

## DEFENCE AGAINST WEAK TWO OPENING BID

Opponents open Weak two's, this makes it more difficult for the defending side to describe their hands as it has taken away valuable bidding space.

We just need to be a stronger to overcall 2S over 2H than to overcall 1S over 1H  
Do not make an Overcall with a Weak hand.

NOTE: - **Strong over Weak and Weak over Strong. Over a Weak Two overcall should be Strong whereas over a Strong Two's overcall should be played Weak.**  
After a Weak Two's opening we generally need at least an opening strength hand (12+points) to overcall.

**What we can do when opposition open Weak Twos?**

### A SIMPLE DEFENCE

**1). PASS:** with Balanced hand up to 15 HCP .No other suitable bid you PASS.

**2). SIMPLE TWO LEVEL OVERCALL = 12+HCP 5+cards**

For three Level overcall you need 12+ Points & 6 Card suit

**3). JUMP Overcall in a Major.**

Need very good 6 cards (like 8 playing tricks) and shortage in opponents' suit.  
Jump in a minor suit has a different meaning. I will explain it later

**OVERCALL with 17+HCP with** powerful, distributional hand Double first than bid. This will show partner's strong 17+points and good 5+ card suit.

**4). TAKE OUT DOUBLE**

With 12+Pts & Tolerance for the other Three suits

**1). PASS** -with Balanced hand up to 15 HCP .No other suitable bid you PASS.

N	E	East hand below.	
2H	?	a). S-KJ103	b) S-AKQ73
		H-QJ7	H-94
		D-K86	D-1098
		C-A54	C-J8

Above (a) 14 points & balanced hand, no other bidding Q,J 7 in opponents suit. Pass

(b)- On 1H you would overcall 1S but not 2S, you have only 9 points.

**Always remember over Weak opening you must have strong hand 12+ HCP**

**2). Simple two level Overcall = 12+HCP 5+cards**

Opponents open Weak Two, your bidding with East hands?

N	E. =	(a). S-AJ963	(b)	S-AQJ87
2H	?	H-KQ6		H-A42
		D-8		D-K95
		C-A1076		C-109

(a).14 HCP & Singleton in D. Bid 2S

(b) 14 HCP bid 2 Spades

(c). N	E =	S-63
2S	?	H-AKJ96
		D-87
		C-AQ106

East. 14 Points. It is not ideal to overcall at the 3level with a 5card suit but it is our best available option with this hand. Bid 3H

**For 3 Level simple overcall you need 12+ Points & 6 Cards**

. N      E = S-Q876  
 2H      ?    H-A7  
           D-AQJ976  
           C-6

13 Pts With good playing strength, Singleton in Clubs we make natural Three Level overcall bid 3D.

N      E  
 2S---- ? S-7  
           H-AQJ654  
           D-J54  
           C-A104            with 12 points and 6 card suit -bid 3H

**3). JUMP Overcall in a Major** needs very good 6 cards

( like 8 playing tricks ).16-17 pts. Jump in a minor suit has a different meaning. I will explain it later.

N      E = S-AKQ962  
 2H      ?    H-84  
           D-AJ5  
           C-K9

Very good 6 card suit 17 HCP and stoppers in other two suits Jump overcall-Bid 3 Spades

**OVERCALL with 17+HCP & powerful, distributional hand Double first than bid. This will show partner 17+ points and good 5+ card suit**

**Example;**

	N		W	N	E	S
	S-8		2S	X	P	3C
	H-AQJ976		P	3H	P	4H
	D-AK108					
<b>Dealer W</b>	C-K3	E				
S-AK10972		S-43				
H-4		H-K82				
D-9763		D-QJ54				
C-42	S	C-AJ76				
	S-QJ65					
	H-1053					
	D-2					
	C-Q10985					

West opens 2S weak, north doubles (17+ points) South makes natural response to double bids 3C, North with a powerful distributional hand, must rebid 3H. This is stronger than an immediate 3H overcall. With 3 trumps and a Diamond singleton, south rise to 4H

If North bids 3H over 2S weak two opening, South going to pass 3H with 5 points.

**4H might be defeated if west, on winning the Spade lead switches to 4H. Any other defence allows North to ruff two Diamonds in dummy.**

#### **4.) TAKE OUT DOUBLE**

##### **Shortage in weak two suit with 12+Pts & Tolerance for the other Three suits.**

At 4<sup>th</sup> seat after 'two bids' -P-P--? . Need to be aggressive, & aim to Dbl on two point less than you would in second seat (might even 10HCP your partner may have values in the opponents suit and was forced to pass. He could then pass your Take-out dbl.

The ideal hand is 4-4-4-1 you can dbl with 11 HCP

With less perfect shape 5-4-3-1 the more points are required for a take-out double

##### **What are you going to bid with East hands?**

a).	N	E =	S-KOJ5	b).	S-AQJ2
	2H	?	H-84		H-7
			D-A962		D-AJ73
			C K107		C-J1084

	N	E	(c)	S-KJ83	(d)	S-KQ54
	2H	?		H-7		H-4
				D-AJ986		D-AJ72
				C-K94		C-J654

**Hand a) doubleton in opponents hand need 12+ points to double for takeout.**

**Hand c). 4-1-5-3 This hand is about minimum for Takeout Double you need more (12+) points. We are more likely to miss a good Spade contract by passing so Double.**

**Hand d). Pass at 2<sup>nd</sup> seat (10points) but at 4<sup>th</sup> position 4-1-4-4 this shape, this is about minimum hand for Take out double.**