# **Defence to Weak Twos**

NG34Bridge

After a Weak Two opening we need at least an opening strength hand (12+ points) to overcall.

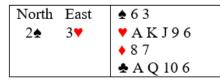
- 1. **Simple Overcall.** With a 5+ card suit and a hand where you would have been happy to open at the 1'Level. If the overcall is at the three level it should be a 6+ card suit otherwise **very** good 5 card suit. Be more cautious overcalling at the 3 level if vulnerable.
- 2. **Takeout Double.** Make a takeout double when short in opener's suit and tolerance for the other three suits (but prefer to bid a strong 5 card spade suit over a 2♥ Weak Two rather than takeout double). Minimum strength about 12 HCP, slightly more than for a 1-Level takeout double which could be made with 10 HCP and a void. There is no upper limit.
- 3. **Bid 2NT** with 16-18 balanced and stopper in opener's suit. Stayman and Transfers are on after at 2NT overcall (subject to partnership agreement).
- 4. **Bid 3NT** with 19+ balanced and stopper (preferable two stoppers) in opener's suit.
- 5. **Pass** with balanced hand up to 15 points if no other suitable bid.

# EXAMPLES (East's hand shown)

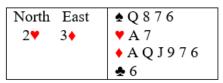
### 1. Simple Overcall

North Eas	st ♠ A 9 8 6 3
2♥ 2♠	<b>♥</b> K Q 6
	<b>♦</b> 8
	♣ A 10 7 6

It's OK to bid 2♠ over 2♥ with a moderate five card suit that does not have an SQT of 7. Unlike a 1-level overcall, here opener is weak so we can make an overcall with any hand where we would have been happy to open at the 1-Level.



It's not ideal to overcall at the three level in a five card suit, but it's our best available option with this hand. The suit quality must be very good.



With good playing strength, we make a natural overcall in our long suit.

# 2. Takeout Double

North East	<b>♠</b> K J 8 3
2♥ Dbl	<b>♥</b> 7
	◆ A J 9 8 6
	<b>♣</b> K 9 4

This hand is about minimum for a Takeout Double over a Weak Two, with 12 HCP and shortage. We might occasionally come unstuck, but we're more likely to miss a good spade contract by passing.

## 3. 2NT Overcall

North	East	<b>♠</b> A Q 3
2♠	2NT	<b>♥</b> K J 7 6
		♦ A J 10 6
		<b>♣</b> Q 8

This hand is ideal for a natural 2NT overcall. If partner has a reasonable hand with four hearts, he can find our 4-4 heart fit by using Stayman.

#### 4. 3NT Overcall

North	East	<b>♠</b> A 5
2♥	3NT	<b>♥</b> K J 7
		♦ K Q J 9 3
		♣ A Q 8

If balanced, the 3NT overcall shows about 19-22 points, perhaps more opposite a passed partner. Against a pre-empt, it is necessary to assume that partner has a few points.

#### 5. Pass

North East	<b>★</b> K J 10 3
2♥ Pass	<b>♥</b> Q J 7
	♦ K 8 6
	♣ A 5 4

Despite our 14 points, we don't have enough to act over a Weak Two. Note that we would also have passed if North had opened 1 instead.

#### RESPONDING TO SUIT OVERCALL

# With Support

- > 0-6 points: pass
- > 7-12 points: make an invitational raise. (Optional: with 10-12 points, bid the opponents' suit)
- ➤ 13+ points, bid game

# Without Support

- ➤ Bid a new suit with a good hand. Forcing. The suit should be 6+cards (or very good 5 card suit).
- ➤ Bid 3NT or 2NT (invitational) with a stopper (preferable two stoppers) in the Weak Two suit. (Stayman and Transfers 'ON' subject to partnership agreement.)
- Pass with weak misfitting hand with no good suit of our own.

## RESPONDING TO A 2NT OVERCALL AFTER WEAK TWO

- ➤ All suit responses are forcing do not rescue with a weak hand and a long suit!
- > 3NT: 8+ HCP, no 5-card major
- $\triangleright$  3♣, 3♦, 3♥, 3♠,: Natural, or Stayman and Transfers by agreement

## RESPONDING TO A TAKEOUT DOUBLE AFTER WEAK TWO

Respond just like after a takeout double of a One of a Suit opening:

- ➤ 0-8 HCP: A minimum bid—sign off
- > 9-12 HCP: A jump bid invitational to game
- ➤ 13+ HCP Bid game. (3NT requires a good stop)