Weak Two's

June 19, 2012 revised Kootenay Jewel Bridge Club Warren Watson

A weak two $(2 \diamondsuit, 2 \heartsuit, 2 \diamondsuit)$ is a descriptive bid showing a good six card suit with 6-9 HCP.

Suit Quality: Two of top three honours or three of top five honours are required for a weak two

opening. Playing doubled when you cannot draw trump easily is not fun.

AK10765, AK9732, KQ9732, AJ9843, QJ10432, KJ9765

Distribution: 6-3-2-2, 6-3-3-1 or 6-4-2-1 (the four-card suit is usually not a major)

Points: 10 points is a rare exception.

You do not want to pre-empt your own side out of a game contract. A hand opposite a bare opener that may make game or a hand that may re-evaluate to more than ten

points should not be opened weak.

Discipline: At favourable vulnerability especially in third seat, requirements can be relaxed.

In third seat: A strong five-card suit can be opened as a weak two after partner has passed.

In order to raise a third seat weak two, partner will have:

4 card support

a singleton or two doubletons

Responding to a Weak Two with:

the following in partner's suit:

Stiff

Need 16+ or a very good suit of your own to go on

Small Doubleton

Need 15+ to bid on

Doubleton Honour

need 14+ (no wasted jacks or queens) to bid on

Three or Four card support

Raise to the three- or four-level respectively.

Law of total tricks

With a eight-card fit, a contract at the two-level will either make or be a good sacrifice. With a nine-card fit, a contract at the three-level will either make or be a good sacrifice. With a ten-card fit, a contract at the four-level will either make or be a good sacrifice.

Note:

Whenever partner pre-empts, cover cards (Aces and Kings) are important and queens and jacks are not.

Law of Fits

When you and your partner have a nine-card or longer fit, the opponents will have an eight-card fit. You want to hinder them finding it without risking a penalty more than their game.

RONF

The **R**aise is the **O**nly **N**on**F**orcing Bid and everything else is forcing unless opponents double or bid then a new suit is just a better place to play.

The Captain

The partner of a weak-two bidder is the captain. The weak two is such a good descriptive bid that partner can usually place the contract where it belongs. The weak-two bidder has said his piece and must keep the peace by not raising his own pre-empt unless his partner gives a forcing bid.

2NT

Forcing

Asks Either for:

Suit Quality and Strength (Ogust)

Some use this at all vulnerability (I suggest this)

Some assume the suit is good when vulnerable and one should not need Ogust

Feature

asks for an entry for Notrump (Ace or King in a side suit)

only given if a maximum

otherwise return to the weak-two suit

Shortness (Singleton or void)

advanced system

OGUST

2♥ 2NT

Responses to 2NT

3♣ min points poor suit (not 2 of top 3 honours)

3♦ min points good suit
3♥ max points poor suit
3♠ max points good suit

3NT solid suit AKQxxx

New Suit

Forcing (unless opponents double or bid)

Not Forcing by a passed hand

Example:

W Ε S Ν 2♥ Ρ 2♠ Ρ

3♠ three+ spades and a minimum 4♠ three+ spades and a maximum

3♥ two or less spades and a minimum

3♣ two or less spades, a maximum and a club entry or feature 3♦ two or less spades, a maximum and a diamond entry or feature

Quiz:

In first seat, at favourable vulnerability what do you bid?

1. ♠KJ32 ♥KQ10987 **♦**2 **.**32 2. **★**KQ10987 **♥**10932 **♦**2 **.**32 3. ♠K3 **¥**2 ♦ KQ10987 **\$**8532 4. ♠KJ2 ♥852 ♦ KQ10987 **.**2 ♠2 ♦873 **\$**832 ♥KQ10987 6. ♠873 ♥832 **♦**2 **♣**KQ10987 7. **♠**Q109876 **♥**2 ♦KQ3 **\$**987 8. •3 **♥**32 ♦9832 **♣**KQJ1098

In second seat, or at unfavourable vulnerability what do you bid?

9. **♦**KQ10987 **♥**10932 **♦**2 **\$**32 **10. ♠32 ♥**2 ♦ KQJ1098 **♣**QJ102 11. **♠**QJ10987 **♥**2 ♦KQ3 **\$**987 **12. ♠**3 **♥**32 ♦9832 **♣**KQJ1098

In third seat, at favourable vulnerability what do you bid?

13. **♠**KJ32 ♥Q98765 **†**2 **\$**32 14. **♠**KQJ109 **♥**1093 ♦652 **.**32 15. **♠** Q98765 **♥** KJ32 **♦** ----**♣**532

1. Pass; 2. 2♠; 3. 2♦; 4. Pass; 5. 2♥; 6. Pass; 7. 2♠; 8. 3♣ Answers:

9. Pass; 10. 2♦; 11. 2♠; 12. Pass; 13. 2♥; 14. 2♠; 15. 2♠

Reference:

I used the information from The Weak Two Bid-byEddieKantar

http://www.kantarbridge.com/weak 2s.htm