

## Cue Bids

**Definition (for this talk):** A bid of a suit that the opponents have bid naturally

(Note that there is another kind of cue bid in bridge – bidding controls when looking for slam – aka “control bid”)

### Types we will discuss:

- ◆ Support or general force with at least invitational strength
- ◆ Searching best spot &/or showing strength after partner's takeout double
- ◆ Stopper-asking (or showing) for NT
- ◆ Invisible (bidding a suit that the opponents have implied)
- ◆ Showing length in opponent's suit (natural)

### Other types (we won't discuss):

- ◆ Conventional (e.g. Michaels, Lebensohl, Unusual/Unusual, Leaping Michaels, ...)
- ◆ “Accidental” (e.g. transfer to hearts after partner overcalls 1D with 1N). Accidental because you'd bid 2D regardless of what the opponent happened to open
- ◆ Partial stopper showing cue bids rare & esoteric)

**Warning:** As always, you need to discuss these bids with partner to make sure you're in agreement.

### Key to abbreviations:

- GI: Game invitational; GI+: Game invitational or better
- GF: Game force; GF+: Game force or better
- NF: Non-forcing
- SI: Slam invitational
- (bid): Opponent's bid

### Cue Bids of Opponent's Suit

Sample Auction	Meaning	When it applies	Response to cue bid
<b>Support or General Force</b>			
1H -(2C )-3C	1. Support - GI+ if 3H is preemptive Does not promise another bid 2. Support - GF+ if 3H is invitational	1st chance to bid after partner opens and opponent overcalls	1. Bid suit at appropriate level; can "waffle" if room; If SI, control bid, splinter, ace-ask 2. Bid suit at appropriate level - 3H is stronger than 4H If SI, control bid, splinter, ace-ask
(1D)-1S-(P)-2D or (1D)-1S-(2D)-3D	1. Support - GI+ if new suit forcing Does not promise another bid 2. GI+ support or own suit if new suit NF Promises another bid	1st chance to bid after partner overcalls	1. Bid suit at appropriate level; can "waffle" if room; If SI, control bid, splinter, ace-ask 2. Make most descriptive bid - avoid jumping as you don't know what suit partner has
P-(1C)-1S-(P) 2C	Support - GI Does not promise another bid	1st chance to bid after partner overcalls by a passed hand	Bid suit at appropriate level; can "waffle" if room; If SI, control bid, splinter, ace-ask
(1C)-1H-(1S)-2C or 2S	Discuss with partner. Some options: 2C stronger; 2S more distributional 2C mild invite; 2S strong invite+ 2C natural; 2S strong invite+	1st chance to bid after partner overcalls and opponents have bid 2 suits	
<b>Takeout Double Response</b>			
(1C)-*-(P)-2C	GI+ showing strength or both majors Promises another bid	1st chance to bid after partner doubles	Bid better (longer) major at lowest level
(1H)-*-(P)-2H	GI+ may know where to play or not Promises another bid	1st chance to bid after partner doubles	Make most descriptive bid (a minor if possible since other major is assumed)
(2D)-*-(P)-3D	Discuss with partner; Options: 1. GI+ showing both majors 2. Looking for stopper for NT	1st chance to bid after partner doubles weak 2D bid	1. Bid better (longer major) at appropriate level 2. Bid 3N w/stopper, else make most descriptive bid

**Cue Bids of Opponent's Suit**

<b>Sample Auction</b>	<b>Meaning</b>	<b>When it applies</b>	<b>Response to cue bid</b>
<b>Looking for NT</b>			
1S-(2H)-3C-(P) 3D-(P)- <b>3H</b>	GF+ looking for NT; asking for stopper Can pass 4 minor	Cue after your side has bid suits & you have no known fit & opp. has bid 1 suit	Bid NT with stopper; make most descriptive bid without stopper
1H-(1S)-2C-(P) 3C-(P)- <b>3S</b>	GF+ looking for NT; asking for stopper Can pass 4 agreed minor	Cue after your side has bid suits & you have a minor suit fit & opp. has bid 1 suit	Bid NT with stopper; make most descriptive bid without stopper
1D-(1S)- <b>3S</b>	GF+ looking for NT (initial meaning) Can pass 4 of rebid minor Might be splinter - if so you'll keep bidding	Jump cue of overcall	Bid NT with stopper; make most descriptive bid without stopper
(2H)- <b>3H</b>	GF+ looking for NT; asking for stopper Promises another bid if below game	Cue of opponent's weak 2 bid	Bid NT with stopper; make most descriptive bid without stopper
(1H)- <b>3H</b>	GF+ looking for NT; asking for stopper Promises another bid if below game	Jump cue of opponent's major opening	Bid NT with stopper; make most descriptive bid without stopper
(1C)- <b>3C</b> (1D)- <b>3D</b>	Discuss with partner. Options: GF+ looking for NT Natural & preemptive		
1H-(1S)-2H-(2S) <b>3S</b>	NOT looking for NT; Control bid looking for slam	Cue after you have a major suit fit	
(1C)-1H-(1S)-2D (P)- <b>2S</b> or <b>3C</b>	GF+ looking for NT; showing stopper & asking for stopper in opp's other suit Can sign off in 4 minor	Cue after you have bid suit(s) & they have bid 2 suits; you have no known fit	Bid NT with stopper in opponent's other suit: make most descriptive bid without stopper
(1C)-1D-(1H)-2D (2H)- <b>3C</b> or <b>3H</b>	GF+ looking for NT; showing stopper & asking for stopper in opp's other suit Can sign off in 4 minor	Cue after you have bid suit(s) & they have bid 2 suits; you have a minor suit fit	Bid NT with stopper in opponent's other suit: make most descriptive bid without stopper

**Cue Bids of Opponent's Suit**

Sample Auction	Meaning	When it applies	Response to cue bid
<b>"Invisible" Cue</b>			
1H-(2H)- <b>2S</b>	GI+ with support Does not promise another bid	Cue of opponent's implied suit when only one suit is known	Bid suit at appropriate level; can "waffle" if room; If SI, control bid, splinter, ace-ask
<b>Natural</b>			
(1C)-P-(1H)- <b>2C or 2H</b>	Overcall with clubs or hearts	Cue after both opponents have bid & partner has passed	As you would respond to any overcall
(1C)-1D-(1H) -P (1S)- P- (2C)- <b>2H</b>	Natural with good, long hearts	Cue after you have passed (in tempo!) at your first opportunity to cue	As you would respond to any response
(1C strong)- <b>2C</b> or 2D (Flannery)- <b>3D</b>	Natural	Cue of opponent's artificial opener	As you would respond to any overcall