## **Unusual Versus Unusual**

Partner opens and your RHO bids 2NT (Unusual show two lower unbid suits.) Use cue bids to convey your suit (the fourth suit) or support in partner's opening suit. Used when you have an adequate-to-great holding in the fourth suit, or support of partner's suit.

The bidding goes: [ 1S (2NT) ??

- <u>Cheaper Cuebid (3C here)</u> = Limit raise or better in partner's suit (spades here)
- Non-cheaper Cuebid (3D here) = Game-forcing hand in fourth suit (hearts here)
- The "Fourth Suit" (3H here) = Natural, not forcing
- Three or four of Partner's Suit (3S or 4S here) = Competitive raise, weak (The Law)
- Double = 10+ HCP, the hand belongs to our side, forcing passes are in effect, usually lacks a fit with partner and has interest in doubling opponents. Bidding on our side can't end until we are at a contract or we are doubling opponents. This similar to redoubling RHO's takeout double.

## **One-Two-Three Stop**

## Major Suits Only

Used to compete with opponents. Makes it hard for them to balance or compete.

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1. [1S Pass 2S Pass]:[3S
2. [1H 1S 2H Pass]:[3H
3. [1H 2C 2H Pass]:[3H
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- 4. 1-2-3 Stop.
- This is always competitive and not invitational.
- The responder must not bid again unless making a penalty double.