

Weak Two Opening Bids

Weak twos have largely replaced strong two openings

Same principles apply whether playing 3 weak twos or 2 weak twos (e.g. Benji)

Weak Twos – Lesson Content

- Weak two opening bids
- Seat positions
- Partner's responses

Aims of the Weak Two Bid

- Take up bidding space
- Suggest a sacrifice
- Tell partner about our long suit (hint for possible opening lead)
- Tell partner that our suit should be trumps
- Tell partner our hand is weak

Requirements for a Weak Two Bid

- Good six card suit in:-
 - S, H or D if playing 3 weak twos
 - S or H only if playing Benji
 - Not in clubs as 2C bid is reserved for strong hands
- 5 to 9 hcps (or weak 10)
- Good suit quality e.g 2 of top 4 honours or 3 of top 5
- No good 4 card major

Rule of 20

- If the hand passes the rule of 20 then the bid should be one of the suit **not** a weak two

Weak two Requirements

Suppose you have this hand:

♠ K Q J 10 5 3

♥ 6 5

♦ 7 5 3

♣ 8 2

You are
dealer.

You are dealer:

♠ K Q J 10 5 3

♥ 6 5

♦ 7 5 3

♣ 8 2

Six card suit: ✓

5 to 9 points: ✓

Good suit: ✓

Bid: 2 ♠



Example of the power of the weak two opener.

South is dealer

♠ J 10 8 7

♥ 5

♦ A K J 5 3

♣ J 4 2

♠ A

♥ K 7 4 3

♦ 9 6 4 2

♣ K 8 7 3

♠ 9 4

♥ A Q 9 8 2

♦ 10

♣ A Q 10 6 5

♠ K Q 6 5 3 2

♥ J 10 6

♦ Q 8 7

♣ 9



Winning duplicate strategy

The best score may be a minus for our side



Results for Board 1. Dealer North. Love all						Match points	
Pair Nos	Contract	By	Tricks made	N/S +	E/W +	N/S	E/W
1 vs 3	2♠	N	7		50	4	0
2 vs 4	2♥	W	8		110	2	2
3 vs 6	3♥	W	9		140	0	4

Exercise in Bidding Weak Twos

Position at the table

- 1st seat (dealer)
- 2nd Seat
- 3rd Seat
- 4th Seat

Weak Twos in First or Second Seat

- Stick closely to the guidelines:-
 - A six card suit
 - 5-10 points (but if hand meets rule of 20 bid at one level)
 - Needs to contain at least two honours
 - No other 4 card major (unless it is weak)

Weak Twos in Third Seat

- Partner has already passed so we cannot pre-empt them
- Fourth player has strongest hand so more important to obstruct their bidding
- Requirements can be relaxed slightly
- Can open with **good** 5 card suit
- Hand can have slightly less or more than normal 5-10 range
- Can open with poorer quality 6 card suit
- Can bid weak two even with outside 4 card major

Weak Twos in Fourth Seat

- There is no one left to pre-empt
- Weak two needs 10-13 points and a good 6 card suit
- Need good chance of making part score but no interest in game

Responses to weak Twos (with 14 hcps or fewer)

- Most common response is to pass
- Pass with less than 3 cards in the suit
- A raise of the weak two extends the pre-empt
- Raise to the “level of the fit” even with 0 points
 - With 3 card support raise to the 3 level
 - With 4 card support raise to the 4 level
- A change of suit response is very unusual and requires a very strong hand (partner is known to be weak)

Exercise in Responses to weak Twos

Openers Second Bid

- Opener will normally pass
- Responder's bid normally sets the contract level

Next week

- Responding to a weak two with a strong hand
- Defence to weak twos