

Pre-empting with Weak 2 Bids



“No, Bobbie. This isn’t a crime scene. Those are snow angels.”

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Time For a Joke

Father Flannigan loved his bridge.

One day an archangel appeared before him.



And said, "I've got some good news and some bad news. The good news is that they play bridge in heaven."

"The bad news is that tomorrow morning they need a fourth!"

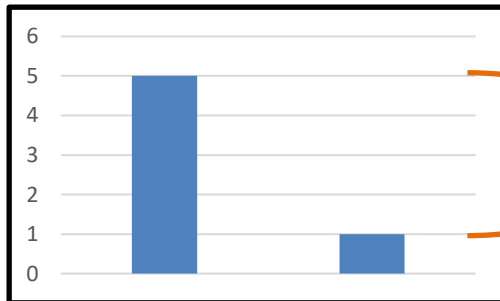
Pre-empting

Rivet!



When you can take at least **4 more tricks** playing in your long suit than you can defending, pre-empt, if the vulnerability allows!

♠ AQ87543	♥ J	♦ J64	♣ 83	South
				NVul



5 tricks on offense

1 trick on defense

4 trick difference

A sacrifice is outbidding the opponents, but losing less points going down, even if doubled.

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1D	3S*	

Pre-empting helps you by:

- 1) Disrupting the opponents' bidding.
- 2) Finding sacrifices.
- 3) Helping your partner to lead.

Pre-empting can be broken into 4 categories:

- 1) Pre-empting 6-card suits using the Weak Two Bid
- 2) Pre-empting 7+ long suits
- 3) Pre-empting with 2 long suits
- 4) Pre-empting after your partner has opened

Today's Topic

Weak 2 Bids



REQUIREMENTS

Disciplined Weak Two's

- 1) Six-card suit
- 2) 6-10 HCPs
- 3) Honors in the suit:
 - Vul: 2 of the top 3
 - NVul: 2 of the top 4
- 4) No outside 4-card major
- 5) No Voids

♠KQ10864 ♥54 ♦K43 ♣87

Modern Style

- 1) Six-card suit
- 2) 6-10 HCPs

♠Q98764 ♥K42 ♦K93 ♣7

Opening Weak Two Bids



A Weak Two Bid is made when you have a 6-card suit (not clubs) and 6-11 HCPs:

2S*

East ♠AQJ965 ♥8 ♦763 ♣Q65

North	East	South	West
	???		

2H*

East ♠65 ♥QJ8542 ♦K7 ♣J65

North	East	South	West
1C	???		

You don't have to be the opening bidder to use a Weak Two Bid.

2D*

East ♠92 ♥K3 ♦KJ9342 ♣J72

North	East	South	West
	???		

Pass

East ♠QJ5 ♥8 ♦763 ♣KQJ542

North	East	South	West
	???		

Opening 2C is reserved for a big hand, and you should have 7 ♣'s to open 3C.

**RESPONDER OF A WEAK 2
BID IS THE CAPTAIN OF
THE HAND!**

Responding to a Weak Two Bid



1) If you respond to partner's Weak Two Bid with a new suit, he's forced to bid again:

2S

West ♠AQJ96 ♥8 ♦AQ3 ♣KQ53

North	East	South	West
	2H*	Pass	???

2) Raising his suit is not inviting, but pre-emptive.

3S

West ♠QJ52 ♥8 ♦Q632 ♣QJ52

North	East	South	West
	2S*	Pass	???

This is continuing the pre-empt. Partner should pass. The opponents can make a game in 4H.

♠J5432 ♥8 ♦87653 ♣52

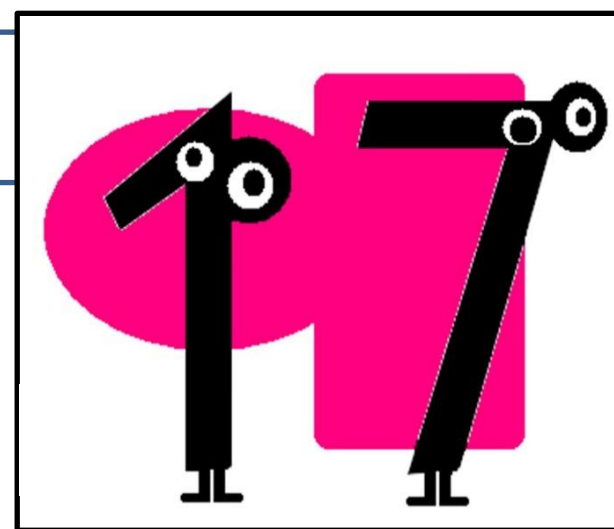
And with this hand you'd jump even higher in spades. The opponents can probably make a slam.

