

USING CUEBIDS

Cue-bids come in all shapes and sizes, denominations and bidding levels. They can:

- a) Show a Control For Slam-Seeking Purposes
- b) Create a Long-Suit (“Help-Suit”) Game-Try Absent Using Losing Trick Count
- c) Ask For a Stopper Seeking a Game in Partner’s Major Suit or in 3-NT
- d) Show a Strong Raise (Limit Raise or Better) in Competitive Auctions
- e) Show a Two-Suited Hand (Michaels or Leaping Michaels Conventions)
- f) Create a Force to Game (“Forth-Suit Forcing”) or (By a Cue-bid Followed by a New Suit)
- g) Create a Force For One More Round (“New-Minor Forcing”)
- h) Show a Stopper, Seeking 3-NT, When the Competition has shown Two Suits

1. After a Major Suit Agreement at the 3-level or higher, or after a Minor Suit Agreement at the 4-level or higher, new suits are “Slam-Oriented” cue-bids showing a control (An Ace or a void) in the bid suit. This method of seeking information regarding controls is particularly useful as an alternate to the use of either Blackwood or Gerber Conventions when the initiating Partner hold either a worthless doubleton or a void, in which case the needed question is which, not the number of Aces that are held.

<u>Opener</u>	<u>Responder</u>
1D	1H
3H	“4C” (This is a “Slam-Oriented” cue-bid because there has been a Major suit agreement <u>at the 3-level</u> .)
(or)	1H
4S	1S
(or)	4S
1D	“5D” (This is a “Slam-Oriented” cue-bid because there has been a suit agreement <u>at the Game-level</u> .)
(or)	1D
(or)	4D
(or)	“4H” (This is a “Slam-Oriented” cue-bid because there has been a Minor suit agreement <u>at the 4-level</u> .)

2. After a Major Suit Agreement at the below the 3-level, a bid of a new suit invokes a “Long-Suit” (“Help-Suit”) Game-Try seeking support from Partner in order to explore for a game-level contract with a combined Partnership holding just short of Game values. After a single raise in support of Opener’s Major suit opening, the information Opener is conveying to Partner by bidding a new suit is that Opener has a second suit, in which he/she has three plus cards in the bid suit and that this suit contains two or three immediate losers. The following example is suited for such a Long Suit Game Try:

<u>Opener</u>	<u>Responder</u>	<u>Opener</u>	<u>Responder</u>
96	8543	1H	2H
AQJ63	K842	“3C”	4H
A4	965		
A742	K8		

By bidding 3 Clubs, Opener is informing Responder that he has two to three losers in the Club suit and is asking for assistance. The guidelines for the responses of the Partner are, in general, as follows:

1. If the Partner has zero losers in the bid suit, then the Partner should bid game.
2. If the Partner has 1 loser in the bid suit, then the Partner should bid game, as in the example above.
3. If the Partner has 2 losers in the bid suit but has the maximum values for a single raise, then the Partner should also bid game.
4. If the Partner has 2 losers in the bid suit but has the minimum values required for a

single raise, then the Partner should sign off on the 3-level in the trump suit.

3. After a Minor Suit Agreement at the 2- or 3-level, new suits are considered efforts to get to 3-NT and are asking for a stopper in the bid cue-bid suit.

<u>Opener</u>	<u>Responder</u> (AQXX XXX AXXX AX)
1C	1D
3D	"3H" (This is a cue-bid, seeking a final 3-NT contract asking for a Stopper in Hearts. It <u>is not</u> a "Slam-Oriented" try, showing a stopper, for is <u>below the 4-level</u> .)

4. A cue-bid in response to a Major suit opening, guarantees primary support for Opener's suit, and evidences a limit raise (11-12 HCP's or more), (8-losers or fewer) . It is inviting to game in the agreed-upon suit.

<u>You Hold:</u> AKXX XX KJXX QXX			
<u>North</u>	<u>East</u>	<u>South (You)</u>	<u>West</u>
1S	2H	???	(Bid "3H" showing primary Spade support with at least 11 HCP's or more.)

