

Weak Two Bidding

Weak Twos are an increasingly popular replacement for the strong Acol 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.

343
3

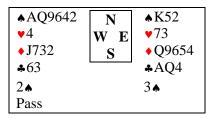
The normal point range is 6-10, though some prefer 5-9.

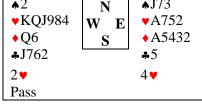
Your hand should not contain too many controls, and should not be playable in the other major, though a secondary four-card minor is fine. Ideally the suit should have good intermediates.

E.g. AQT986 • 6 • AT43 • 62	 ▲ K862 ♥ KJT952 ◆ 4 ◆ 43 	 ▲ A65432 ♥ A74 ◆ - ♣ J653
Too strong (just). Open 1♠.	Both majors. Pass and wait to see if partner bids spades.	Too many con suit. Pass for r

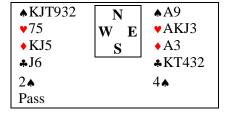
ontrols, poor suit. Pass for now.

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.





▲J73



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

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

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
	v 6	v -	v 4
	• AT3	 AKQJT874 	 KJT87
	♣ KQ2	* QJ6	♣ K9732
Bid 2	, partner can raise with a	Try 3NT: game bids are to play	Pass.
doubl	eton		

▲2

The 2NT response

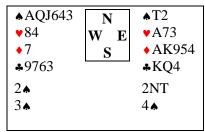
This is used as a way of finding out more about partner's hand. You will rarely want to play in exactly 2NT so it is better used as a forcing artificial enquiry. We recommend **feature-showing responses.** (Step responses or Ogust is an alternative)



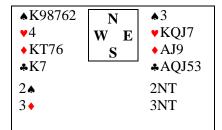
Weak Two Bidding

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).



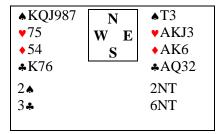
Opposite a 3♣ reply East would respond 3♠. But a good suit will give game some play



Maximum points but a poor suit

West responds 3 • suggesting

to East that 3NT is possible



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 identicle to weak twos and have the same preemptive effect as a weak two, making life more difficult for the opponents.