

## Hands for Cue Bidding

### *Support or General Force:*

#### 1H-(2C)-?

Hand 1:	Hand 2:	Hand 3:	Hand 4:
S x	S Kx	S x	S Q10x
3 10xxxx	3 K10xx	3 10xxx	3 10xxx
2 Kxxxx	2 A10xx	2 Kxxxx	2 AJxx
C Kx	C Kxx	C Qxx	C Kx

#### (1D)-1S-(P)-? (auction 1 in notes) or (1D)-1S-(2D)-? (auction 2 in notes)

Hand 5:	Hand 6:	Hand 7:	Hand 8:
S KQxx	S Qxxx	S xx	S xx
3 Axxx	3 Kxx	3 KQJxx	3 KJ10xxx
2 x	2 x	2 Axx	2 xx
C xxxx	C xxxx	C Kxx	C QJx

### *Takeout Double Auctions:*

#### (1C)-\*-(P)-?

Hand 9:	Hand 10:	Hand11:
S AQxx	S xx	S Qx
3 Qxxx	3 AQxxx	3 KQxxxx
2 Ax	2 Axx	2 x
C xxx	C Kxx	C xxxx

#### (1H)-\*-(P)-2H

Hand 12:	Hand 13:
S AQx	S AQx
3 xx	3 x
2 KQxx	2 KQxxxx
C Kxxx	C Kxx

**Looking for NT – 1 suit bid by opponents:**

1S-(2H)-3C-P  
3D-(P) - **3H**

Hand 14:

S Kx  
**3** xx  
**2** Axx  
C AKJ109xx

1H-(1S)-2C-P  
3C- (P)- **3S**

Hand 15:

S xx  
**3** Qx  
**2** Kxx  
C AQ10xxx

1C-(1H)-1S-P  
3C- (P) – **3H**

Hand 16:

S AJxxx  
**3** xxx  
**2** Qxx  
C Qx

1D-(1S)-**3S**

Hand 17:

S x  
**3** Jxx  
**2** Ax  
C AKQxxxx

(2H)-**3H**

Hand 18:

S xx  
**3** x  
**2** Axx  
C AKQxxxx

(1H)-**3H**

Hand 19:

S Qx  
**3** x  
**2** Axx  
C AKQxxxx

**Looking for NT – 2 suits bid by opponents:**

(1C)-1H-(1S)-2D  
(P)- **2S**

Hand 20:

S KQx  
**3** AQxxx  
**2** Ax  
C xxx

(1C)-1H-(1S)-2D  
(P)- **3C**

Hand 21:

S xx  
**3** AQxxx  
**2** Ax  
C KQx

(1C)-1D-(1H)-2D  
(2H)-**3C**

Hand 22:

S Axx  
**3** x  
**2** AQJxxx  
C Axx

(1C)-1D-(1H)-2D  
(2H)-**3H**

Hand 23:

S Axx  
**3** Ax  
**2** AQJxxx  
C xx

**Invisible Cue:**

1H-(2H)-?

Hand 24:

S xx  
**3** Jxx  
**2** Kxxxx  
C Kxx

Hand 25:

S xx  
**3** Kxx  
**2** AJxx  
C Qxxx

**Natural:**

**(1C)-P-(1H)-2H**

**Hand 26:**

S Kx  
3 KQJ10xx  
2 xx  
C Axx

**(1C)-P-(1H)-2C**

**Hand 27:**

S Kx  
3 xx  
2 Axx  
C KQJ10xx

**(1C)-1D-(1H)- P (in tempo!)  
(1S) - P - (P) - 2H**

**Hand 28:**

S xx  
3 KQJ10xx  
2 xx  
C Kxx

## Notes:

Hand 1 4H (preempt)

Hand 2: 3C (cue to show support & GI+ - in this case game force ; you'll bid on if partner bids 3H)

Hand 3: 3H (preempt)

Hand 4: 3C (cue to show support & GI; you'll pass if partner bids 3H)

Hand 5: 2D (auction 1) or 3D (auction 2) (cue to show GI+)

If new suit forcing by unpassed hand, this promises support & you'll pass if partner bids 3S)

If new suit not forcing by unpassed hand, you will bid again regardless of partner's bid (note the problem if partner bids 3S in auction 2 and you are just GI – you may get too high)

Hand 6: 2S or 3S (auction 1 – if non-vul surely bid 3S preempt); Pass or 3S (auction 2 – probably 3S)

Hand 7: 2D (auction 1) or 3D (auction 2) if new suit not forcing by unpassed hand (you can't stand to be passed in 2H or 3H); 2H if new suit forcing by unpassed hand (either auction)

Hand 8: 2H if new suit not forcing by unpassed hand (either auction 1); Pass & hope partner reopens if new suit forcing (either auction – this is the problem with new suit forcing)

Hand 9: 2C (GI+, in this case game force, but which game?)

Hand 10: 2C (GI+, in this case game force in hearts)

Hand 11: 4H (preempt and possible make – long suit and few values)

Hand 12: 2H (GI+ ( in this case almost game force), but where)

Hand 13: 2H (GI+ - in this case game force in diamonds)

Hand 14: 3H (no fit; If partner has a heart stopper this is worth game – with any luck clubs will run)

Hand 15: 3S (minor fit; if partner has spade stopper, hope clubs will run (maybe hearts, too))

Hand 16: 3H (no fit; if partner has heart stop, QC should fill in club suit & partner has shown big hand)

Hand 17: 3S (ask partner to bid 3N with spade stopper; 2S would show diamond support)

Hand 18: 3H (ask partner to bid 3N with heart stopper; on this auction partner rates to have a spade stop since 2H opener rates to not have much in spades so there are a lot outstanding)

Hand 19: 3H (ask partner to bid 3N with heart stopper – hopefully she has at least partial in spades); note that 2H would have been Michaels

Hand 20: 2S (I have spades stopped, but need a club stopper)

Hand 21: 3C (I have clubs stopped, but need a spade stopper)

Hand 22: 3C (I have clubs stopped, but need a heart stopper)

Hand 23: 3H (I have hearts stopped, but need a club stopper)

Hand 24: 3H (single raise in hearts)

Hand 25: 2S (GI+ in hearts – in this case just GI so would pass a 3H rebid)

Hand 26: 2H (Overcall in hearts – my suit has to be better than opponent's)

Hand 27: 2C (Overcall in clubs – my suit has to be better than opponent's)

Hand 28: 2H (good values with good hearts; 2H the first time would have shown diamond support)