



Weak 2 opening and development

Weak Two opening bids.

Weak Twos are opening bids that show 5-10HCP and six cards in the bid suit.

By opening 2 you make it harder for the opps to find a fit in one of the other suits. It acts as a preemptive bid. For a weak 2 to be most effective, and less risky, it is important that the opener.

has concentrated strength in his six-card suit .

does not have a side four-card major,.

adapts his strength to the vulnerabilities.

S		W		N		E	
2 ♠		Pass		Pass		Pass	

9	A	K	J	9	6	3	J	7	3	10	9	6
♠	♥	♥	♥	♥	♥	♥	♣	♣	♣	♦	♦	♦

A solid 6 carder, a singleton and 8HCP... [Textbook Weak2](#)

S		W		N		E	
Pass		Pass		Pass		Pass	

9	K	9	6	5	3	2	9	7	3	A	9	6
♠	♥	♥	♥	♥	♥	♥	♣	♣	♣	♦	♦	♦

Quiz 6

cards in a Major and 8HCP.... but the suit is too hollow and you have an outside ace... [Pass](#)



Weak 2 opening and development

Responses to a 'weak Two'

there are 4 types of rebid after a 'weak two':

A simple raise shows 3 or 4-card support and approximately 6-13 points (insufficient values for a game contract). It is preemptive and completely non-forcing.

A jump raise Usually shows a weak, preemptive hand (with 4-card support) or 5 cards and almost nothing. But it may also be made by a strong hand that believes game will make.

A new suit

Natural and round forcing, it shows at least a 5-card suit and denies support for partner's suit.... However, some pairs prefer to play a new suit as natural and non forcing..

2NT

Strong, artificial forcing bid. Opener is asked to show a feature in a side suit, i.e. an ace or king, by bidding that suit at the three level. The objective being to assess if a game is makeable and to choose a suit or NT contract.

A	K	9	5	3	2	10	9	7	3	Q	9	6
♠	♠	♠	♠	♠	♠	♥	♣	♣	♣	♦	♦	♦
S		W		N		E						
				2 ♠		Pass						
4 ♠		Pass										
Q	V	9	8	9	6	6	4	2	J	5	4	3
♠	♠	♠	♠	♥	♥	♣	♣	♣	♦	♦	♦	♦

Problem E40166 4♠ Prolong preempt, especially as the opps certainly have a game... if not a slam...

A	Q	10	5	3	2	10	9	7	3	K	9	6
♠	♠	♠	♠	♠	♠	♥	♣	♣	♣	♦	♦	♦
S		W		N		E						
				2 ♠		Pass						
2 NT		Pass		3 ♦		Pass						
4 ♠												
K	V	9	8	9	6	4	A	Q	A	J	10	3
♠	♠	♠	♠	♥	♥	♥	♣	♣	♦	♦	♦	♦

Problem E9802 2NT A 4 cards fit, 15HCP and 2 Aces... there could definitely be a game in there - bid 2NT to ask for more information



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Responses to a 'weak Two' when the opps interfere

All bids, wherever possible, retain their original meaning. Doubles after intervention are always penalties and not negative, the same as after higher pre-empt.':

The opps double

Redouble Strong hand... looking to penalize the opps

2NT Forcing relay.. opener rebids as he would have without the double

Shift to a new suit Natural, constructive and non forcing.

Raise Preemptive

Overcall at the 2 level

Double is for penalty..

2NT Forcing relay.. opener rebids as he would have without the overcall

Bidding New suit Natural,non forcing..

Raise (Simple or jump) is continuing the preempt..

Overcall at the 3 level

Double is for penalty..

Bidding New suit below partner' Natural, constructive and non forcing..

Raise (Simple or jump) is competitive..or preempt

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

S	W	N	E
		2♦	X
5♦	Pass		

9	6	J	5	4	3	6	4	2	Q	V	9	8
♠	♠	♥	♥	♥	♥	♣	♣	♣	♦	♦	♦	♦

Problem E40168 5♦ Super preempt, especially as the opps certainly have a game... if not a slam...5♦

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

S	W	N	E

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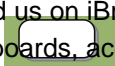
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x



Pass



Pass



Pass







♥ J



♥ 5



♥ 4



♥ 3



♥ 3



♣ K





♣ 5



♣ A





♦ 10



Problem E49168 Double For penalty here, to punish the bold opp..

