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)-Pass-(1H)-2S = 3+ hearts, 10+ pts.

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

- A **stopper ask** at the 3-level.
  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 (♣ & ♠)
  (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: ♥ & ♦)-2H = Heart stopper, no spade stop
  1C-(Pass)-1H-(DBL) / 3C-(Pass)-3S = Spade stopper
  **But:** 1S-(2NT: ♦ & ♠)-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.