



**Pre-emptive bidding,
including Weak 2s**



Opening with Pre-emptive bids

Types:	Weak 2s	Pre-emptive bid at 3 level or higher
Purpose:	<p>To enable you to bid with less than 12 points (or “Rule of 20”)</p> <p>Because you are weak, Opposition likely to be in a stronger position to bid and make a game contract</p> <p>Taking out the lower levels of bidding makes it more difficult for them to find a fit</p>	
Health warning:	<p>Do not assume your partnership should always end up in a contract or, if you do, that you will make it</p> <p>Pre-emptive bids can often lead to losing contracts</p> <ul style="list-style-type: none"> - Good if you lose less points than the Opposition would otherwise win - Bad if you lose more points than the Opposition would otherwise win 	



Opening with Pre-emptive bids (2)

Types:	Weak 2s	Pre-emptive bid at 3 level or higher
Suits available:	♠ s, ♥ s, and ♦ s (not ♦ s if used in Benji)	All suits
Criteria:	<p>“Weak 2”s are announced by partner as “Weak”</p> <p>6 – 10 HCPs (Alternatives are 5 – 9 and 5 – 10)</p> <p>SQL of 8 (= Number of cards in suit + Number of top five cards in suit)</p>	<p>No need for announcement</p> <p>Less than 10 HCPs</p> <p>At 3 level: 7 cards in suit including two honours At 4 level: 8 cards in suit including two honours At 5 level: 9 cards in suit including two honours</p>
Suggested refinements:	<p>Do not bid a Weak 2 if you are vulnerable</p> <p>Do not bid if you also have four cards in a separate major suit.</p>	<p>Do not bid after three passes</p> <p>“Rule of 500”: Be prepared to lose up to 500 points i.e. 3 tricks if not vulnerable and doubled or 2 tricks if vulnerable and doubled</p> <p>Do not bid if you also have four cards in a separate major suit.</p>



Responses after Pre-emptive opening bids

		Weak 2s		Pre-emptive bid at 3 level or higher		
		Responder's hand		Responder's hand		
		Response		Response		
In same suit	Less than 12 HCPs	Bid to level of fit		Less than 10 HCPs	with 3 card support	Raise bid to next level
	12 – 13 HCPs	Pass			without 3 card support	Pass
	14 – 15 HCPs	without 2 card support	Pass		11 – 15 HCPs	Pass
		with 2 card support	Bid game			
	16 or more points	Bid 2 NT to find out more (Opener alerts)		16 or more points	Consider bidding game in long suit or 3 NT if other suits covered	
Different suit	A response in a new suit would require a strong hand (11 – 16 HCP) and at least 6 cards in the suit.					



Re-bids by Opener

Weak 2s		Pre-emptive bid at 3 level or higher		
Opener should only rebid if responder has bid 2 NT		<p>Opener has fully described her hand.</p> <p>You would need a very good reason to bid again.</p>		
Opener's hand	Opener's Response			
Weak suit; weak hand	3 ♣			Responder alerts these unnatural bids
Strong suit, weak hand	3 ♦			
Weak suit; strong hand	3 ♥			
Strong suit; strong hand	3 ♠			

A strong suit contains at least 2 of the top three honours
 i.e. at least K Q X X X X

A strong hand has 8 or more HCPs



Pre-emptive overcalls

- **Same principles as for opening**
- **Jump a level to tell partner it is weak**