

Unassuming Cue Bid

Board 1

North Deals
None Vul

♠ 6 2
♥ A K 8 6 5
♦ A 9 6 4 2
♣ A

♠ K 8 5 3
♥ 4 3 2
♦ J
♣ Q 10 8 6 3



♠ A Q J 10 9 4
♥ Q J 10
♦ Q 10
♣ K J

♠ 7
♥ 9 7
♦ K 8 7 5 3
♣ 9 7 5 4 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♥	1 ♠	Pass
3 ♠ ¹	Pass	Pass ²	Pass

1. Obstructive; bidding to the level of the known fit
2. No extra length

3 ♠ by East

Lead: ♥ 9

Knowing of at least a 9-card spade fit, West bids to the level of the fit with 3 ♠. (An aggressive 4 ♠ wouldn't be wrong). North has a difficult problem. 4 ♦ would be spectacularly successful but with defensive top cards, poor intermediates and no guarantee of a fit a pass cannot be faulted.

N/S are likely to make 12 tricks in diamonds. E/W are likely to make 8 tricks in spades, a good sacrifice.

Unassuming Cue Bid

Board 2

East Deals
Both Vul

♠ K 8 5 3 2
♥ 4 3
♦ J
♣ Q 10 8 6 3

♠ 7
♥ 9 7
♦ K 8 7 5 3
♣ 9 7 5 4 2



♠ 6
♥ A K 8 6 5 2
♦ A 9 6 4 2
♣ A

♠ A Q J 10 9 4
♥ Q J 10
♦ Q 10
♣ K J

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♥	1 ♠
Pass	4 ♠ ¹	All pass	

1. Either obstructive, bidding to the level of the known 10 card fit or string and expecting to make.

4 ♠ by South

Lead: ♥ 9

Knowing of at least a 10-card spade fit, North bids to the level of the fit with 4 ♠. East has a difficult problem. 5 ♦ would be spectacularly successful but with defensive top cards, poor intermediates and no guarantee of a fit pass cannot be faulted.

N/S are likely to make 9 tricks in spades, a good sacrifice. E/W are likely to make 12 tricks in diamonds.

Unassuming Cue Bid

Board 3

South Deals
None Vul

♠ 7 6 4
♥ 10 8
♦ 10 5 4 2
♣ K 10 7 2

♠ A K J 5 3
♥ Q 2
♦ J 9 8
♣ 5 4 3



♠ Q 10 9
♥ 9 5 4 3
♦ A Q 7
♣ A J 8

♠ 8 2
♥ A K J 7 6
♦ K 6 3
♣ Q 9 6

West	North	East	South
			1 ♥
1 ♠	Pass	2 ♥ ¹	Pass
2 ♠ ²	Pass	Pass	Pass

1. UCB; 10+ points unlimited, 3+ card support.
 2. Weak (9 losers), not enough for game unless partner has extras
- 2 ♠ by West

Lead: ♥ 10

2 ♥ is a game try in spades: called an Unassuming Cue Bid. West has a minimum 1 ♠ overcall and declines with 2 ♠. Declarer can make eight tricks: 5 spade tricks, 2 diamond tricks and the ♣ A.

Unassuming Cue Bid

Board 4

West Deals
N-S Vul

♠ A K J 5 3
♥ K 2
♦ 9 8 7
♣ K J 3

♠ 8 2
♥ A Q J 7 6
♦ K 6 3
♣ Q 9 6



♠ 7 6 4
♥ 10 8
♦ 10 5 4 2
♣ 10 7 5 2

♠ Q 10 9
♥ 9 5 4 3
♦ A Q J
♣ A 8 4

West	North	East	South
1 ♥	1 ♠	Pass	2 ♥ ¹
Pass	4 ♠ ²	All pass	

1. UCB; 10+ points unlimited, 8 losers at most
 2. 15 points including shortage
- 4 ♠ by North

Lead: ♥ 10

2 ♥ is a game try in spades: called an Unassuming Cue Bid, showing 10+ HCP and 3+ card spade support. North has a maximum 1 ♠ overcall so bids 4 ♠

