



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).

♠AQJ643	N W E S	♠T2
♥84		♥A73
♦7		♦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 W E S	♠3
♥4		♥KQJ7
♦KT76		♦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 W E S	♠T3
♥75		♥AKJ3
♦54		♦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.