

## OPENING A WEAK 2

### FIRST AND SECOND SEAT

6-10 HCP

6 card suit, two of top three honours or three of top five honours

Too weak to open at the -level (Rule of 20)

No good side 4 card major (J954 is OK)

### THIRD SEAT

Guidelines relaxed, especially when not vulnerable.

### FOURTH SEAT (PASSOUT SEAT)

An opening hand, good 6 card suit, 11-14 HCP max. (Pass with 6-10). You have a more than even chance of making your 2-level contract. You are worried that if you open at the 1-level you will make it easy for the opponents to enter the bidding.

## RESPONDING TO PARTNER'S WEAK 2

### BID PARTNER'S SUIT

Raise the Weak 2 suit to game level on any hand where game is certain opposite a minimum weak 2.

Other raises of openers suit are pre-emptive NOT invitational. Opener is expected to pass.

Responder will normally 'Raise to the Level of the Fit' with weak hand, with the following exceptions:

- When vulnerable without a singleton or void, raise to one less than the level of the fit.
- With 4333 hands at any vulnerability, raise to one less than the level of the fit.

### BID A NEW SUIT

Constructive but not forcing. 10 -16 HCP and a decent 6 card suit. With more than 16 HCP (game points) do not bid your suit as partner may pass. Make a 2NT Features Enquiry (below)

### THE 'FEATURES' 2NT ENQUIRY

The 2NT Enquiry tells partner we are interested in game and asks for more information.

How much does responder need to make the 2NT enquiry?

**The Rule of 17:** Add your total HCP to the number of cards you hold in partner's suit. If the total comes to 17 or more, then your hand is generally good enough to make the 2NT enquiry.

### After the 2NT enquiry opener replies as follows:

3 of the weak two suit	Minimum hand (5-7 points)
3 of any other suit	Maximum hand (8-10 points) and a 'Feature'
3NT	Maximum hand (8-10 points) and 2 of the top 3 honours in the weak 2 suit.

### What is a 'Feature'?

An Ace; a protected King (minimum Kx); A well protected Queen (e.g Qxxx, QJx).

## DEFENCE TO WEAK 2's

### OVERCALL IN A SUIT

Opening points (Rule of 20) and a reasonable 5 card suit.

#### Responding with Support

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

#### Responding to a suit overcall without Support

10+ HCP. 6+cards (or very good 5 cards). Constructive and forcing. Partner will bid again.

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.

### OVERCALL IN NO TRUMPS

- BID 2NT: with 16-18 balanced and stopper in opener's suit.
- BID 3NT: with 19+ balanced and stopper (preferable two stoppers) in opener's suit.
- PASS: with balanced hand up to 15 points if no other suitable bid.

#### Responding to a 2NT overcall

SUIT RESPONSES: all natural suit bids are forcing, so you can't rescue - with a weak hand and a long suit you have to pass!

Stayman and transfers available subject to partnership agreement. Game forcing.

3NT: 8+ HCP, no 5-card major

### TAKEOUT DOUBLE.

1. Minimum strength about 12 HCP, No upper limit
2. Shortage in the Weak 2 suit
3. Tolerance (3+ cards) for the other three suits

#### Responding to a takeout double

- 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)