



## Lesson 15: Three Weak 2s

Hand 1.

Played by North

Opening weak 2 & partner bidding to the level of the fit after an overcall.

Vul: None	♠ A Q 9 6 3 2 ♥ 7 6 ♦ J 5 2 ♣ T 4	Dealer N
♠ J 8 4 ♥ K 8 4 ♦ T 4 3 ♣ A 6 5 2	N W E S	♠ K ♥ A Q J T 3 2 ♦ Q 7 6 ♣ Q J 7
	♠ T 7 5 ♥ 9 5 ♦ A K 9 8 ♣ K 9 8 3	

North      East      South      West  
 2♠ (1)    3♥ (2)    3♠ (3)    P (4)  
 All Pass

### Bidding

1 – Weak Two with 6-10 points and 2 honours  
 2 – Opening HCP, shortage in spades, & good 6 card heart suit

3 – Non Vul, bids to trump fit - continues the pre-empt

4 - West noting vulnerability, passes reluctantly

**East must think about his opening lead – which suit? And which card in that suit?** Wants to play hearts. Can't lead away from ♥A in a suit contract. Holding ♣QJ decides to play ♣Q – top of touching honours.

### Declarer must make his plan

**In a suit contract declarer counts his losers first** – up to 2♠, 2♥,

possibly 1♦ and up to 2♣ = 7 losers! Can these be reduced?

With 9 cards, playing the Ace of trumps first may drop a singleton honour reducing spade losers to one. A diamond finesse may reduce diamond losers to none.

Contract going down 1 for -50 might be a good score if the opponents can make 3♥ for -140!

### The card play

Defenders win two Club tricks and two Hearts off the top

After trick 4, West should switch to a trump, if Declarer does not rise with the Ace then the contract is down.

If East is on lead after the first 4 tricks a Diamond lead looks best.

When Declarer gets in he should draw trumps in 3 rounds, play his now 'established' winning ♣9 8 discarding a diamond from North, Then ♦AK

**Score NS make 3♠ = +140** (3 x 30 = 90) + 50 part score

## Hand 2

Played by East

Weak 2 opening, X for Takeout, Responder has opening hand & 4 card fit bids to game

Vul: NS	♠ K T 8 6 ♥ 9 4 ♦ A 9 T 4 ♣ T 9 5	Dealer E
♠ A 9 4 2 ♥ K Q 8 3 ♦ J 8 ♣ K 8 3	N W E S	♠ 5 ♥ A J T 7 5 2 ♦ 6 3 ♣ Q J 6 4
	♠ Q J 7 3 ♥ 6 ♦ K Q 7 5 2 ♣ A 7 2	

East                  South                  West                  North  
 2♥ (1)                  X (2)                  4♥ (3)                  P (4)

All Pass

### Bidding

1. Weak Two, 6 - 10 & good 6 card suit with 3 honours.
2. South X for Takeout – meets S.O.S. (Shortage in bid suit, Opening points, Support for other 3 suits. NB promises 4 cards in spade suit).

3. Continuing the pre-empt or bidding to make game? The opponents cannot know!

4. With only 7HCP most North's will decline to bid 4♠ and pass.

South must think about his opening lead –♠Q or ♦K – from 2 touching honours.

Declarer makes a plan: A solid heart trump suit gives 6 tricks, ♠A and 3 tricks from clubs once ♣A forced out makes 10. Contract looks safe!

The card play Declarer wins the ♠Q lead with the ♠A, (or if ♦K led, ruffs the third diamond) and then draws trumps in 2 rounds. Now tackle your work suit by leading 'up to' ♣K. The defence will take their ♣A at some stage leaving you 3 winning clubs!

Score: EW make 4♥ = +420 (4 x 30 = 120) + non vulnerable game bonus 300

### Hand 3.

Played by South

Weak 2 opener; responder bidding to level of fit

Vul: EW	♠ 9 4 2 ♥ A 7 4 ♦ K Q J 7 ♣ A T 4	Dealer S
♠ Q T 8 3 ♥ 9 3 ♦ 9 4 3 2 ♣ K Q 9	N W E S	♠ K J 6 5 ♥ K 2 ♦ A T ♣ 8 7 6 5 2
	♠ A 7 ♥ Q J T 8 6 5 ♦ 8 6 5 ♣ J 3	

South	West	North	East
2♥ (1)	Pass	3♥ (2)	Pass (3)
Pass (4)	All pass		

### Bidding

1. Weak Two, 6-10 HCP and a good six card suit and 2 honours
2. Knowing South has a 6-card suit, the partnership has a 'fit' in hearts North bids to the level of the trump fit to continue the pre-empt

3. Reluctantly, passes

4. South has described his hand with his opening bid

West must think about his opening lead – which suit? which card? ♣K – top of 2 touching honours

### Declarer makes a plan

In a suit contract declarer counts his losers first – 1♠ 1♥ 1♦ and 1♣ - looks good!

