

KOKISH GAME TRIES by Maritha Pottenger

Kokish Game tries are used after a simple raise to your major, e.g., 1H-P-2H or 1S-P-2S.

Opener should have a **6 loser hand** (or about 16-18 HCP) to make a game try. With more losers, simply pass. If opener bids a new suit at the 3 level over 2S, it shows a **SHORT SUIT** (singleton or void). So:

1S-P-2S-P-3C: Opener has short clubs. Responder should evaluate hand accordingly. Cards in clubs are clearly wasted. With a good raise, and no wasted values, bid game. Otherwise, sign off at 3S.

1S-P-2S-P-3D: Opener has short diamonds.

1S-P-2S-P-3H: Opener has short clubs.

If Opener does NOT have shortness, **Opener can bid 2NT.** This is a query, **asking Responder in which suit (if any) Responder would ACCEPT a game try.** Responder, with an awful hand, just rebids 3S. With a good raise, Responder bids the suit in which s/he has “good stuff.” With 9-10 and values in all suits, Responder can bid 3NT or 4S.

When hearts are the suit, 2S by Opener is artificial, asking Responder where s/he would accept a game try. 2NT is artificial, saying Responder would accept a “help suit” game try in spades. (Obviously having Responder bid 3S would force partnership to game—not advisable if spades is NOT where Opener needs help.)

With hearts as the major, 2NT by Opener is artificial and shows SPADE shortness.

3C by Opener shows club shortness. 3D by Opener shows diamond shortness.

Responder evaluates hand based on knowledge about Opener's holdings and either bids game or signs off at 3 of the major.

This convention allows you to combine short suit game tries AND help suit game tries.