

Defence to Weak Twos

Choose your bid

- 1.** Vul: N/S
East South West North
2♥ ?

SOUTH
♠ K J 8 5
♥ 4
♦ A J 9 3 2
♣ K 10 7

3♦
Pass
2♠
Dbl
- 2.** Vul: E/W
East South West North
2♦ ?

SOUTH
♠ K Q 3 2
♥ Q J 10 9
♦ A J 10
♣ K 4

3♥
Dbl
4♥
2♥
- 3.** Vul: All
East South West North
2♦ ?

SOUTH
♠ Q 10 8 7 3
♥ J
♦ K 9 3
♣ A K 6 2

2♠
2NT
Dbl
Pass
- 4.** Vul: E/W
South West North East
2♦ Dbl Pass
?

SOUTH
♠ K 8
♥ K 5
♦ A Q 9 4 2
♣ K 9 7 5

2NT
Pass
3♣
3NT
- 5.** Vul: All
West North East South
Pass Pass 2♠ ?

SOUTH
♠ K 4 3
♥ A Q 10 5
♦ Q J 7
♣ 10 8 6

Pass
Dbl
2NT
3♥
- 6.** Vul: N/S
East South West North
2♠ ?

SOUTH
♠ 4
♥ A J 8 6
♦ Q 10 6
♣ A Q 9 4 3

Dbl
3♣
2NT
Pass
- 7.** Vul: None
East South West North
2♠ ?

SOUTH
♠ 5
♥ Q J 10 6
♦ A K Q 6 2
♣ K Q 9

2NT
Dbl
3♦
3NT

Defence to Weak Twos

1.	Vul: N/S East South West North 2♥ ?	SOUTH ♠ K J 8 5 ♥ 4 ♦ A J 9 3 2 ♣ K 10 7	0 3♦ 4 Pass 0 2♠ 10 Dbl
2.	Vul: E/W East South West North 2♦ ?	SOUTH ♠ K Q 3 2 ♥ Q J 10 9 ♦ A J 10 ♣ K 4	3 3♥ 0 Dbl 0 4♥ 10 2♥
3.	Vul: All East South West North 2♦ ?	SOUTH ♠ Q 10 8 7 3 ♥ J ♦ K 9 3 ♣ A K 6 2	10 2♠ 0 2NT 0 Dbl 4 Pass
4.	Vul: E/W South West North East 2♦ Dbl Pass ?	SOUTH ♠ K 8 ♥ K 5 ♦ A Q 9 4 2 ♣ K 9 7 5	2 2NT 10 Pass 2 3♣ 5 3NT
5.	Vul: All West North East South Pass Pass 2♠ ?	SOUTH ♠ K 4 3 ♥ A Q 10 5 ♦ Q J 7 ♣ 10 8 6	10 Pass 4 Dbl 2 2NT 0 3♥
6.	Vul: N/S East South West North 2♠ ?	SOUTH ♠ 4 ♥ A J 8 6 ♦ Q 10 6 ♣ A Q 9 4 3	10 Dbl 2 3♣ 0 2NT 4 Pass
7.	Vul: None East South West North 2♠ ?	SOUTH ♠ 5 ♥ Q J 10 6 ♦ A K Q 6 2 ♣ K Q 9	0 2NT 10 Dbl 4 3♦ 0 3NT

Choose your bid

A takeout double of a Weak Two requires only a point or so more than a double of one of a suit. This hand is about minimum. We might occasionally come unstuck, but we're more likely to miss a good spade contract by passing.

This isn't an ideal hand for a 2♠ overcall, as the spade suit is poor, but we could easily miss a game by passing. On balance it's better to take the risk and overcall. If West doubles for penalties and we lose 800 or 1100, that's just unlucky.

With a weak hand (7 HCP) and a suit that can be bid at the two level, we just bid our suit. Partner will realise that we could be very weak. With 9+ HCP we would jump to 3♥.

Although we are confident of making 3NT, and making 400+, by passing we convert partner's takeout double to penalties. We will defeat 2D by at least four tricks, doubled, vulnerable, scoring 1100

We need a slightly stronger hand to double, especially when vulnerable. To bid our hearts at the 3 level we would need a 6-card suit or a good 5 card suit

We are vulnerable so we might occasionally concede a large penalty after our takeout double, if partner is very weak and his bid is doubled by West for penalties, but we're much more likely to miss game by passing.

There's no upper limit for a takeout double. Although we have a good 5 card diamond suit, our double may locate an 8- card heart fit.