### The card play

Declarer should analyse West's lead. If declarer 'ducks' the ♣K lead, dropping the ♣J from hand, if West continues with ♣Q dummy's ♣T becomes a winner! But if West switches to another suit. Declarer can later play his small remaining club from hand up towards his ♣A T playing the ♣T if west does not rise with his ♣Q! Declarer can now discard ♠7 from hand on a master club! Declarer draws trumps playing ♥Q and letting it run unless the ♥K appears from West. Drat! East has the ♥K Once trumps drawn play diamonds to force out ♦A

Score: 3♥ by NS = +140 (3 x 30) + 50 part score

**Hand 4.** Played by West  
Weak 2 opener; Overcall; Responder bids game

Vul: All	♠ J 9 6 3 ♥ 8 7 ♦ A K J T 5 ♣ A 3	Dealer W
♠ A 4 ♥ K Q 9 6 4 3 ♦ 7 ♣ 9 6 5 4	N W E S	♠ K T 8 7 ♥ A J T 2 ♦ 9 8 4 ♣ K J
	♠ Q 5 2 ♥ 5 ♦ Q 6 3 2 ♣ Q T 8 7 2	

West North East South  
2♥ (1) 3♦ (2) 4♥ (3) All Pass (4)

**Bidding**

- 1 – good 6 card suit, 6-10 HCP
- 2 – overcall good 5 card suit plus opening point.,
- 3 – Bidding to the *level of the fit* – 10 cards so bid for 10 tricks!

4 – Can South really chance 5♦? Tough problem when **vulnerable!**

North must think about his opening lead – which suit?  
And which card in that suit? Easy, ♦A top of a sequence.

**Declarer must make his plan**

In a suit contract declarer counts his losers first: 0♠ provided he ruffs two in hand, 0♥, 1♦ & 2♣ depending on position of ♣AQ. 3 losers so looks good! Can he reduce these? Depends on the position of the clubs!

**The card play**

♦AK led by North with West ruffing the second one. West draws trumps in two rounds. Declarer should play ♠AK return to hand (West) to lead a small club towards the ♣K hoping ♣A is in North. It is! This provides an overtrick as you lose only one club.

**Score:** EW make 4♥ + 1 overtrick = +650 (5 x 30 = 150) + 500 **vulnerable** game bonus)

### Hand 5.

Played by South

Weak 2 opener: use of 2NT enquiry bid; shows feature so South now confident to bid 3NT rather than 5♦

Vul: NS	♠ 7 5 ♥ 7 6 4 ♦ A Q 8 7 5 3 ♣ K 6	Dealer N
♠ A J 8 4 2 ♥ K 5 2 ♦ 2 ♣ A T 4 3	N W E S	♠ T 9 6 ♥ Q 9 8 3 ♦ T 9 6 ♣ J 9 5
	♠ K Q 3 ♥ A J T ♦ K J 4 ♣ Q 8 7 2	

North	East	South	West
2♦ (1)	P	2NT (2)	P (3)
3♣ (4)	P	3NT (5)	All pass

### Bidding

- 1 – Weak Two – good 6 card suit, 6-10 HCP
- 2 – With 16 HCP and balanced hand South makes a 2NT enquiry bid (alerted by partner) seeking a 'Feature' in

North's hand i.e. A or K in an outside suit. Wonders if game in 3NT possible?

3 – Opening points. What can he bid? Passes reluctantly!

4 - In **upper** range\* and holding ♣K North shows this 'Feature' by bidding 3♣ (Alerted by South)

5 – A positive response from partner confidently bids 3NT

\*Add your HCP to the number of honours in your suit. 10+ = **upper** range – can show a **feature**; while 9 or fewer is **lower** range – just rebid your suit!

**West must think about his opening lead** – which suit, and which card? Chooses 4<sup>th</sup> highest ♠4.

**Declarer must make his plan:** In NTs declarer counts sure tricks first – 0♠ 1♥ 6♦ 0♣ = 7 sure tricks. Where can another 2 be found?

1 spade winner from this lead. 1 from clubs if the ♣A is in West.

**The card play** When in, play diamonds - honours from the short hand first to unblock. Try the heart finesse twice to make 2 tricks Then lead low toward the ♣K to make another.

