- Hands that don't fit together, take fewer tricks than their high-card points might suggest.
- Help-suit game try is a convention to find out if the hands are fitting well together.

Consider This Hand

	You	Partner
♠	K Q J 8 6 4	
♥	K Q 2	1 ♠
♦	A 8 3	2 ♠
♣	5	

Your side clearly does not have 26 hcps, but if partner has the right cards, you might still have game.

The Help-Suit Game Try



- With this convention, declarers can ask their partners if they have help in a specific suit.
 - If their answer is yes, they bid game.
 - If their answer is no, they return to the agreed trump suit at the 3 level.
- The convention occurs only after a single raise of a major suit.
- And only when the opener has values that might produce game.


The Help-Suit Game Try



- After a major suit agreement, the help-suit game try is initiated, by the opener, with:
 - A 2-level new suit.
 - Any 3-level new suit below the agreed major suit.
- The opener is asking the question:
“Partner, do you have help in the suit I bid?”


Consider These Bidding Sequences

- Sequence 1: Opener Responder

 1  2 

 2 
- Sequence 2: Opener Responder

 1  2 

 3 
- If the partnership is playing help-suit game try, opener is asking for help in her second suit.

What Constitutes Help in a Suit?

- K x
- Q x
- Q J x
- Q 10 x
- Q x x x
- A x
- X with 4 trump.
- Void with 4 trump.

With What Sort of Suits Will Opener Ask for Help?

- Opener must always have some values in the suit for which he asks help.
- Do not ask partner for help in a suit in which you have no honor cards.

Opener Might Ask for Help With

- Q 10 4 3
- K 10 9
- A 7 5
- A J 3
- K J 7 2

Example Hand 1

	Opener	Responder
♠	K Q J 8 6 4	
♥	K Q 2	1♠
♦	A 8 3	3♦*
♣	5	3♠**

♠	10 9 7 3
♥	A 7 3 2
♦	6 4 2
♣	K Q

*do you have help in diamonds?

**sorry no help in diamonds

Example Hand 2

	Opener	Responder
♠	K Q J 8 6 4	
♥	K Q 2	1♠
♦	A 8 3	3♦ *
♣	5	4♠ **

♠ 10 9 7 3
♥ A 7 3 2
♦ K Q
♣ 6 4 2

*do you have help in diamonds?

**Yes I have help in diamonds

Example Hand 3

	Opener	Responder
♠ A J 10 6 3	1♠	2♠
♥ A Q 8 6	3♥*	4♠**
♦ 7		
♣ A 9 6		

♠ K Q 8 *do you have help in hearts?

♥ K 10 7 3

♦ J 8 5

**Yes I have help in hearts.

♣ 5 3 2

Example Hand 4

	Opener	Responder
♠	A J 10 6 3 2	
♥	8 6	1♠
♦	K 10 3	2♠
♣	A K	3♦*
		4♠**

♠ 9 7 5 3

♥ A K 3

♦ 5

♣ J 9 6 4 2

*do you have help in diamonds?

**Yes I have help in diamonds

Example Hand 5

♠ K J 4 2

♥ A Q 9 7 4

♦ 7 4

♣ A K

Opener Responder

1 ♥

2 ♥

2♠ *

4 ♥ **

♠ Q 10 3

♥ K 6 3

♦ Q 7 4 3

♣ Q 7 6

*do you have help in
spades?

**Yes I have help in
spades.

A Special Case of Help-Suit Game Try

- If you play help-suit game try, there is no longer a need for the bidding sequence:

1(M) ... 2 (M)...3(M)

This is a rare case, but you can use that sequence as a special request for help in the trump suit.

Must be discussed with partner

Example Hand 6

♠ A K 6

♥ J 9 8 7 4

♦ 3

♣ A K J 3

Opener Responder

1 ♥

2 ♥

3 ♥ *

pass **

♠ J 5 3

♥ 10 7 4

♦ K Q 7

♣ Q 6 5 4

*My hearts are lousy.

Do you have help?

**Sorry, mine are lousy too.

Example Hand 7

♠ A K 6

♥ J 9 8 7 4

♦ 3

♣ A K J 3

Opener Responder

1 ♥

2 ♥

3 ♥ *

4 ♥ **

♠ J 5 3

♥ K Q 4

♦ 8 7 6

♣ Q 6 5 4

*My hearts are lousy.

Do you have help?

**Yes I have help in

Hearts.

A Rare Use of Help-Suit Game Try

- This situation comes up rarely, but it is an imaginative use of the help-suit game try.
- Using the game try for slam exploration.

Imagine You Have Been Dealt this Powerhouse Hand

East Hand

♠ A

♥ A Q 10 8 6 4

♦ A 5 2

♣ A K 2

You open 1 ♥

Partner says 2 ♥

You know you are
going to game.

But is a slam
possible?

One More Slam Try Example

East Hand

♠ K Q J 8 6 4

♥ 8

♦ A K J

♣ A 5 4

You open 1 ♠

Partner says 2 ♠

You know you are
going to game.

But is a slam
possible?