

Unusual vs Unusual

- When your partner opens and your right-hand opponent jumps to 2NT, showing the two lowest unbid suits, you need to define your hand before your second opponent continues the preemption.
- Here's how the system works —
 - Cue bid the lower of the opponent's suits with a limit raise or better in partner's suit. Promises at least 3-card support.
 - Cue bid the higher of the opponent's suits to show the unbid suit, at least 5 cards, with game going values (some people play this invitational +).
 - Alternatively, you can cue bid the lower of opponent's suits to show the lower of the remaining two suits, and cue bid the higher of the opponent's suits to show the higher of the remaining two suits. This is by partnership agreement.
 - Raise partner's suit with 7–10 support points.
 - Bid three of the unbid suit with a hand similar to a good weak two-bid — this is natural and non-forcing.
 - Double with a hand that is worth a redouble of a takeout double (10+ no fit—some people double with a minimum of 8HCP). This says that you can double at least one of their suits for penalty.
 - Jump to game in partner's suit with 5+ cards and less than limit raise values.
 - Bid 3NT to play with stoppers in both of opponent's suits and game going values.
 - Jump cue bid in one of opponent's suits to splinter in support of opener's suit with an interest in slam.
 - Can be used any time an opponent's bid shows two known suits. Suppose this is the auction: 1C – 2C (Michaels) showing both majors. You would cue bid 2H to show a limit raise (or better) in clubs and 2S to describe a hand with game going (or invitational +) values in diamonds. A 2D bid would be constructive, but less than a limit raise, and, therefore, non-forcing. Now suppose the auction is: 1H – 2H showing spades and a minor. Since you can't be sure which minor RHO has, you cannot use unusual vs. unusual.

Examples:

In each case, suppose your partner opens 1S and your RHO overcalls 2NT for the minors. What do you call holding:

Q 7 4 3 A 10 7 3 J 4 2 9 6

Answer: Bid 3S. Support partner before the opponents raise the level.

A Q 4 3 A 10 7 3 J 4 2 9 6

Answer: Bid 3C. This shows a limit raise or better in spades.

A 3 K Q J 7 4 2 A 4 2 7 5

Answer: Bid 3D. This promises game going (or invitational +) values in hearts.

103 KQ10742 842 K5

Answer: Bid 3H. You have a good six-card suit and the upper end of a weak-two bid.

74 Q42 AJ43 KJ74

Answer: Double. You have defense against both of their suits and are short in partner's spade suit. You intend to double the minor suit that your LHO bids.

K10743 AJ10 5 A753

Answer: Bid 4D. The immediate splinter bid will help partner better evaluate his hand for a possible slam.

J3 A842 K84 9853

Answer: Pass. You have a few high-card points, but you have no bid that describes this hand. Wait and see what happens in the auction.