**Score: NS make 3NT = + 600** (3 x 30 + 10 = 100) + 500 **vulnerable** game bonus With 1 overtrick = 630

**Hand 6. Played by East.**

Weak 2 opener: use of 2NT enquiry bid; shows feature so Responder now confident to bid game

<b>Vul: EW</b>	♠ A 9 5 4 ♥ J 8 4 3 ♦ 9 7 ♣ Q J 9	Dealer E
♠ J 7 2 ♥ A 9 7 ♦ A Q 5 4 ♣ A 7 2	N W                      E S	♠ 6 3 ♥ K Q T 6 5 2 ♦ K J 2 ♣ 6 5
	♠ K Q T 8 ♥ - ♦ T 8 6 3 ♣ K T 8 4 3	

East	South	West	North
2♥ (1)	P	2NT (2)	P
3♦ (3)	P	4♥ (4)	END

**Bidding**

1. Weak Two – good 6 card suit, 6-10 HCP
2. With 15 HCP and balanced hand West makes 2NT enquiry bid (alerted by partner) seeking a 'Feature' of A or K in an outside suit

3. With 9 HCPs - in **upper** range\* and holding KD shows this 'Feature' by bidding 3♦ (Alerted by partner)

4. Bids game knowing now of 3 tricks in diamonds

\*Add your HCP to the number of honours in your suit. 10+ = **upper** range while 9 or fewer is **lower** range – just rebid your suit!

**South must think about his opening lead** – which suit? which card? Chooses ♠K (promising ♠Q and denying ♠A)

**Declarer makes a plan**

**In a suit contract declarer counts his losers first:** 2♠ 0♥ 0♦ & 0♣ (discarding one losing club on 4<sup>th</sup> diamond and ruffing dummy's third club.

Strategy - draw trumps - honours from the short hand first, then diamonds - honours from the short hand first.

**The card play**

Trumps split 4:0 break – drat! Provided declarer played ♥A first he can 'catch' North's trumps by allowing the ♥9 to run or merely by covering whatever card North plays, returning to Dummy with a diamond to repeat the play if necessary. Then play diamonds, discarding a losing club on the 4<sup>th</sup> diamond and ♣A to make 11 tricks

**Score: EW make 4♥ + one overtrick = +650** (5 x 30 = 150) + **vulnerable** game bonus 500

## Hand 7.

Played by West

Weak 2 opener: use of 2NT enquiry bid; shows feature so Responder now confident to bid game

<b>Vul: All</b>	♠ J T 9 2 ♥ K T 9 ♦ T 6 3 ♣ A 6 3	Dealer S
♠ A Q 8 7 6 5 ♥ 8 7 2 ♦ K 4 2 ♣ 5	N W                      E S	♠ K 3 ♥ A Q 5 3 ♦ A J 9 ♣ K Q 7 2
	♠ 4 ♥ J 6 4 ♦ Q 8 7 5 ♣ J T 9 8 4	

South	West	North	East
P	2♠ (1)	P	2NT (2)
P	3♦ (3)	P	4♠ (4)

### Bidding

1. Weak 2 – good 6 card suit, 6-10 HCP
2. With 19 HCP and balanced hand West makes 2NT enquiry bid (alerted by partner) seeking a 'Feature' of A or K in an outside suit

3. With 9 HCP – so in upper range\* and holding ♦K shows this 'Feature' by bidding 3♦ (also alerted by partner)

4. East now bids game 4♠

\*Add your HCP to the number of honours in your suit. 10+ = upper range while 9 or fewer is lower range. In upper range bid a feature; in lower range rebid your suit!

**Opening lead** - Which suit? Which card in that suit?

Chooses ♠J - top of sequence.

**Declarer makes a plan**

In a suit contract declarer counts his losers first; 1♠ (if suit doesn't split 3:2), 1 or 2♥ depending upon where the ♥K is, 1♦ and 1♣ = 4 - 5 losers! Too many. Can he reduce these?

Strategy: Draw trumps & finesse clubs to either avoid a loser or establish a winner on which to discard a heart or a diamond

**The card play**

Trumps break 4:0 so now one unavoidable trump loser. Normally, declarer would leave this master trump out (not using 2 of his trumps to draw one of the opponents) Lead small club towards ♣KQ. If North goes up with ♣A and plays master trump, win any return and play top clubs discarding losers from hand.

