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# Week 2: Weak Twos

When we agree to play 'three Weak Twos', the meaning of our opening bids of 2♦, 2♥, and 2♠ changes.

# Strong Twos (old agreement)

20-22 HCP (or equivalent playing strength: 8-9 'playing tricks') and 5+ cards in the suit opened. The suit opened should be of good quality. The hand will not be balanced (with a balanced hand and 20-22 HCP, open 2NT).

 Example
 ▲ K 5
 Open 2♥ (Strong Two)

 ♥ K Q J 9 8 3
 ▲ K 4

 ▲ A 7

# Weak Twos (new agreement)

5-10 HCP (less than an opening bid at the 1-level) and 6 cards in the suit opened. The suit opened should be of good quality (honours in that suit and 'texture' – intermediate cards like 8s and 9s).

 Example

 9
 8
 5
 ✓
 K
 Q
 J
 9
 8
 7
 3

 Open 2♥ (Weak Two)

# Purpose of Weak Twos

Weak Twos are like mini pre-emptive bids. As with any pre-empt, they serve two purposes:

1. **Constructive ('making')**. Opening a weak two gives your partner an excellent description of the kind of hand you hold. A Weak Two is useful if the long suit is trumps but less help otherwise. Partner is well placed to decide which contract will be makeable.

2. **Destructive ('spoiling').** Starting the bidding at the 2-level with a Weak Two makes life much more difficult for the other side. Often one or both of the opponents will hold a strong hand. It is much more awkward for your opponents to bid with less room available.

# Where do the Strong Twos go?

When Weak Twos are agreed, our Strong Twos are no longer available. Such hands (with 20-22 HCP) are either opened at the 1-level or we stretch a little and open 2. (our strongest bid).



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#### Responding to Weak Two opening bid

Decide whether we can reach a making contract of our own or whether we are spoiling the auction for our opponents (when they have stronger hands).

1. **Constructive ('making').** With 15-17 HCP, game is possible. With 18+ HCP, game is likely to make. If partner has opened with  $2 \forall$  or  $2 \bigstar$ , the priority is game in that major if a fit of at least 8 cards is present. Having additional trump support (3 or 4 cards) adds value to the hand (particularly with shortage in another suit). If the opening bid is  $2 \diamondsuit$ , 3NT is usually easier than  $5 \blacklozenge$ . If unsure whether to bid game or which game to bid, use the response of 2NT - a special enquiry (see below).

#### Examples

If partner opens 2♠:

<ul> <li>▲ Q 2</li> <li>▼ A K 3</li> <li>◆ A K 9 4 2</li> <li>◆ K 9 3</li> </ul>	<ul> <li>▲ A 7 3 2</li> <li>♥ K Q 4 2</li> <li>▲ Q 9 5</li> <li>♣ 7</li> </ul>	<ul> <li>▲ K J 5</li> <li>♥ K 6</li> <li>▲ 7 3</li> <li>♣ K Q 5 4 2</li> </ul>
Bid 4 <b>≜</b>	Bid 4 <b>≜</b>	Bid 2NT

2. **Destructive ('spoiling').** Bid to the **'level of the fit'** (the level at which the total number of trumps held equals the number of tricks bid e.g. with 9 trumps, bid to the 3-level for 9 tricks).

#### **Examples**

If partner opens 2♥:

Bid 3♥	Bid 4♥	Pass
<ul> <li>▲ 7 2</li> <li>♥ A Q 3</li> <li>♦ K 9 4 2</li> <li>♥ T 9 5 3</li> </ul>	<ul> <li>▲ 9 8 3</li> <li>♥ K J 4 2</li> <li>♦ Q T 9 5 3</li> <li>♣ 7</li> </ul>	<ul> <li>▲ J 5 4</li> <li>♥ K 6</li> <li>◆ J 7</li> <li>◆ 9 6 5 4 2</li> </ul>

# 2NT enquiry

This shows 15+ HCP and asks the Weak Two bidder to describe the hand further. Over a 2NT enquiry, the Weak Two opener bids as follows:

Minimum (5-7 HCP)	Repeat the suit opened e.g. 2♥ - 2NT - 3♥
Maximum (8-10 HCP)	Bid a 4-card major (3♥ or 3♠) Bid 3NT with two of the top three honours (A, K, Q) in the Weak Two suit

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Bid the better or stronger minor  $(3 \div 0.3 \div)$ 

# <u>Examples</u>

After opening 2 and a 2NT response (strong enquiry):

<ul> <li>▲ Q 9 8 6 2</li> <li>▼ T 8 3</li> <li>4 2</li> <li>5 3</li> </ul>	<ul> <li>▲ K 9 8 3 2</li> <li>♥ K 4</li> <li>9 5 3</li> <li>♥ 7 2</li> </ul>	<ul> <li>▲ K J 9 7 3 2</li> <li>♦ 6</li> <li>8 7 2</li> <li>★ K Q 4</li> </ul>
Bid 3♠ (minimum)	Bid 3NT (maximum, two of the top three)	Bid 3 <b>♣</b> (maximum, better minor)

# **Overcalling Weak Twos**

As Weak Twos are mini pre-empts, the approach is the same as bidding over any preempt. For example, if 2♥ (Weak Two) is opened by your right-hand opponent:

- 2NT 15-19 HCP, balanced hand, stop or guard in hearts
- 2 ▲ / 3 ▲ / 3 ♦ Good quality suit (ideally at least 6 cards) and 12+ HCP
- Double Take-out: 12+ HCP, at most two hearts, support (3+ cards) for all unbid suits