

Great Mysteries: Cuebids of the opponent's suit

A cuebid of the opponent's suit can be:

- Support** -- Good raise of partner's suit
1H-(1S)-**2S** = 3+ hearts, 10+ pts.
(1D)-1S-(Pass)-**2D** = 3+ spades, 10+ pts.
- Strength** -- Artificial force
(1C)-DBL-(Pass)-**2C** = 12+ pts.
- Conventional** -- Michaels, splinter, Unusual vs. Unusual
(1C)-**2C** = Both majors (Michaels)
- Takeout** -- Asking partner to choose the trump suit
(3D)-DBL-(Pass)-**4D** = Both majors
- Control-showing** -- Searches for slam
1S-(3C)-4S-(Pass) / **5C** = Ace or void
- Stopper-asking or stopper-showing** (notrump searches)
See below
- Natural** -- Length and strength in the suit
See below

The opponents bid one suit

If partner opens a major, your bid of their overcalled suit is a **raise**.
1H-(1S)-**2S** = 3+ hearts, 10+ pts.
1S-(3D)-**4D** = 3+ spades, 12+ pts.

If partner opens a minor, your bid of their suit is:

A **raise** (invitational or better) at the **2-level**.

A **stopper ask** at the **3-level**.

1C-(1S)-**2S** = 10-11+ pts., denies 4 hearts

1D-(2C)-**3C** = No majors, asks for stopper

A **3-level overcall** of their opening bid asks for a stopper.

(1H)-**3H** = Asks for a heart stopper

(2S)-**3S** = Asks for a spade stopper

The opponents bid two suits

Your LHO opens one of a suit, your partner passes or doubles, and RHO responds a new suit:

Your bid of responder's suit (RHO) suit is **natural**.

(1C)-Pass-(1H)-**2H** = 6+ hearts, 10+ pts.

(1C)-DBL-(1H)-**2H** = 5+ hearts, 6-9 pts.

Your bid of opener's suit (LHO) is **artificial and forcing**.

(1C)-Pass-(1H)-**2C** = Takeout (\heartsuit & \spadesuit)

(1C)-DBL-(1H)-**2C** = 12+ pts., forcing

Your LHO opens one of a suit, your partner overcalls a suit, and RHO responds a new suit:

Your bid of *either* of their suits shows support and at least a game invite. You can agree on three ways to raise:

The **lower cuebid** (LHO's suit) is a limit raise with **3 trumps**. (1D)-1H-(1S)-**2D** = 3+ hearts, 10+ pts.

The **higher cuebid** (RHO's suit) is a limit raise with **4+ trumps**. (1D)-1H-(1S)-**2S** = 4+ hearts, 10+ pts.

A **jump** in LHO's suit is a single raise with **4+ trumps**: (1D)-1H-(1S)-**3D** = 4+ hearts, 6-9 pts.

This jump cuebid is called a "Mixed Raise". It also applies if your RHO passes or makes a negative double.

Partner opens and one opponent shows a two-suited hand:

If the two suits are known *and* you don't (or can't) have a major-suit fit, bids of their suits are searches for 3NT. In these auctions, a bid of one of their suits *shows* a stopper in that suit and asks for a stopper in the other.

1NT-(2C: \heartsuit & \spadesuit)-**2H** = Heart stopper, no spade stop 1C-(Pass)-1H-(DBL) / 3C-(Pass)-**3S** = Spade stopper

But: 1S-(2NT: \clubsuit & \diamond)-**3C** = Invitational-or-better spade raise (or Unusual vs. Unusual convention)

When in doubt:

- Cuebids at the 2-level are raises of opener's suit. Western cuebids (stopper asks) apply only at the 3-level.
- Natural bids of an opponent's suit are almost always made with hands that sit *over* the player who originally bid the suit. Artificial forces and takeouts are made with hands that sit *under* the original bidder.
- A bid of an opponent's suit is (almost) always artificial if the original bidder promised 5+ cards.