

Weak Two Bids

Requirements:

A) Good 6 card suit

B) 6-11 HCP

A weak two should be both constructive (an effort to bid to your best contract if partner has a good hand especially with a fit for your suit) and disruptive (if partner has a bad hand and the opponents have a good fit). The main thing about a weak 2 bid is that it should contain a good suit with some texture. For example QJT982 will produce 4 winners as trumps opposite a singleton from partner, whereas KJ6543 may only produce one or two. A weak two bid should have exactly six cards in the suit. With a seven card suit open with a three bid. With a five card suit either open with one or Pass. It is usually better not to open a weak two bid with a second suit that you could also play in as trumps.

What would you open the bidding with?

- a) KJT654 87 Q432 8
- b) Q96432 8 KQJ7 98
- c) AKJ7654 9 987 87
- d) AQJ763 KJ7 987 7
- e) Q765 K87652 A2 9
- f) 765 KQT965 986 8

Responses:

A) Raise partner: With 3 card support and 6-11 HCP raise partner to the 3 level. This is not asking partner to bid again, but a further preempt. Partner should Pass.

B) Raise to game: With either 4 card support or with 15 or more HCP raise partner to game. This is either an attempt to preempt the opponents or to make game yourself with a good hand.

C) 2NT: Asks partner to bid a feature (a side suit ace or king with a good hand or rebid his suit without one)

D) New suit: Natural, good suit forcing one round

E) 3NT: Natural to play

What would you respond after partner opens with 2H?

a) 98 K54 K876 K765

b) 98 AQ54 43 Q7654

c) A4 AJ7 AK76 QJ85

d) A4 AJ7 A874 QJ76

e) KQJ765 4 A87 A54

f) AQ7 43 AKQ765 K7

g) 4 K8765 8765 A65