

The Power of the Weak Two

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District 16 Lecture Series

Agenda

- What is a Weak Two Bid?
- The Power of Discipline
- Responding to a Weak Two Bid
- Defense against Weak Two Bids

What is a Weak Two Bid?

- Six Card Suit
- 6-11 or 5-10 HCP, offensive oriented
 - Values concentrated in the suit
 - No more than one Ace or King in a side suit ~~QJT754, K34, A7, T5~~
- No outside 4-card major ~~JT, K754, AQT652, 9~~
- Attention to Vulnerability
 - Rule of 2, 3, 4
- 4th seat considerations QJT632, KQ4, 4, K94
 - No preempts in 4th seat! ~~A74, KT9764, J8, J4~~

The Power of Discipline - I

- When learning the game, your goal should be
 - Repeatability – take the same action with the same hand
 - Communication with Partner – she knows what you have
 - Are **K3, J98643, QJ5, Q9** and **K3, AQJ854, 9832, 7** both Weak IIs?
- Allows use of the Weak Two Bid for both offense and obstruction
 - Get to making games on far less than 25 HCP – “Magic Fit”
 - Steal opponents’ bidding space
 - A876, 7, K9763, K96 when P opens 2D and RHO doubles

The Power of Discipline - II

- If you agree that a vulnerable Wk II in 1st or 2nd seat has two of the top three honors --
 - “Feature” 2NT allows you to know if opener is min or max
 - Knowing that you have six tricks often makes the decision to bid 3NT easy
 - “Continuing the preempt” can be done with little risk
 - Don’t push the opponents into game (2S – X – 3S!?!) unless you can set them
 - Bid as much as you can afford to bid immediately (information exchange!)
- Kaplan Story

Example Hands

- Q7, KJ9752, A53, T7
- KQT543, 84, J93, J4
- K85, KQT532, QT4, 4
- AKT754, T8, A62, 73

Responses to a Weak Two

- Any raise: To play.
 - Opener has described his hand; *responder is captain*
- New Suit: Forcing
 - We don't fight over the partscore suit – prioritize games and slams
 - Responder may be interested in game or slam or ??
 - Opener raises with Qx or better, or xxx, else makes descriptive call
- 2NT: Artificial, forcing, asking for further description
 - Feature: Show an outside A or K (not shortage!)
 - Ogust: More useful non-vulnerable
 - 3NT rebid – What is it? (AKQxxx or better in opener's suit, Feature or Ogust)

Defense against the Weak II

- Principle: When opps' bids show strength, ours show weakness; when opps' bids show weakness, ours show strength
- Takeout doubles apply, perhaps a bit beefier
- Simple overcalls show a good suit (6 preferred), safety!
- Jumps are very good hands, 6(+) suit length: AQJxxx, x, KQx, KJx
- What is a simple cue-bid? 3NT request? Michaels?
- Leaping Michaels – Agree on forcing or not-forcing
 - (2H) – 4D shows Diamonds and Spades, can it be passed at 4D?

More Defense

- After overcaller's TO double, advancer has a challenge – we may want to show weak, constructive, and forcing hands, but don't have enough bids!
 - (2H) – X – (P) - ?? with **xxx, xxx, Qxxx, xxx** vs. **Jxx, Qx, KJxxx, Kxx**
- Lebensohl is a very useful *advanced* system to use over their weak two bids (Bonus: Also when opps interfere in our opening 1NT auctions).
- Request my lebensohl document from PlayBridgeWithThomas@gmail.com



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“If it’s not fun, you’re not doing it right!”