



Lesson 15 - Teachers Notes

Weak 2 Opening Bids In Three Suits 2♦, 2♥ or 2♠ (BUT NOT 2♣!)

By the end of Lesson 15 students will be able to:

- Identify what is needed to open or overcall a Weak 2♦ 2♥ or 2♠ bid*
i.e. Three Weak 2 bids
- Explain why Weak 2 bids are effective
- Describe the bidding options available after *Opponents* open with a Weak 2 bid
- Explain what to bid as responder to the Weak 2 opener when holding:
 - a weak hand with 3+ card support
 - holding a strong hand with 3+ card support.

The lesson is taught in 2 parts:

Part 1 the 4 hands played focus on Weak 2 opening bids, Weak jump overcalls and suit support bids by Responder/Advancer. Opponents have the opportunity for competitive suit bidding or **X** for takeout (and some may also **X** for penalties!)

Part 2 The 8 hands played focus on Responder with a strong hand using the 2NT game enquiry bid and opener bidding accordingly

Use the PowerPoint slides to demonstrate when, why, and where Weak 2 bids are made

Explain why we make Weak 2 Bids.

Now, suppose you pick up a hand like this...

♠ A K T 9 7 6

Only 7 HCP. with a **good 6 card suit!**

♥ 9 5 4

Open 2♠!

♦ 6 7 2

- Explain a good 6 card suit i.e. 2+ honours in suit

♣ 9

These are pre-emptive bids which are

- **Disruptive** in that they make life difficult for the opposition!
- **Descriptive** in that they describe your hand precisely. Having made this bid you most often never bid again – you've said it all!

Show good examples which develop the logic.

- Introduce students to the 'new mind set' of **sacrifice bidding**
- As well as the risks of being **X** for penalties – especially if **vulnerable**

Then move onto Defence to Weak 2s

- Bidding your own long suit
- **X** for **Takeout** meeting **S.O.S.** (**S**hortage in bid suit, **O**pening points, and **S**upport for all 3 other suits). Stress that when a major has already been bid, the **Takeout X** promises at least 4 cards in the unbid major!
- At the end of the auction, consider bidding on or **X** opponents for **penalties** especially if you know your side has the majority of points and they are vulnerable and have overstretched themselves!

In part 2 introduce students to responder bidding with a strong hand (16+) and at least 2+ cards in the Weak 2 suit.

Use of the 2NT responder conventional bid - an enquiry bid asking partner to describe his Weak 2 bid further.

- The '**Features**' rebids are used by opener to show the top end for his bid by bidding an outside suit with an **A** or **K**. OR a hand with **A K Q** in the bid suit i.e. **3 top honours** in the Weak 2 suit.
- Opener determines his strength by adding his HCP to the number of honours in his suit. If this equals 10+ he can show a '**Feature**'.
- Opener with a minimum hand rebids his suit – no interest in game

- Responder bids to game or passes depending upon opener's rebid.

Aim: In asking for a **Feature** Responder wants to explore if there is a Game contract for the partnership.

Logic: A positive response to the 2NT Features Convention can provide **additional entries** to the Weak 2 hand, particularly needed if the partnership ends up in 3NT.

Summary: Weak 2 Bids in **Three** Suits

Disruptive and **Descriptive** Bids: Once bid a pre-emptive bidder, will rarely bid again.

Opening Requirements: 6-10 HCP + a good 6 card suit to bid 2♦, 2♥ or 2♠ (NOT 2♣!)

Pre-emptive Overcall Requirements; Same as a pre-emptive 2 level opener but made as a **single jump bid**.

It's known as a **Weak Jump Overcall**.

DO NOT bid a Weak 2 hand when holding an outside 4 card major (unless partner has passed)

DO NOT bid a Weak 2 hand if your hand meets the Rule of 20! Open at the 1 level!

Partner's response options:

- Bid to the **'level of fit'** to continue the pre-empt.
- If Opener's partner changes suit it is **'Forcing'** Opener cannot pass. Support with 3+ cards or rebid own suit
- After a **Weak 2** Opener, Responder with 16+ HCP uses the **2NT Features Convention** seeking game.

Opponents' response options to Weak 2 bids

- Overcall with a good 5+ card suit
- **X** for Takeout,
- Bid NT with a **stop!**
- **X** of the Weak 2 pair at the end of a game auction is always for Penalties. 😈