



## Cue-bidding the overcalled suit in response to the opening

### A cue-bid by the responder of the overcall after a minor opening mineure

The cue-bid is a bid that allows the responder to show the opener that his camp has the majority of HCPs. The opener must then describe his hand. After a minor opening :

- The cue-bid primarily asks for a stopper in the overcalled suit, to play a NT contract
- It is also used with hand that are too strong for a direct support of the opening minor

| S   | W | N   | E   |
|-----|---|-----|-----|
|     |   | 1 ♦ | 2 ♣ |
| 3 ♣ |   |     |     |

|     |     |     |     |     |     |     |     |     |     |      |     |     |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|
| 4 ♠ | 3 ♠ | 2 ♠ | A ♥ | K ♥ | 4 ♥ | 7 ♣ | 2 ♣ | A ♦ | K ♦ | 10 ♦ | 8 ♦ | 6 ♦ |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|

Problem 1241 Game forcing Cue bid that denies a 4+ cards major or a ♣ stopper ou 4ème et un bon arrêt à ♣



## Cue-bidding the overcalled suit in response to the opening



### Jump cue-bid after an overcall, in response to a major or a minor opening

After an overcall, Splinter can no longer be bid. Using a jump cue-bid in the opponent's suit gives your partner the same information ... when your short suit is the overcalled one, of course.

| S   | W | N   | E   |
|---|---|---|---|
|   |   | 1  | 2  |
| 4  |   |   |   |

|   |   |   |   |  |   |   |   |   |  |   |   |  |
|---|---|---|---|--|---|---|---|---|--|---|---|--|
| 7  | 6  | 2  | K  | 10  | 7  | 4  | A  | K  | 10  | 9  | 7  | 4  |
|---|---|---|---|--|---|---|---|---|--|---|---|--|

Problem E1475 Jump cue-bid. Equivalent to a thunderous Splinter in the opponent's suit : strong  support, singleton -or even better as here, void in  .