

CUEBIDS

DIRECT CUEBIDS:

Partner opens the bidding and your right hand opponent preempts. After opponent's 2-level preempt, with a limit raise* or better for partner's suit, you cuebid opponents suit. **DO NOT JUMP TO GAME WITH AN OPENING HAND.** A jump to game is preemptive value. If partner merely bids 3 of suit, with limit raise you pass; with opening hand you can bid game.

An example of a preemptive 4-level bid is: xxx, KJxxx, x, Kxxx after bidding as follows:
1H—3C—4H

With limit raise after 3-level preempt, bid 3H inviting to game. With a full opening hand, cuebid 4C. If partner cuebids 4D and you hold the Ace of clubs, you will want to investigate for slam. If partner directly bids 4H, bidding ceases unless you have a really great hand.

Partner's hand: Axx, AJ10xx, AQxx, x; opponent bids 3D; you hold K10x, KQxx, Kx, Axxx; cuebid 4C; partner should now bid 4D on the way to game. This should now allow you to get to at least 6H, making 7.

CUEBIDS AFTER PARTNER'S OVERCALL:

After partner makes an overcall, if you have a limit raise (at least 10 highcard points) or better, you can cuebid the opening bidder's suit to inquire how good is your partner's overcall. If partner has a minimum overcall, he merely bids 2 of his suit. With a good overcall, he bids another suit or 2NT if he has controls in opponent's suit. Following a double by opening bidder, with minimum hand he passes. With good hand he bids another suit or 2NT with controls in opponent's suit. With a 6-card suit and at least 11 highcard points, he can bid 2 of his suit.

If your right-hand opponent also puts in a bid, I find it simpler to just cuebid the opening bidder's suit. Especially if the bidding goes 1C by opening bidder, 1H overcall by your partner, 1S by your right-hand opponent and you bid 2S, I would take this as your having a good spade suit. Your right-hand opponent could have 4 nothing spades. If you partner does not bid and you bid 2S, then you have a good spade suit and a good hand.

CUEBID AFTER PARTNER'S OVERCALL WITH A GOOD HAND AND SUIT OF YOUR OWN:

If partner overcalls opponent's opening bid, it is generally better to play that bidding a new suit is non-forcing. Therefore, if you have a good hand and a suit of your own, cuebid the opponent's suit and then bid your suit. This should be forcing at least 1 round for your partner.

For instance, the bidding goes 1C by opponents, 1D by your partner and either pass or 1S by your right-hand opponent, and you hold: Kx, AQJxxx, xx, Axx, you should bid 2C and then 2H or 3H depending on how bidding proceeds. Partner should bid accordingly. You do not have to jump to indicate a good hand.

Doubling in pass-out seat and the introducing a new suit is not the same as doubling and originating (18 plus in a direct seat). It merely says you have an opening hand or better.

CUEBID AFTER A MICHAELS OVERCALL:

Partner opens 1C, opponent makes a 2C Michaels cuebid—

2H or 2S by you suggests a limit raise or better with a stop in the respective suit. This can help you get to a NT contract which otherwise might be difficult to achieve.

- Limit raise should be at least 10 high-card points, or a really good 9 with great distribution.