

# Weak Two Bids Bridge Convention

 [bridgebum.com/weak\\_two.php](http://bridgebum.com/weak_two.php)

Weak Twos are opening bids that show 5-10 high card points and six cards in the bid suit. Ideally, opener has concentrated strength in his six-card suit and nothing in the other suits. The classic weak two bid looks something like this:

♠ AQJTxx

♥ x

♦ xxx

♣ xxx

By opening 2 ♠ you make it harder for the opponents to find a fit in one of the other suits. See also the Rule of 2, 3 and 4, which is a guideline for determining when to open a weak two.

A weak two bid usually does not contain a side four-card major, although this is up to partnership agreement. The reason it is dangerous to preempt with a side four-card major is because the partnership may miss a good fit in that major, perhaps even a game contract, while they may have no fit in the weak two suit and may languish there.

Also, while the SAYC bidding system espouses 5-11 HCP as the range for a weak two, this technically conflicts with the Rule of 20. If you have 11 points and a 6-card suit, then you must have a 3-card side suit (or longer). Add that up and you get 20 points. So it's worth deciding if you and your partner want to open 11-pointers as a weak two.

## Responses to a Weak Two

Response	Meaning
A simple raise	Named " <u>Raise Only Non Forcing</u> ", this shows 3 or 4-card support and approximately 6-13 points (insufficient values for a game contract). It is preemptive and completely non-forcing.
A jump raise	Usually shows a weak, preemptive hand (with at least 4-card support). It is also common to make a 4 ♥ / ♠ jump raise with 5-card support regardless of strength. However, a major suit jump raise may also be made by a strong hand that believes the game contract will succeed.
A new suit	Natural and forcing for one round, typically showing at least a 5-card suit and denying support for partner's suit. However, this is up to partnership agreement; some pairs prefer to play a new suit as a non-force.

2NT

Strong, artificial forcing bid. It is most frequently used when responder has 3+ card support. Opener is asked to show a feature in a side suit, i.e. an ace or king, by bidding that suit at the three level. Examples:

2 ♥ : 2NT

3 ♣

3 ♣ shows the ace or king of clubs.

2 ♠ : 2NT

3 ♠

3 ♠ shows a minimum hand with no side suit features.

See also Ogust, a convention with more detailed responses to 2NT.

In competition, the artificial 2NT response and rebids are on.

## Example Responses

♠ AJ3	West	North	East	You
♥ 52	Pass	2 ♦ <sup>1</sup>	Pass	3 ♦ <sup>2</sup>
♦ T942				
♣ K542				

<sup>1</sup> Weak.

<sup>2</sup> An obstructive raise. Non-forcing.

♠ AKJ	West	North	East	You
♥ AT3	Pass	2 ♠ <sup>1</sup>	Pass	2NT <sup>2</sup>
♦ K9652				
♣ 42				

<sup>1</sup> Weak.

<sup>2</sup> Artificial and forcing. With game-invitational values, South plans to rebid 4 ♠ unless partner shows a minimum hand via a 3 ♠ bid.

♠ AKJ2
_____
♥ KQJ5
_____
♦ 6
_____
♣ K743

West	North	East	You
Pass	2 ♥ <sup>1</sup>	Pass	4 ♥ <sup>2</sup>

<sup>1</sup> Weak.

<sup>2</sup> A strong raise to game. However, this bid can also be preemptive with a *weak* hand and 4+ card support.

2023 © Jeff Tang. All Rights Reserved.