**Score: NS make 4♠S + 1 overtrick = + 650** (4 x 30 = 150) + 500 vulnerable game bonus

**Hand 8. Played by North**

Weak 2 opener: use of 2NT enquiry bid;

<b>Vul: None</b>	♠ A K 9 8 5 2 ♥ T 9 ♦ 9 8 ♣ J 8 2	Dealer W
♠ 7 3 ♥ A K J 4 3 2 ♦ Q 7 6 ♣ Q 5	N W E S	♠ T 6 4 ♥ Q 6 5 ♦ 5 3 2 ♣ 9 7 6 3
	♠ Q J ♥ 8 7 ♦ A K J T 4 ♣ A K T 4	

West	North	East	South
1♥ (1)	2♠ (2)	P	2NT (3)
P	3♠ (4)	P	4♠ (5)

All pass

**Bidding**

1. Opens longest suit
2. Weak Jump Overcall with a good 6 card suit and 8 HCP
3. 18 HCP & balanced, makes 2NT enquiry bid (alerted by partner) seeking a 'Feature' of A or K in an outside suit

4. Having a maximum weak 2 opening hand – upper range\*, but no 'Feature' just rebids his suit

5. In spite of negative response, South bids game as with two useful spades and 18 HCP game is worth a try!

\*Add your HCP to the number of honours in your suit. 10+ = upper range while 9 or fewer is lower range

**East must think about his opening lead** – which suit?

Easy, choose ♥5 promising an honour in partner's suit

**Declarer makes a plan: Counts his losers** – 0♠ 2♥ 0♦

and 1♣ Looks good! Can establish diamonds for an extra trick?

**Defenders plan to win 4 tricks to defeat contract.** Win 2 hearts but seeing dummy show out, should switch to another suit – trumps best to reduce ruffing potential

**The card play**

Declarer loses 2 hearts, the draws trumps in 2 rounds.

Play ♦AK, then plan to run ♦J. West must cover with ♦Q – ruff in hand. Cross to ♣A and play established diamond discarding a third club from hand.

**Score: NS make 4♠ +1 overtrick = + 450 (5 x 30 = 150) + 400 non-vulnerable game bonus**

## Hand 9 Played by North

- Opening a weak 2 in first seat requires a good solid 6 card suit
- Responder downgrades his hand with an Ace-less hand and flat distribution.

N/S vul	♠ 8 7 ♥ K Q J T 8 3 ♦ 7 3 2 ♣ K 8	Dealer N
♠ 9 6 5 3 ♥ A 5 ♦ J 8 5 ♣ A T 9 7	N W E S	♠ A T 4 2 ♥ 9 6 ♦ A K 9 4 ♣ 6 4 3
	♠ K Q J ♥ 7 4 2 ♦ Q T 6 ♣ Q J 5 2	

North 2♥ (1)      East Pass      South Pass (2)      West All pass

### Bidding

1. Perfect weak 2 opening in first seat. You are the first player to have the chance to bid. If you use a Weak 2 bid in first or second seat you must remember that your partner has not yet had the chance to bid. Do not pre-

empt your own partner!! Therefore, you need to make sure that you only open with a Weak 2 bid in these two situations (first and second seat) with a high quality suit. That is a 6 card suit containing 4 of the top 5 honours (including the Ten) and little or no outside strength.

2. Pass. South has 11 HCP but a very flat hand. South has no aces. Many of his points are made up of Qs and Js which tend to be overvalued in a suit contract. Pass. Beware of Ace-less hands. I would not even bid to the level of the fit with this hand. Bidding to the level of the fit is to reinforce the pre-empt. Leave the door open for the opponents to come in. It is unlikely they will be able to make a 3 level contract!

**Opening lead** – ♦A (top of touching honours).

**Play** –North will lose, ♠A ♥A ♦AK and the ♣A = 5 tricks. North can just make his 2 level contract but no more.

**Score: NS Make 2♥ = +110** (2x30 = 60) + 50 part game score

### Hand 10 Played by West

1. Opening a Weak 2 in first seat requires a good solid 6 card suit

2. Use of 2NT feature enquiry

All vul	♠ 6 2 ♥ AK 5 4 2 ♦ 8 4 3 ♣ K J 4	Dealer E
♠ A T 3 ♥ Q 7 ♦ A K Q 6 5 2 ♣ A T	N W                      E S	♠ K Q J 9 7 5 ♥ 8 6 3 ♦ - ♣ 8 7 6 2
	♠ 8 4 ♥ J T 9 ♦ J T 9 7 ♣ Q 9 5 3	

East	South	West	North
2♠ (1)	Pass	2NT (2)	Pass
3♠ (3)	Pass	4♠ (4)	All pass

### Bidding

1. High quality suit with a weak hand. Don't open with a pre-empt when you are the first hand to bid unless you have a high quality suit because you might make life

difficult for your partner if he has a good hand. He has not yet had the chance to bid.

