CUE-BID RAISES are* limit bids of 10 + points and a fit in Partner's Suit

- A bid of the opponent's suit at the 2-level shows a limit* (or better) support for partner's suit. (or if an advancer, support of overcaller's suit)
- Cuebids of an opponent's suit are almost always made with hands that <u>sit over</u> the player who originally bid the suit.
- In lower levels of bidding, a cuebid *is a forcing bid*, i.e., a bid showing an interest in contesting the auction and forcing Partner to continue the bidding.
- An added advantage of the Cuebid raise is that it greatly interferes with
 Opponents' subsequent bidding efforts

Examples

(a)	1H (1S) "2S"	= a forcing limit raise or better in support of Partner's opening Heart suit (a cue-bid raise)
	1H (2D) 2H	= a simple raise showing 6-9 points and a fit in hearts
	1H (2D) 3H	= a pre-emptive raise of a weak hand with a fit in hearts
(b)	1H (1S) 2C "2H"	= a forcing limit raise or better in support of Partner's spade suit
(c)	1C (1H) 1S "2S"	= a forcing limit raise or better in support of Partner's Heart suit
(d)	1C (1H) "2H"	= denies 4 Spades and limit raise or better in Clubs

NOTE: If you play this style of cuebidding then you need to be able to do something to show a good hand that doesn't have support for partner. Most players solve this by agreeing that a <u>new suit</u> bid by an unpassed hand is forcing for one round.

1C (1H) 1S ("2C") is **not** a cue-bid, but a natural 6-card or better Club suit.

Here, a cue-bid of "2S" would have shown Heart support for Partner's overcall of 1H.

Continue on for examples of Cue-bid raises in action

WEST	NORTH	EAST	SOUTH	NORTH • 10 2	SOUTH • J 8 5
	1♥	1♠	2♠	∀ K Q J 7 6	▼ A 10 8 4
pass	3♥	pass	4♥	◆ A Q 5 ◆ 9 6 3	• K 9 • K Q J 2
pass	pass	pass			

SOUTH's Support Cue-bid shows at least Limit Raise strength and 💙 support.

NORTH has a minimum opening bid and can only return to 3 .

SOUTH actually has better than the 12 points he promised, so he now bids 4 \heartsuit .

<u>2</u>

WEST	NORTH	EAST	SOUTH		
				NORTH	SOUTH
		1♦	1♠	♠ Q 8 6 2	A A K 9 7 3
pass	2•	pass	3♠	♥ A K 9 3	v 6 4
Puss	∠ •	Ризэ	34	→ 9 7	♦ 6 3
pass	4♠	pass	pass	♣ A 8 2	♣ K J 10 4
pass					

NORTH has the strength for a raise to game in \spadesuit s, but this could be dangerous since SOUTH has overcalled rather than opened. Instead, NORTH shows her strength with a Support Cue-bid. SOUTH in fact had a pretty good overcall so he jumps to $3 \spadesuit$ and NORTH bids the game. With a weak overcall SOUTH would have just returned to $2 \spadesuit$ which NORTH would pass. $3 \spadesuit$

WEST	NORTH	EAST	SOUTH		
			1♥	NORTH • Q 7 5	SOUTH ◆ 8
1♠	2♠	pass	4NT	♥ Q J 9 3	♥ A K 10 8 7 ♦ K Q J 4 ♣ A K 6
pass	5♦	pass	6♥	◆ A 10 8 2 ◆ Q 8	
pass	pass	pass		¥ Q 0	

SOUTH has a maximum 1 ♥ opening bid.

NORTH would have made a Limit Raise in ♥s, but after WEST's overcall she makes a Support Cue-bid instead.

SOUTH thinks there may be a slam and bids 4NT Blackwood to check for Aces. When NORTH admits to one Ace SOUTH bids the slam.

4

WEST	NORTH	FAST	COUTH	NORTH	
WEST	MOKIII	EASI	300111	NORTH	SOUTH
	1♥	2.	3♣	 K 9	♠QJ5
	1 •	24	34	∀ A Q J 9 6	▼ K 10 5 3
pass	4♥	pass	pass	◆ 10 5 4	• A J 6 2
pass				♣ A 8 3	♣ 6 4

SOUTH has a Limit Raise hand but after EAST's overcall a 3 ♥ bid by SOUTH would be pre-emptive, not inviting. Instead, he makes a Support Cue-bid.

NORTH has just enough that she can bid 4 💙, knowing that if SOUTH has a real block-buster he will bid on. SOUTH doesn't have a real block-buster.