3) How do you know if you may have a game or not?

West ♠AQ5 ♥J92 ♦KQ92 ♣Q65

North	East	South	West
Pass	2H*	Pass	???

Rule of 17



If partner opens 2♥ or 2♠, add your HCPs to your number of partner's major. If it comes to 17 or more, you can look for a game or slam:

**With 17-21, invite him;
with 22-25, bid game; and
with 26+, look for a slam or a grand.**

Start by using the Feature Asking Bid.

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
2S	Pass	???	

South

♠K4 ♥Q54 ♦AQJ43 ♣K87

15 + 2

2NT*

♠5 ♥KQ98 ♦AQ98 ♣KJ43

15 + 1

Pass

Rule of 17:

With 17-21, invite to game.

With 22-25, bid game.

With 26+, look for a slam.

Feature Asking Bid



I remember back when you could eat them!

Invite by using the Feature Asking Bid (2NT):

Bidding 2NT asks partner if he's top of his range.

With 9-11 HCP's, he should show a feature (A, K or Q).

With 6-8 HCPs, he retreats back to his suit.

Outside the trump suit.

The Rule of 17 comes to 18 (15+3). Let's invite to game.

2NT* West ♠AJ96 ♥Q43 ♦AJ3 ♣K953

North	East	South	West
	2H*	Pass	???

Back to Opener:

1) **3D*** East ♠5 ♥AJ10762 ♦K92 ♣J64

North	East	South	West
Pass	2H*	Pass	2NT*
Pass	???		

Responder then bids 3NT.

2) **3H** East ♠85 ♥KJ10762 ♦62 ♣QJ2

North	East	South	West
Pass	2H*	Pass	2NT*
Pass	???	Pass	Pass

What if there's no outside feature?

3) **3NT*** East ♠75 ♥AKQJ62 ♦62 ♣872

North	East	South	West
Pass	2H*	Pass	2NT*
Pass	???	Pass	Pass

If opener responds with 3NT, it shows a solid suit.

So Why Show a Feature?



1) What if you held this hand:

2NT*

West ♠Q6 ♥43 ♦A3 ♣AKQJ953

The Rule of 17 comes to 18 (16+2). Let's invite to game.

North	East	South	West
	2H*	Pass	???

With this hand, partner would respond with:

3S*

East ♠KJ3 ♥AJ9762 ♦62 ♣72

And you would then bid 3NT. 4H will go down with a ♦ lead.

North	East	South	West
Pass	2H*	Pass	2NT*
Pass	3S*	Pass	3NT
Pass	Pass	Pass	

2) And what if you held:

2NT*

West ♠5 ♥KQ2 ♦A62 ♣AQ9872

With this hand, partner would respond:

3C*

East ♠J32 ♥AJ10762 ♦62 ♣K6

And you can now count enough tricks to make 6H.

North	East	South	West
	2H*	Pass	???

North	East	South	West
	2H*	Pass	2NT*
Pass	3C*	Pass	6H

Weak Jump Overcalls

*A Weak Jump Overcall looks just like a Weak Two Opening:
A 6-card suit and 6-10 HCPs.

A DAY WITHOUT
BRIDGE
WOULDN'T KILL ME
BUT WHY TAKE
THE CHANCE?



A) What about this auction?:

North	East	South	West
???	1C	2S*	Pass

****2NT**

North

♠QJ2 ♥A97 ♦AKJ92 ♣52

**The Feature Asking Bid also still applies. North's hand satisfies the Rule of 17, so he should invite his partner with 2NT. This is NOT an attempt to play 2NT but asking his partner to show a feature if he has 9+ HCPs.



Time to Play