5. A cue-bid in response to a Minor suit opening, guarantees primary support and evidences a limit raise (11-12 HCP's or more), (8-Losers or fewer). It is inviting to game in 3-NT and is seeking a stopper in the cue-bid suit (Hearts in this instance).

<u>You Hold:</u> AXX XX KJX KJTX			
<u>North</u>	<u>East</u>	<u>South (You)</u>	<u>West</u>
1C	1H	???	(Bid "2H" showing primary Club support with at least 11 HCP's or more.)

6. After you, Partner, and one Opponent have bid and there has been a Minor suit agreement, a cue-bid in the Opponent's suit asks Partner to bid No-Trump with a stopper in the cue-bid suit

<u>You Hold:</u> AJX ATX XX KQTX			
<u>South (You)</u>	<u>West</u>	<u>North</u>	<u>East</u>
1C	1D	3C	Pass
???			

(Bid "3D") You would like to play in 3-NT if Partner has a Diamond Stopper. A good Partner will have one!

7. A cue-bid overcall of the Opponent's bid suit is a two-suited overcall ("Michaels" or "Leaping Michaels" Conventions), usually 5-5 or better, either very weak (5-10 HCP's) or very strong (16 {+} HCP's).

<u>You Hold:</u> AJXXX ATXXX XX X			
<u>South</u>	<u>West (You)</u>	<u>North</u>	<u>East</u>
1C	???	(Bid "2C")	This is a 2-suited "Michaels" cue-bid showing 5-5 or better in both Hearts and Spades, either very weak or very strong.

8. By Partnership agreement, a 4th suit bid ("Forth-Suit Forcing") is an artificial cue-bid which asks for a stopper in the cue-bid suit, game-values, seeking a 3-NT contract.

<u>You Hold:</u> AJX KTX XXX AQX			
<u>South</u>	<u>West</u>	<u>North (You)</u>	<u>East</u>
1C	Pass	1H	Pass
1S	Pass	???	(Bid "2D") This is an example of 4 th suit forcing to game, seeking, in this instance, a Diamond stopper.

9. In a bidding sequence by a Partnership which has progressed: "One of either Minor, One of either Major suit, 1-NT, "second" Minor", this is an example of the so-called "New Minor Forcing". Responder holds 11 or more HCP's and usually five of the Major suit that he/she has bid. It seeks Opener holding 3-pieces of Responder's Major (A "Golden Fit"), 4-pieces already having been denied. Such bids, by Partnership agreement are either forcing for 1-round, or forcing to game.

You Hold: AX AQXXX QXXX XX

<u>South</u>	<u>West</u>	<u>North (You)</u>	<u>East</u>
1C	Pass	1H	Pass
1-NT	Pass	????	(Bid "2D" ("New-Minor forcing") which asks Opener to give both the strength of his/her hand, and whether or not Opener has 3-pieces of a presumed 5-piece Major suit held by Responder.)

10. A cue-bid followed by a new suit is 100% forcing to game. No, make that 1000%.

You Hold: A XX AXXXXX KQXX

<u>North</u>	<u>East</u>	<u>South</u>	<u>West (You)</u>
1H	Dbl.	2H	"3H"
Pass	3S	Pass	4D (The 4D new suit bid preceded by a cue-bid having previously been bid by West is forcing to Game.)

11. If the Opponents have bid two suits (as opposed to one suit as in Tip # 6), a cue-bid in one of their suits shows a stopper and asks Partner to bid NT with the alternate Opponent's suit stopped.

You Hold: AXX AX XX AKQXXX

<u>South (You)</u>	<u>West</u>	<u>North</u>	<u>East</u>
1C	1D	1H	1S
???	(Bid "2S") It shows a Spade stopper, and at the same time asks Partner to bid NT holding a Diamond stopper.)		

Items 6 & 11: Revisited and Summarized. When the Opponents have bid one suit, a cue-bid asks! When the Opponents have bid two suits, a cue-bid tells!