2. Enquiry bid asking for a 'Feature' in East's hand. West with 19 HCP and 3 spades is looking for game or more!

3. East has described his hand. He has no A or K in an outside suit so rebids his spades at the 3 level.

4. Settles for game in spades!

Opening lead may be ♦J or ♥J

Declarer make a plan

In a suit contract declarer counts his losers first – 0♠, (2♥ on a heart lead) 0♦ and 1♣

Winners: 6 spades, 0 hearts (unless I ruffed in West) 3 diamonds, 1 club – looks good!

Play should be straight forward.

On a heart lead defenders win the first 2 tricks and at some stage should win a club. Declarer ruffs the 3<sup>rd</sup> heart, draws trumps in two rounds and plays his winning diamonds ruffing his 4<sup>th</sup> diamond to establish 2 more winners

Score: EW make 4♠ + an overtrick +650 (5x30 = 150) + 500 vulnerable game bonus

## Hand 11

### Played By South

Responder uses 2 NT conventional bid to ask Opener if he has a "feature"

N/S vul	♠ K 5 3 ♥ A K 8 4 3 ♦ A Q 4 ♣ 4 2	Dealer S
♠ 7 6 ♥ Q J 7 6 ♦ T 9 7 6 ♣ J T 9	N W E S	♠ J 8 ♥ T 9 2 ♦ J 8 ♣ A K Q 6 5 3
	♠ A Q T 9 4 2 ♥ 5 ♦ K 5 3 2 ♣ 8 7	

South	West	North	East
2♠ (1)	Pass	2NT (2)	Pass (3)
3♦ (4)	Pass	4♠ (5)	All pass

### Bidding

- High quality 6 card suit suitable for a weak 2 opening in first seat.
- Likes what he hears but needs more information. Bid 2NT (conventional bid which should be alerted by South)

asking if South has an upper range hand and can bid a 'Feature' in an outside suit.

3. Might overcall Clubs.

4. A 'Feature' is an Ace or supported King (i.e. not a singleton K) in an outside suit. South shows his King Diamonds. South can still bid 3 Diamonds even if East overcalls 3 Clubs. With no feature to show, South would have just rebid his original suit at the lowest available level without the overcall but should pass if East does overcall.

5. Great. Just what North needed to hear. Bid 4 Spades confidently. Notice that the King of Diamonds fits with his hand perfectly giving him a solid Diamond suit while the King of Clubs would not have increased the value of his hand at all.

**Play** - 4♠ makes easily with only the loss of 2 Club tricks.

**Score: NS Make 4♠ + 1 overtrick = +650 (5x30=150) + 500 vulnerable game bonus**

## Hand 12 Played by West

TOX after a Weak 2 opening

Responder raises to the level of the fit either to make or to reinforce the pre-empt.

E/W vul	♠ A J T 8 ♥ 7 ♦ A 8 7 6 ♣ A T 6 5	Dealer W
♠ 9 5 ♥ K Q T 9 8 5 ♦ J ♣ Q J 4 2	N W E S	♠ K Q 7 4 ♥ A J 6 4 ♦ K 9 4 3 ♣ 3
	♠ 6 3 2 ♥ 3 2 ♦ Q T 5 2 ♣ K 9 8 7	

West North East South  
2♥ (1) X (2) 4♥ (3) Pass (4)

All pass

### Bidding

1. Weak 2 opening bid promising, in first seat, a good solid 6 card suit
2. An opening hand with shortage in the bid suit and 4+ cards in the unbid major – perfect for a **Takeout X**.

3. Bid to the level of the fit either to make or as a pre-emptive move.

4. Nothing you can do. If East had not bid, you would have had to find a bid but now, after East's bid, you can pass.

**Lead** - Don't lead an unsupported ace and don't lead away from an ace in a trump suit contract ... Whatever can you do? Well a trump won't give anything away.

**Declarer counts Losers** – 2 or 3♠ 1♦ and 1♣

**Declarer counts Winners** – Should be able to make 1 Spade even if the ace is in the South hand, 6 Hearts in West and 2 Club ruffs in dummy, you might make the Diamond King if the ace is in the North hand = 10

**Plan** – in order to make use of those two kings ♠ and ♦ Declarer should lead from hand (West) **towards** these high cards hoping North holds the Aces (likely after his **TOX**). Plan to ruff **two** small Diamonds in the East hand.

**As usual start doing the work first.** Win the first trump in hand, lead either a Spade or a Diamond. When the ace appears from North (in both cases as it happens) you will later be able to take tricks with both your kings.

**Score.** EW make 4♥ = +620 (4x30=120) + 500 **vulnerable** game bonus)