

A "cue-bid" is a bid of a suit that has already been bid by opponents. This bid in the enemy suit does not suggest that suit as trump but forces Partner to bid.

(A slam-investigatory bid made during the auction's later rounds might be called a "cue-bid". This use of the term "cue-bid" is old-fashioned; the modern term is "control-bid".)

1] After an overcall, it promises a fit for Opener's suit and at least game-invitational strength. <Alternative agreement: game-forcing strength> A new suit bid by Responder would have been forcing, so the cue-bid promises a fit:

Opener	Overcaller	Responder
1♥	1♠	2♠ (Responder's cue-bid promises a fit)

2] After we open 1NT, the cue-bid is Staymanic and asks Opener to bid a four-card major-suit.

Opener	Overcaller	Responder
1NT	2♠	3♠ (asks Opener to show a four-card Heart suit)

3] After we overcall, the cue-bid shows a hand with at least game-invitational strength. <Alternative agreement: game-forcing strength> A new suit bid by Advancer would not have been forcing, so the cue-bidder might have a game-forcing hand without a fit:

Opener	Overcaller	Responder	Advancer
1♥	1♠	Pass	2♥ (cue-bidding Advancer may have either a fit or big hand lacking a fit)

4] After our takeout double, a cue-bid advance shows a hand with at least game-invitational strength <Alternative agreement: game-forcing strength>:

Opener	Doubler	Responder	Advancer
1♥	Dbl	Pass	2♥

A takeout double followed by a cue-bid shows a very strong hand:

Opener	Doubler	Responder	Advancer
1♥	Dbl	Pass	1♠
Pass	2♥ (at least 19 points)		

5] Cue-bid rebid by Opener or Responder after a Negative Double shows game-forcing strength

Opener	Overcaller	Responder	Advancer
1♣	1♥	Double	Pass
2♥ (at least 19 points)			

Opener	Overcaller	Responder	Advancer
1♣	1♥	Double	Pass
2♣	Pass	2♥ (at least 13 points)	

Partner of cue-bidder usually shows a stopper if one is held.

6] Immediate cue-bid (Michaels)

A Michaels cue-bid is made directly over the enemy one-of-a-suit opening bid or 1NT response. It shows at least 5-5 in two unbid suits.

Deal 1

North Deals

None Vul

♠ A K 3

♥ A 6 4 3

♦ A 2

♣ 10 9 7 3

♠ 6 5 2

♥ J 5

♦ 9 6 5 3

♣ A 6 5 4



♠ Q J 10 9 8 7

♥ K 9 2

♦ K J 7

♣ 2

15
5 10
10

♠ 4

♥ Q 10 8 7

♦ Q 10 8 4

♣ K Q J 8

West

North

East

South

1 NT

2 ♠

3 ♠!

Pass

4 ♥

All pass

South forces to game, showing a four-card holding in the other major.

4 ♥ by North

Lead: ♣ 2

Declarer eliminates his ♠ suit with one ruff, then throws overcaller East in with a trump (♥ Ace and a low ♥) to lead a ♦ away from the ♦ King.

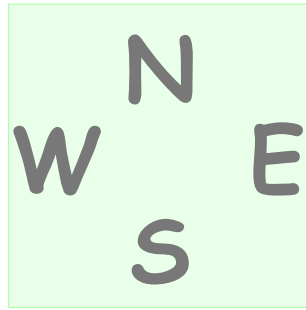
Deal 2

East Deals

N-S Vul

♠ 10 9 5
 ♥ J 10 9 5
 ♦ J 10 7 6
 ♣ 8 5

♠ A 7 2
 ♥ K Q 7 3
 ♦ A 9 2
 ♣ 10 4 3



♠ Q 8 6 3
 ♥ A 6 2
 ♦ K Q 5 4
 ♣ K 2

2
 13 14
 11

♠ K J 4
 ♥ 8 4
 ♦ 8 3
 ♣ A Q J 9 7 6

West

North

East

South

Dbl

Pass

2 ♠

Pass

3 ♣!

Pass

3 NT

All pass

After making a negative double, West forces to game with a cue-bid.

3 NT by East

Lead: ♣ Q

Declarer eliminates South's red suits (*six* rounds of red winners), then throws South in with a ♣ to force a lead a ♠ away from ♠ King.

Deal 3

South Deals

E-W Vul

♠ 3
 ♥ A 9 7 6
 ♦ K Q J 10 4
 ♣ Q 3 2

♠ J 10 2
 ♥ K Q
 ♦ 9 8 7 6
 ♣ A 8 7 5



♠ A K 7 6 5
 ♥ J 10 4 3 2
 ♦ 3
 ♣ K 6

12
 10 11
 7

♠ Q 9 8 4
 ♥ 8 5
 ♦ A 5 2
 ♣ J 10 9 4

West

North

East

South

Pass

1 ♦

2 ♦

Pass

3 ♦!

Pass

4 ♣

Pass

Pass

4 ♠

All pass

West invites with a cue-bid. East accepts, allowing West to pick trump.

4 ♠ by West

Lead: ♦ K

Declarer dislodges ♥ Ace; sees 4-1 trump split; plays ♥s through South.

Deal 4

West Deals

Both Vul

♠ K 8 5 4 3

♥ A Q 10 9 4

♦ 7

♣ 6 4

♠ A J 10 9

♥ 3 2

♦ K 8 3

♣ A J 9 8



♠ 7 6

♥ 8 6 5

♦ J 10 9 6 4

♣ Q 5 2

♠ Q 2

♥ K J 7

♦ A Q 5 2

♣ K 10 7 3

9
13 3
15

West

North

East

South

1 ♣

2 ♣

Pass

4 ♥!

All pass

South has enough major-suit fillers and minor-suit top winners for game

4 ♥ by South

Lead: ♥ 2

West leads a safe trump. Declarer dislodges ♠ Ace; ruffs out Opener West's ♦ King; throws West in with a ♠ to lead a ♣ away from ♣ Ace.