

## Weak 2's

### **Opener's First Bid: 2D or 2H or 2S:**

- **6 card suit, 5-11 points, preemptive.**
- **When Vulnerable:** 9-11 points & good suit (2 of top 3 or 3 of top 5)
- **No outside 4 card major in 1st or 2nd seat:** Might obstruct partner with a 4-4 major fit.

### **Responder With 0-15 Points & 3+ Card Support:**

- Raise up to your number of trump
  - Eg: Raise 2D to 3D with 3 diamonds.
  - Eg: Raise 2H to 4H with 4 hearts.
- Raise with any point count 0 -15
  - With fewer points, obstructs opponents who likely have game or slam.
  - With more points, will probably make. (Recall Law of Total Tricks)

### **Responder With 16+ Points:** (Note: $16 + 9 = 25$ , enough for NT or major suit game)

- **Bid 2NT:** Artificial: Partner: Are you min or max?
  - **Opener bids 3 of original suit:** Minimum, 5-8 points.
    - **Responder:** should pass (unless holding a monster hand, e.g. 20+ points).
  - **Opener bids another suit:** Max opener (9-11) with A or K (feature) in that suit.
    - **Responder** bids game in 8 card major or bids 3NT.
  - **Opener bids 3NT:** Max opener with AKQ in their suit, no outside feature.
    - **Responder:** Pass or correct to 4 of a major with 2+ card support.

### **Responder With Own Nice Suit and Some Reason to Bid it (e.g. Short in Opener's Suit):**

- **Bid New Suit:** Usually a 6 card suit. Believes pair will do better in this new suit.
  - **Opener bids 3 of original suit:** No support for the new suit.
  - **Opener raises the new suit:** Opener has support for the new suit.
  - **Opener should not pass.** Responder might be strong but not suitable for 3NT.

### **Responder With None of the Above:** Pass, even without support. Don't dig a deeper hole.

### **Weak Jump Overcalls:** Opponent opens the bidding. You make a "jump" overcall.

- **Example:** Opp:1D - You:2H. (Jump one level higher than necessary.)
- **Weak hand, 6-card suit:** Similar to weak 2 above. Too weak for a non-jump overcall.
- **Advancer bids are natural, not like above:** (i.e. 2NT is to play, new suit is not forcing)

### **Weak Jump Shifts:** Partner opens 1 of a suit. You make a "jump" response.

- **Example:** Partner:1H - You:2S. (Jump one level higher than necessary. Weak. Not 2 over 1.)
- **0-5 points, 6-card suit:** Would respond without a jump with 6+ points.
- **Opener should pass.** Responder hand will be useless unless responder suit is trump.

**Examples:** (Opponent bids shown in brackets.)

1. **2S:** Shows 6 spades and 5-11 points. If vulnerable, should be at the top half of this range, 9-11 points, and have good suit quality. Should not have 4 hearts in 1st or 2nd seat.
2. **P-(P)-2S:** The 2S bidder is in 3rd seat. Might have 4 hearts. Partner has already passed.
3. **2D-(P)-3D:** Responder with 3 card diamond support & less than 16 points raises 2D to 3D.
4. **2D-(X)-3D:** Same as above. Increase the preempt to obstruct opponents finding their suit.
5. **2S-(X)-4S:** Responder with 4 card spade support & less than 16 points raises 2S to 4S.
6. **2D-(P)-2NT-(P)-3D:** Responder with 16+ points asks if opener is min or max. Opener re-bids the original suit to show a minimum, 5-8 points.
7. **2D-(P)-2NT-(P)-3H-(P)-3NT:** Responder with 16+ points asks if opener is min or max. Opener 3H bid shows a maximum (9-11 points) and the A or K of hearts. Responder chooses the 3NT game.
8. **2H-(P)-2NT-(P)-3C-(P)-4H:** Responder with 16+ points asks if opener is min or max. Opener 3C bid shows a maximum (9-11 points) and the A or K of clubs. Responder chooses the 4H game.
9. **2H-(P)-2NT-(P)-3NT-(P)-4H:** Responder with 16+ points asks if opener is min or max. Opener 3NT bid shows AKQ of hearts. Responder chooses the 4H game.
10. **2D-(P)-2S-(P)-3D:** Responder with a 6 card spade suit suggests spades instead. With 0-1 spades, opener returns to diamonds. Opener should not pass.
11. **2H-(P)-2S-(P)-3S:** Responder with a 6 card spade suit suggests spades instead. With 2+ spades, it is probably best to raise spades.
12. **2H-(2S)-2NT:** Opponent with an opening hand overcalls a 5 card spade suit in spite of the preempt. Normal partnership bidding can continue after this. The responder 2NT still shows 16+ points and asks whether opener is min or max.
13. **2S-(X)-3S-(4H):** The opponents find their 4H game in spite of the preempt by our side. Responder might choose to sacrifice in 4S with poor defense against 4H. But opener should not bid again.
14. **(1D)-2H-(P)-(2NT):** The 2H overcall shows 6 hearts and probably 5-7 points. Overcaller would bid 1H with 8+ points. After an overcall, advancer's 2NT is natural, to play.
15. **(1H)-2S-(3H)-(3S):** Advancer raises 2S to 3S. Might have 2 spades sacrificing at down 1 or might have 3 spades intending to make. The 2S preemptive opener should not bid again.
16. **1H-(P)-2S:** The 2S bid is a weak jump shift. It is not 2 over 1. It shows 6 spades & 0-5 points, a hand useless unless spades are trump. (Responder would bid 1S with 6 points or more.) Opener should pass.