Kokish Game Tries

An Upgrade to Help Suit Game Tries

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If the bidding goes 1♥ - 2♥ then 2♠ by Opener asks for the lowest suit in which responder would accept a game in Hearts. 2NT by Opener following 1♥ - 2♥ is a game try showing a stiff ♠. Any other suit bid shows a stiff in that suit.

(Help is defined as Qxx or better (v, x, Kx, Ax, AK, AQ, KQ, Axx, Kxx).

What Eric Kokish has invented is a two way game try. In the Kokish game try opener has options to ask and to tell. Do ask do tell. The asking bid asks responder to further describe his hand. This bid asks responder in what suit he would accept a game try. Responder bids his positive responses up the line and the major suit at the 3 level as a rejection of the game try. This discloses nothing about opener's hand and only gives information about the dummy. This bid does not disclose any liability in opener's hand 1♥ - 2♥ then 2♠ by opener asks for the lowest suit in which responder would accept a game try in Hearts. If responder bids 3♦ responder would like to play in a Heart game if good diamonds along with the heart fit, adds value to opener's hand. The 3♥ bid also says that responder typically has three losing clubs.

1♥ - 2♥, 2♠ by Opener asks for the next suit in which responder would accept a game try. If responder would accept a game try in Spades, she must bid 2NT. If responder has no interest in game, she bids 3♥.

1♥ - 2♥, 2NT by Opener is a game try showing a stiff ♠. If responder's values are in Spades, she may sign off. These values are redundant.

1♥ - 2♥, 3♣ by Opener is a game try showing a stiff ♣. If responder's values are in Clubs, she may sign off. These values are redundant.

1♥ - 2♥, 3♦ by Opener is a game try showing a stiff ♦. If responder's values are in Diamonds, she may sign off. These values are redundant.

1♥ - 2♥, 2♠ by Opener asks for the lowest suit in which responder would accept a game in Hearts.

2NT by responder indicates that responder has values in ♠. Responder would like to play in a Heart game if help in Spades along with the heart fit, adds value to opener's hand.

3♣ - Responder would like to play in a Heart game if help in Clubs along with the heart fit, adds value to opener's hand.

3♦ - Responder would like to play in a Heart game if help in Diamonds along with the heart fit, adds value to opener's hand.

After 1♠ - 2♠, 2NT by Opener asks partner to bid the lowest suit in which he would accept a game try in Spades. (Help is defined as Qxx or better (Kx, Ax, AK, AQ, KQ, Axx, Kxx).

1♠ - 2♠, 2NT… 3♣/♦/♥ indicates that responder would accept a game try in Spades, if ♣, ♦ or ♥ adds value to Opener's hand.

If responder bids 3♠ it shows no interest in game.

If opener bids a suit instead of 2NT then it is a game try showing a singleton.

1♠ - 2♠, 3♣/♦/♥ Opener shows a singleton ♣/♦/♥ with interest in game.

Exploring for game with a flat 12-14 HCP makes no sense. Even if you play constructive raises, game is virtually impossible opposite 8-10 HCP with such a hand. Remember to make a limit raise with 10 HCP and 4 card trump support.

You are the OPENER and the bidding has gone:

1♥ - 2♥

What do you as OPENER re-bid with each of the following hands.

♠7 ♥AKJxx ♦KQxx ♣AJx	4♥
♠7 ♥AKJxx ♦Qxxx ♣Axx	2NT
♠74 ♥AQxxx ♦KQ ♣Jxxx	Pass
♠973 ♥KJxxx ♦KQx ♣AJ	2♠
♠AJx ♥AQxxx ♦Axxx ♣x	3♣

You are the RESPONDER and the bidding has gone:

1♠ - 2♠ 2NT

What do you as RESPONDER re-bid with each of the following hands.

♠xxx ♥KJxx ♦xxx ♣AJx	3♦
♠Kxxx ♥xxx ♦Axx ♣xxx	3♠
♠743 ♥QJxx ♦KQ ♣Jxxx	3♣
♠962 ♥AKJxx ♦xxx ♣Jx	3♥
♠Axxx ♥xxx ♦Kxxx ♣Jx	3♣

♣