

Help Suit Game Tries

1. When a major suit is opened and responder raises to the 2 level, opener sometimes has extras and wishes to invite responder to game if responder has an appropriate hand, which is normally defined as the top of his point count range. The opener bids 3 of the major to invite. However, it is often the case that opener needs specific information, not merely responder's high card point count to make the game. Help suit game tries, in the place of the conventional 3 level raise meet this requirement.
2. When opener has an unprotected side suit that may lose 3 quick tricks, he asks partner for help by bidding 3 of the suit. He asks, "can you keep me from losing 3 tricks in this suit, partner?" If responder cannot limit losers to 2, he signs off at 3 of the major. If he can limit the losers to 2, he bids game.
3. Sometimes the opener needs help in the trump suit instead of a side suit. In these cases, opener bids 3 of the major, asking partner, "Do you have an honor card in the trump suit or 4 cards in the suit?" If partner has either, he bids game; otherwise, he passes.
4. Finally, opener may want partner to answer a general question about his hand; "Do you have help in any side suit?" In this case, opener bids 2NT. When responder can limit losers in any side suit, he bids that suit. If he has no such help, he bids 3 of the major. Opener can decide if responder's help is sufficient for game.