

## How to use “Cue” Bids

### In competitive bidding (when a fit is established)

- Cue bidding opponent’s suit shows good support for partner and at least invitational hand
- After that any further change of suit is actually “Cue Bid” “First of Second round control – Ace, King or Singleton” investigating slam

### In competitive bidding (when a fit is not established)

- Cue bidding opponent’s suit shows strength, invitational or for game, forcing partner to bid. If partner has stopper in opponent’s suit, she can bid NT, otherwise any other bid (may force to show a second 3 card suit with some values in that suit).

### Cue Bid after partner opens 2C followed by a suit bid or after Jacoby 2NT

- Start of Cue bid after these two sequences (below game level) shows first or second round control (Ace, King or Singleton). This is done up the line

### Bidding after unusual 2NT interference by opponents

After 1H/1S and 2NT by opponents, they are showing both minors. We can use cue bid to show support for partner or 5+ cards in the other major and with strength for game, as follows:

- **3C** indicates H & 10+ points (if partner’s suit is H, 3+H support & if S, 5 hearts)
- **3D** indicates S & 10+ points (if partner’s suit is H, 5 spades and if S 3+ S support)

### Bidding after Gambling 3NT opening

When opponents open gambling 3NT, they are showing 7 tricks in one of minors and no stopper in other suits. If we have both majors, we can use “Cue Bids” as follows

- **4C** = both majors with preference for H or neutral
- **4D** = both majors with preference for S

If they win the contract with 3NT and we are on lead, if we have an ace we lead it. We then carefully watch for dummy, partner to give signal if possible and look for continuation to defeat the contract.

### Bidding over opponent’s 2NT (weak minors)

- X = 16+ and a good minor, no 4-4 in majors, any subsequent X is penalty
- **3C** = 11-15hcp 4+/4+ in majors
- **3D** = 16+hcp 4+/4+ in majors
- 3H/3S 12-16hcp good 5+ card and denies the other major
- 3NT to play
- 4H/4S 8 to 9 playing tricks
- X and then 4H/4S 10+ playing tricks

