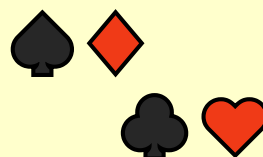


Bridge on Sundays



Weak Two Opening Bids in Major Suits

These days, opening bids of two in the major suits are frequently played as a pre-emptive bid. If you decide to do this, then you need to modify your opening bids at the two level to have an opening bid that indicates 8 playing tricks.

Suggested opening bids at the two level:

- 2♣ = a game force hand(alerted)
- 2♦ = 8 playing tricks in any suit (alerted)
- 2♥/♠ = a weak opening in the major (announced)

What are the requirements for a weak two?

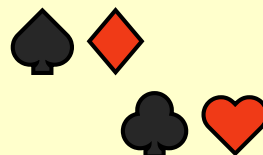
- A 6 card major suit , no weaker than Q10xxxx, and 6-10 pts. Preferably two honours in the suit especially when vulnerable.
- No other 4 card major and preferably 6-4-2-1, 6-4-3-0 or 6-3-3-1 shapes. A hand that does not satisfy the rule of 20.

How do I respond to a weak two by partner?

- With less than an opening hand, pass or make a pre-emptive raise(s) at favourable vulnerability
- With a void in opener's suit and seeking a better spot to play, bid another 6 card or longer suit. Non-forcing
- With stronger opening hands, to decide whether to bid game in the major use either the rule of 26 or the enquiry bid of 2NT to determine openers strength. A direct 3NT to play is rarely an option.

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Weak Two Opening Bids in Major Suits

The rule of Twenty -six

Add together your points + length of your holding in the major and subtract the result from 26. This gives the number of points that your partner must hold to bid game.

A worked example: You hold 3 cards in ♠s and 15 points. You have the equivalent of $15 + 3 = 18$ values so, if partner opens with 2, he needs 8 points to raise your bid of 3 to 4. If you hold a shortage in the other major, then a direct bid to 4♠ would be better.

The 2NT enquiry (Ogust convention)

This asks opener define his hand in terms of suit strength and points. The opener responds:

- 3♣ with weak suit and low points
- 3♦ with good suit and low points
- 3♥ with weak suit and high points
- 3♠ with good suit and high points

A good suit is defined as holding two of top three honours

Splinters

You can play splinters at the 4 level as a slam suggestion but this would be rare

Defending against an opponent's weak two opening.

- Double for take out which usually implies a holding in the other major suit.
- A bid in a new suit is at least 5 cards and is non forcing.
- 2/3NT is to play.