



## Weak Two Bidding

Weak Twos are an increasingly popular replacement for the strong Acro Twos. They are mini-preempts, showing a hand too weak to open with a one-bid but with a six-card suit and enough playing strength to conform to the Rule of 500: about 6 Playing Tricks Vulnerable, 5 non-vulnerable.

E.g.	♠ AQJ986	♠ 62	♠ 8
	♥ 6	♥ KJT852	♥ 74
	♦ QT43	♦ 74	♦ QJ9843
	♣ 62	♣ K43	♣ KT53

The normal point range is 6-10, though some prefer 5-9.

Your hand should not contain too many controls, and should not be playable in the other major, though a secondary four-card minor is fine. Ideally the suit should have good intermediates.

E.g.	♠ AQT986	♠ K862	♠ A65432
	♥ 6	♥ KJT952	♥ A74
	♦ AT43	♦ 4	♦ -
	♣ 62	♣ 43	♣ J653

Too strong (just). Open 1♠.

Both majors. Pass and wait to see if partner bids spades.

Too many controls, poor suit. Pass for now.

The opening hand is limited, so responder needs a strong hand before game is likely. However, we can continue the pre-emptive effect by raising with support and distributional values.

♠ AQ9642	N	♠ K52
♥ 4	W E	♥ 73
♦ J732	S	♦ Q9654
♣ 63		♣ AQ4
2♠		3♠
Pass		

A single raise may keep NS out of a heart contract. It is not an invitation – opener must pass

♠ 2	N	♠ J73
♥ KQJ984	W E	♥ A752
♦ Q6	S	♦ A5432
♣ J762		♣ 5
2♥		4♥
Pass		

With 4-card support East cannot tell whether 4♥ will make or not but it should be a save against a spade part score or game

♠ KJT932	N	♠ A9
♥ 75	W E	♥ AKJ3
♦ KJ5	S	♦ A3
♣ J6		♣ KT432
2♠		4♠
Pass		

2-card support is enough when you have a strong hand. The game raise can be weak or strong, which makes life tough for opponents.

It is unusual for responder to introduce a new suit when partner has announced a good 6-card suit. Your suit must be at least as good as partner's and you should have game interest.

In these examples partner opens a Weak Two Hearts:

E.g.	♠ AQJT86	♠ K2	♠ Q32
	♥ 6	♥ -	♥ 4
	♦ AT3	♦ AKQJT874	♦ KJT87
	♣ KQ2	♣ QJ6	♣ K9732

Bid 2♠, partner can raise with a doubleton

Try 3NT: game bids are to play

Pass.

### The 2NT response

This is used as a way of finding out more about partner's hand. You will rarely want to play in exactly 2NT so it is better used as a forcing artificial enquiry. We recommend **feature-showing responses**. (Step responses or Ogust is an alternative)



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### Feature Responses

Rebidding the Weak Two suit shows a minimum, anything else is a feature that may help partner decide on the best contract. It might be an Ace or other guarded honour. A 3NT response shows a solid suit (AKQxxx).

♠AQJ643	N	♠T2
♥84	W E	♥A73
♦7	S	♦AK954
♣9763		♣KQ4
2♠		2NT
3♠		4♠

Opposite a 3♣ reply East would respond 3♠. But a good suit will give game some play

♠K98762	N	♠3
♥4	W E	♥KQJ7
♦KT76	S	♦AJ9
♣K7		♣AQJ53
2♠		2NT
3♦		3NT

Maximum points but a poor suit West responds 3♦ suggesting to East that 3NT is possible

♠KQJ987	N	♠T3
♥75	W E	♥AKJ3
♦54	S	♦AK6
♣K76		♣AQ32
2♠		2NT
3♣		6NT

West shows a maximum and East can think of slam. Opposite a poor suit he would stop in game.

### When Opponents compete

The Weak Two is a limit bid, with a pretty specific strength and distribution, so partner is unlikely to have a second suit! Doubles are Penalty. You can compete to 3 of partner's weak two suit with as little as a doubleton. There is an 8-card fit and the bid is not invitational; a partner who opened with a pre-empt should not double-cross you by bidding again.

### Combatting Weak Twos

In theory we should have a little more to enter the auction than after a 1-level opening. In practice, it works best to leave our takeout doubles much the same minimum strength as after a 1-level suit opening but require slightly stronger hands for other bids. A takeout double is the most flexible way to compete. Sometimes it can be best even if we don't have a perfect shape for it.

As for the alternatives: 2NT is natural but shows around a good 16-19/20 hcp and 3NT is an even stronger hand. Over 2NT we should play Stayman and Transfers, just as over a 2NT Opening bid (but remembering that partner will have fewer points). Suit overcalls should ideally be good 6+card suits at the 3-level - a good 5-card major suit at the 2-level is allowed.

On some hands, however, we may not be able to reach our best spot. That is why weak two bids are popular: they can make it difficult for us to bid as accurately as we could if given a free run.

### Weak Jump overcalls

Weak Jump overcalls are hands almost identical to weak twos and have the same preemptive effect as a weak two, making life more difficult for the opponents.