Brown School of Bridge

'Where Lesser Players are not Lesser People'

Gary Brown's Bridge Archives: L 3 Degree of Difficulty: Beginner Setting: 30 Minute Lecture Flash Card Ref: #5

Help Suit Game Try

Being More Specific When Inviting Parther to Bid Game

You have all heard the Mama-Papa auction:

 $1 \checkmark - 2 \checkmark - 3 \checkmark - 4 \checkmark$

This auction does not exist in established partnerships. The $3 \checkmark$ bid is intended to ask responder to go onto $4 \checkmark$ if they have a maximum 8-9 and to pass with a minimum 6-7. Pretty *general* information. There is another way to invite responder to game. A way that asks for *specific* information. A *'Help Suit Game Try'*:

1♥ - 2♥ - 3♣!

The 3* bid asks responder to bid $4 \checkmark$ if they have help in clubs. *'Help Suit Game Tries'* allow you to be more articulate with your question. *"Partner I need help in the club suit to have a shot at game"*.

Examples of hands where you sould make a *Help Suit Game Try*: Lets assume that in each of the following hands you opened the bidding with $1 \clubsuit$ and partner responded with a simple raise to $2 \clubsuit$.



With the first hand bid $3 \blacklozenge$, asking partner to bid $4 \clubsuit$ if they help in the diamond suit.

With the second hand, bid 3 v asking for help in hearts.

With the third hand bid 3. asking for help in clubs.

If responder does not have help in your second suit, they should simply sign off in $3 \clubsuit$. With help partner will accept the invitation and bid $4 \clubsuit$. Often, clever is simple.