

Long Suit & Short Suit Game Tries

A. “Long (Help) Suit Game Try” (“LSGT”)(“HSGT”)

“Long Suit Game Tries” are employed during the bidding process in order to attempt to establish whether a Partnership has a reasonable Game-level potential by investigating whether or not one Partner has help in a second, “Trial” suit in which the Player asking for help needs assistance.

In effect, Partner is saying the following: *“Partner, I’m interested in game, but I have a secondary, “Trial” suit in which I need assistance in order to bid a final, Game-level contract in our agreed-upon Major suit. Can you help me?”*

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
1S	Pass	2S	Pass
3C = “Partner, if you have help in Clubs bid Game in our Major.”			
3D = “Partner, if you have help in Diamonds bid Game in our Major.”			
3H = “Partner, if you have help in Hearts, bid Game in our Major.”			

“A “Long Suit Game Try” is only used when a “Golden Fit” has been uncovered in either of the two Major suits. It can be initiated by either Partner. In the case of the Opening Bidder, it is applicable when he/she, in response to Responder’s 2-level, Major suit support, holds a 6-Loser hand.

The following holding is suited for such a “Long Suit Game Try.”

<u>North</u>	<u>South</u>	<u>North</u>	<u>South</u>
95	8632	1H	2H
AQJ84	K975	3C	4H
A7	832		
A963	K7		

The information Opener is conveying to South, here, is that he/she has a second suit, Clubs, in this instance, for which, in order for there to be Game, he/she requires assistance. Opener is conveying the message that he/she has three or more cards in this second suit which contains two or three potential losers, and, in order for Game to be possible, Opener needs assistance with this second suit referenced.

The guidelines for the responses by the Partner when a “Long Suit Game Try” has been initiated are as follows:

1. If Partner has just one or no losers in the secondary, “trial” suit, then the Partner should bid Game.
2. If Partner has four or more pieces headed by an honor in the secondary, “trial” suit, then the Partner should bid Game.
3. Absent either of the above, the Partner makes a “sign-off,” 3-level bid in the agreed-upon, Major suit.

Opener Holds: ♠AQT54 ♥8 ♦AK65 ♣K98

<u>Opener</u>	<u>Responder</u>
1♠	2♠
3♣	????

Responder Holds:

- a. ♠K98 ♥T964 ♦JT3 ♣AT3 - Bid 4♠, your Club holding is great.
- b. ♠K98 ♥QT9 ♦J874 ♣743 - Bid 3♠, your Club holding is terrible.
- c. ♠K98 ♥KQT72 ♦84 ♣764 - Bid 3♥, make a “Counter Trial” offer.

The Responder may also seek a “**Long Suit Game Try**” by showing a suit also at the 3-level below the Trump suit by bidding that suit. This is known as a “**Counter Trial**.” Opener can then either “*sign off*” at the 3-level in the established Trump suit or bid Game if the known values in the Counter Trial suit are helpful in determining whether Game is possible. A “**Long Suit Game Try**” by a Responder can be initiated when holding 9-12 HCP’s, seeking help from Opener in Responder’s secondary, “*trial*” suit, where Responder’s Major suit first response to Opener’s opening one-of-a-suit call is raised to the 2-level by the Opening Bidder.

<u>Responder Holds:</u> ♠K8 ♥KJT52 ♦K872 ♣T2	
<u>Opener</u>	<u>Responder</u>
1♣	1♥
2♥	????? – Bid 3♦, the Diamond suit is where Responder
needs help in order for Game to be plausible.	

B. “Short Suit Game Try” (“SSGT”)

Some Players use the same bidding sequence as just shown to initiate *either* a “**Long Suit Game Try**” *or* a “**Short Suit Game Try**,” i.e., the bid of a second, “*trial*” suit as initiating *either* a “**Long Suit**” *or* a “**Short Suit**” Game Try, simply by Partnership agreement, *one or the other*. These two methods, therefore, outlined by this dualistic method are, obviously, mutually exclusive. Alternatively, by a change of methodology, it is possible, therefore, for a Partnership to use *both* a “**Long Suit Game Try**” *and* a “**Short Suit Game Try**” concurrently, using the following modification. A “**Long Suit Game Try**” is initiated by bidding a new, “*trial*” suit, as shown above, but, a “**Short Suit Game Try**” is initiated by bidding an *artificial and forcing* “**2-NT**.” This bid requests that the Responder make a “*puppet*” bid of “**3C**.” The Opener then communicates to his/her Partner that he/she holds a singleton by bidding the suit of that singleton at his/her next turn to bid, as shown below. The “**2-NT**” bid used in **Short Suit Game Tries** is mutually exclusive with the use of the “**Spiral 2-NT**” Convention, not discussed herein.

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
1S	Pass	2S	Pass
“2-NT”	Pass	“3C”	Pass
		“3D” (“Partner, I have a singleton in Diamonds!”)	
		“3H” (“Partner, I have a singleton in Hearts!”)	

On occasion, alternatively, when the Responder also holds a singleton, he/she can, instead, respond by avoiding the “*puppet*” bid of “**3C**,” and evidence his/her own singleton, by bidding the suit of that singleton.

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
1S	Pass	2S	Pass
“2-NT”	Pass	“3D” (“Partner, I have a singleton in Diamonds!”)	
		“3H” (“Partner, I have a singleton in Hearts!”)	

The guidelines for the responses by the Partner when a “Short Suit Game Try” has been initiated are as follows:

1. If Partner holds three losers in the “*trial*” suit, then he/she should bid Game.
2. If Partner holds the Ace and only two other losers in the “*trial*” suit, then he/she should bid Game.
3. Absent either of the above, the Partner makes a “*sign-off*,” 3-level bid in the agreed-upon Major suit.