

Competitive Bidding with Two 5 Card Suits

Rationale? When you have two 5 card suits, your hand is about 3 points stronger than usual. So you can bid with about 8-10 high card points. But most of your points should be in your long suits.

- **KQxxx xx AJxxx x:** Get into the action. Bid something.
- **Qxxxx KQ Kxxxx x:** Best to pass quietly.

Michael's Cue Bid (part of Standard American, no alert):

- **Bidding the same suit as the opponent has bid: shows 5-5 with all unbid majors.** (Opponents' bids are shown in brackets.)
 - **(1C) - 2C:** shows **both majors**. Partner bids their best major.
 - **(1D) - P - (P) - 2D:** shows **both majors**. Partner bids their best major.
 - **(1H) - 2H: 5 spades & a 5 card minor.** Partner bids spades with 3 card support. A partner with short spades & both minors bids 2NT to ask you to bid your minor.
 - **(1S) - P - (P) - 2S:** shows **5 hearts and a 5 card minor**. Partner bids hearts with 3 card support. Partner bids 2NT to ask you to bid your minor.

Unusual NT (part of Standard American, no alert):

- **JUMP to 2NT after an opponent opens the bidding: shows the 2 lowest unbid suits.**
 - **(1C) - 2NT:** 2NT shows **5 diamonds & 5 hearts**.
 - **(1D) - P - (P) - 2NT:** 2NT shows **5 clubs & 5 hearts**.
 - **(1H) - 2NT:** 2NT shows **5 clubs & 5 diamonds**.
 - **Note:** You cannot show 5 spades & 5 of another suit with this bid.

Sandwich NT (alert required):

- **Opponents bid 1X & 1Y, partner passes: 1NT by you shows 5-5 in the other 2 suits.**
 - **(1C) - P - (1D) - 1NT:** 1NT shows **5-5 with both major suits**.
 - **(1C) - P - (1S) - 1NT:** 1NT shows **5 diamonds & 5 hearts**.
 - **(1D) - P - (1H) - 1NT:** 1NT shows **5 clubs & 5 spades**.
 - **Note:** With about 12 high card points and at least 4 cards in each unbid suit, make a takeout double instead. Sandwich NT shows fewer points with more distribution.

Mini-Maxi: (Does not apply to Sandwich NT. Opponents have shown 20 points. Don't try for game.)

- **About 10 HCP (8-11):** Make the 5-5 bid, then pass partner's response.
- **About 13 HCP (12-15):** Overcall the higher suit. Bid the lower suit at your next turn.
- **16+ HCP:** Make the 5-5 bid, then bid again. This tells partner that you have 16+ HCP.
- **Keep in mind:** Partner may be broke. You have forced partner to bid.

Partner opens a major & next opponent makes a 5/5/ bid:

- **Raise partner's major:** Shows support with 6-9 points. (Competing. Not a game try.)
- **When only 1 opponent suit is known:** Cue bid the known suit to show support & 10+ pts.
- **When opponent shows both minors (Unusual over Unusual):** Cue bid shows 10+ points. Cue bid lower minor to show lower major. Cue bid higher minor to show higher major.
 - **1S - (2N) - 3C:** 3C shows 10+ points & 5+ hearts (lower minor for lower major).
 - **1S - (2N) - 3D:** 3D shows 10+ pts & spade support (higher minor for higher major).