**(74) Constructive Bidding Tools: HSGT for Slams**

*Date: November 2013 © AiB Robert S. Todd*

*Level: Intermediate* [*robert@advinbridge.com*](mailto:robert@advinbridge.com)

**General**

Help Suit Game Tries (HSGT) help us get valuable information about Partner’s hand:

* General values,
* Quality of holding in a particular suit,
* Partner’s opinion of their hand.

**HSGT for Slam**

In certain situations where we have a monster hand we can use this information gathering tool to help us make a decision about slam instead of just game. Let’s look at how this works through an example.

*Example*

1♥ (1♠) 2♠ (P)

3♣ (P) 3♥ (P)

4♥

Imagine we hold:

♠ x

♥ KQJxx

♦ AKxx

♣ Axx

If Partner does not accept the HSGT for a game (has a bad ♣ holding) then we know slam is not good – we will likely have ♣ losers. If their honor cards could be something like this:

♠ K

♥ A

♦ QJ

♣ J

then Partner will not like their hand, will signoff in 3♥, and we will be warned to stay out of slam.

If Partner bids 4♥ instead (accepts our Game Try) then we know they like their ♣ holding and a slam may have very good play – we then bid on to explore for slam.

♠ --

♥ A

♦ Q

♣ KQ

In this case, Partner will like their hand and bid 4♥. We will then move forward towards slam.

**Conclusion**

Help Suit Game Tries are useful in finding out more detailed (specific) information about Partner’s hand. Many times it is not how many points Partner has, it is whether they have the right points. This tool helps us better determine the usefulness of Partner’s cards and we would be wise to try to make use of this tool in order to visualize partner’s hand on our way to exploring slam.