Unassuming Cue Bid

Board 5

North Deals

None Vul

♠ K 9 5 2
♥ J 10 7 4 3
♦ Q 8
♣ 7 6

♠ J 7 3

♥ 6

♦ A K 7 4 2

♣ A K J 5



♠ A Q 10 6 4
♥ A Q 8
♦ J 10 5 3
♣ 9

♠ 8

♥ K 9 5 2

♦ 9 6

♣ Q 10 8 4 3 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♦	1 ♠	Pass
3 ♠ ¹	Pass ²	Pass	Pass

1. A known nine card spade fit, bidding to the level of the fit .

2. Too high to introduce clubs.

3 ♠ by East

Lead: ♦ 9

North wins with ♦ K and switches to the singleton ♥ 6. Declarer wins with the ♥ A, draws trumps in three rounds and continues with ♥ Q, which South wins with ♥ K. South returns a low diamond to North's ♦ A and North plays the ♣ A and ♣ K, the latter of which declarer ruffs. Declarer then cashes the remaining top tricks. Nine tricks bid and made. North South can make 5 ♣

Unassuming Cue Bid

Board 6

East Deals

N-S Vul

♠ 7 6 4
♥ 10 8
♦ 10 5 4 2
♣ K 10 7 2

♠ Q 10 9

♥ 9 5 4 3

♦ A Q 7

♣ A J 8



♠ 8 2
♥ A K J 7 6
♦ K 6 3
♣ Q 9 6

♠ A K J 5 3

♥ Q 2

♦ J 9 8

♣ 5 4 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♥	1 ♠
Pass	2 ♥ ¹	Pass	2 ♠ ²
All pass			

1. UCB, 10+ HCP unlimited and 3+ card support

2. Minimum overcall so declines the invitation.

2 ♠ by South

Lead: ♥ 10

East wins the first two heart tricks with ♥ AK. Declarer wins the third round, draws trumps and tries the finesse of the ♦ Q, which fails. Declarer makes five spade tricks, two heart tricks and the ♣ J, eight tricks in all.

Unassuming Cue Bid

Board 7
 South Deals
 Both Vul

♠ A K J 5 3		♠ Q 10 9
♥ K 2		♥ 9 5 4 3
♦ 9 8 7		♦ A Q J
♣ K J 3		♣ A 8 4

♠ 8 2
 ♥ A Q J 7 6
 ♦ K 6 3
 ♣ Q 9 6

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♥
1 ♠	Pass	2 ♥ ¹	Pass
4 ♠ ²	All pass		

1. UCB 10+ HCP and 3+ card support
 2. Maximum overcall (15 HCP) so bids game.
- 4 ♠ by West

Lead: ♥ 10

Declarer wins the lead with ♥ K and draws trumps. Declarer and dummy have 28 HCP and South has opened the bidding so can deduce that North is a very weak hand. Declarer places South with the ♣ Q and finesses the ♣ J. Declarer makes five spade tricks, three club tricks, two diamond tricks and the ♥ K, eleven tricks in all. The defence win just the ♥ A and the ♦ K.

Unassuming Cue Bid

Board 8
 West Deals
 None Vul

♠ 8 2		♠ 7 6 4
♥ A Q J 7 6		♥ 10 8
♦ K 6 3		♦ 10 5 4 2
♣ Q 9 6		♣ 10 7 5 2

♠ K Q 9 5 3
 ♥ K 2
 ♦ 9 8 7
 ♣ K J 3

♠ A J 10
 ♥ 9 5 4 3
 ♦ A Q J
 ♣ A 8 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♥	1 ♠	Pass	2 ♥ ¹
Pass	3 ♠ ²	Pass	4 ♠ ³
All pass			

1. UCB: 10+ points unlimited and 3+ spades
 2. Game invitational showing 12-14 points.
 3. 16 points so accepts the invitation.
- 4 ♠ by North

Lead: ♥ 10

2 ♥ is an Unassuming Cue Bid (UCB), a game try showing 10+ HCP and 3+ card spade support. North has invitational values for the overcall (12-14 points) so jumps to 3 ♠. South's UCB only promised 10 points but is much stronger hand so bids 4 ♠.