

## Cue Bids Three Ways

- To Raise Partner's Suit
- To Show a 2-Suited Hand
- To Show/Ask for a Stopper

### A Raise of Partner's Suit:

- A limit raise or better (10-12+) with 3+ card support (North opens):

1H		1D
	1S	2D
2S		P

- Note: When partner is the opener, you often force the bidding to the 3-level. When partner is the overcaller, they can usually still get out at the 2-level.

- Jump cue (at the 3-level): A 4+-piece "mixed raise" (7-9), stronger than a pre-emptive raise, has some defensive value, but weaker than a limit raise. Used in response to partner's overcall (North opens):

1D		1D
	1H	3D
3D		P

  

1D		1D
	1H/1S	3D
X		1S/2C

- In the first example, with S J 4 H Q 10 7 6 D 6 4 C K Q 9 5 4 make a mixed raise.
- The mixed raise is at the 3-level in response to partner's overcall.
- A jump to the 4-level is a splinter.

- Different kinds of support for partner's overcall (North opens):

1C	1C	1C
2H	3H	4H
1H	1H	1H
1S	1S	1S
A simple raise; 6-9 with 3-card support or 6 with 4-card support <u>S</u> K 4 <u>H</u> J 7 5 <u>D</u> K 8 6 4 <u>C</u> 9 5 4 3	A pre-emptive raise; <6 with 4-card support <u>S</u> 10 6 4 <u>H</u> K Q 10 5 <u>D</u> 10 8 6 4 <u>C</u> 4 2	A jump raise to game; usually <9 with 5-card support <u>S</u> 10 6 4 <u>H</u> K J 10 5 3 <u>D</u> K 10 8 4 <u>C</u> 4

1C	1C	1C
2C/2S	3C	3S
1H	1H	1H
1S	1S	1S
A limit raise or better; 10-12+ with 3+-card support (or agree that 2C=3-card support and 2S=4+-card support)	A mixed raise; 7-9 with 4-card support (note that 3S would be a splinter—see next example)	A splinter showing a singleton or void in Spades; 14+ with 4+-card support
<u>S</u> K 4 <u>H</u> K 7 5 <u>D</u> A J 10 4 <u>C</u> 9	<u>S</u> 6 4 <u>H</u> Q 10 7 5 <u>D</u> A J 10 4	<u>S</u> 4 <u>H</u> K Q 7 5 <u>D</u> K J 8 4 <u>C</u> A
7 4 2	<u>C</u> 8 4 2	10 6 4