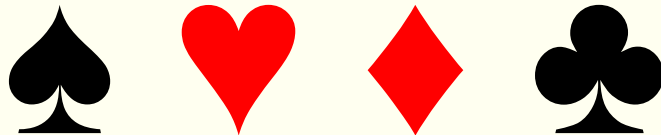


# Week 7

## Weak Twos

### Opening Threes and Above



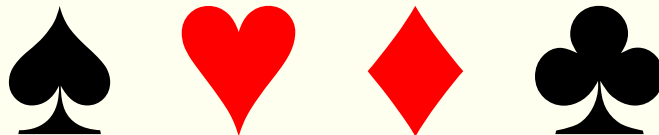
# Weak Two Opening

- Good 6 card suit (preferably 2 of top 3 honours or 3 of top 5 honours)
- 6+ HCP and less strength than opening 1 bid

♠	A Q J 9 8 7
♥	6
♦	8 6 5
♣	9 3 2
	2♠

♠	K Q 7
♥	Q 9 7 6 5 2
♦	4 3
♣	Q 9
	Pass

♠	A Q J 9 8 7
♥	6
♦	A 6 5
♣	9 3 2
	1♠



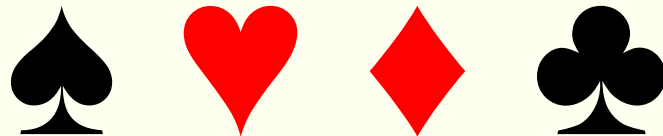
# Weak Two Opening

Less strict in third seat

♠	7
♥	A J 10 6 5 3
♦	A 8 7 6 2
♣	5
	1 ♥

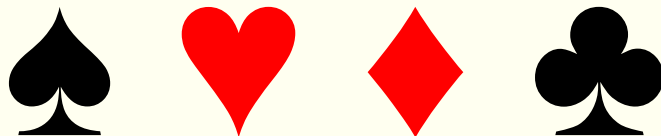
♠	5 2
♥	K J 2
♦	A Q J 9 6 4
♣	4 3
	Pass 2 ♦

♠	A Q J 10 6
♥	K 9 4
♦	7 6 5 2
♣	6
	Pass 2 ♠



# Response to Weak Two

- Raise to 3 level is to play (not invitational)
- Raise to game could be with the expectation of making or obstructive or advance sacrifice against opponent's game
- New suit below game is forcing for one round and is invitational to game or stronger (15+ HCP)
- 2NT is a forcing bid asking opener about his/her hand; you need to have a plan as to what you are going to do next

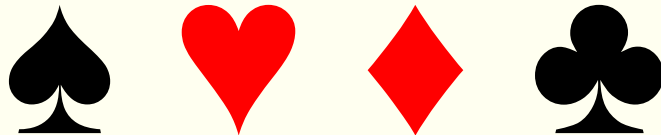


# Response to Weak Two

♠ A 7 5 4  
♥ 7  
♦ K Q J 4  
♣ A 9 7 4  
2♠ 4♠

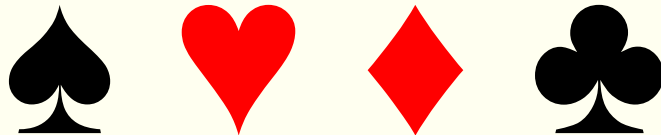
♠ 8 3  
♥ 5 4 3 2  
♦ A 9 8 6 3 2  
♣ 9  
2♥ 4♥  
(bid 3♥ vul  
versus non-vul)

♠ A K 9 5 3  
♥ 2  
♦ K Q J 10  
♣ A 5 4  
2♥ 2♠



# Rebid by Opener after 2NT Response To Weak Two (Ogust)

- Bid 3♣ with minimum HCP (6-8), ≤ 1 of top 3 honours
- Bid 3♦ with minimum HCP (6-8), 2 of top 3 honours
- Bid 3♥ with maximum HCP (8-10), ≤ 1 of top 3 honours
- Bid 3♠ with maximum HCP (8-10), 2 of top 3 honours
- Bid 3NT with all top 3 honours (i.e. AKQ)

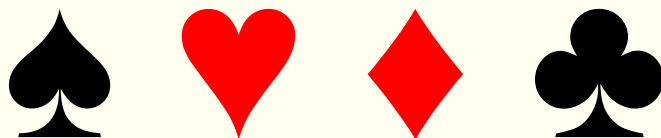


# Rebid after 2NT Response to Weak Two

♠	K J 9 7 4 3
♥	3 2
♦	A J 6
♣	9 8
2 ♠	2NT
3 ♥	

♠	4 3
♥	9 4
♦	A Q J 9 6 5
♣	7 6 2
2 ♦	2NT
3 ♦	

♠	3
♥	A J 10 6 5 3
♦	Q 9 2
♣	8 7 4
2 ♥	2NT
3 ♣	

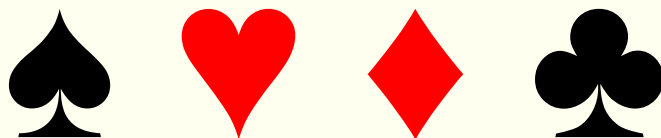


# Rebid after 2NT Response to Weak Two

♠	K Q J 9 8 3
♥	7 3
♦	A 7 3
♣	8 4
2 ♠	2NT
3 ♠	

♠	4 3
♥	9 4
♦	A K Q 9 5 x
♣	7 6 2 .
2 ♦	2NT
3NT	

♠	6 4
♥	K Q J 10 7 2
♦	9
♣	9 4 3 2
2 ♥	2NT
3 ♦	





# Rebid after New Suit Response to Weak Two

♠	K	Q	9	8	3	2
♥	A	7	3			
♦	7	3				
♣	8	4				

2	♠		3	♥
4	♥			

♠	4	3				
♥	9	4				
♦	A	K	Q	9	5	x
♣	7	6	2	.		

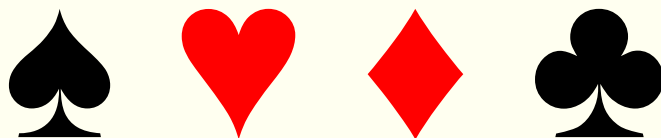
  

2	♦		2	♠
3	♠			

♠	6	4				
♥	K	Q	J	10	7	2
♦	9					
♣	9	4	3	2		

2	♥		3	♦
3	♥			



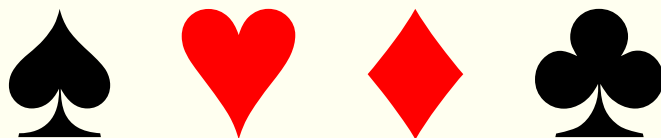
# Opening at 3 Level

- Ideally a good 7 card suit with little outside and 6-7 playing tricks

♠	5
♥	K Q J 10 9 8 5
♦	9 5 .
♣	8 5 2
	3 ♥

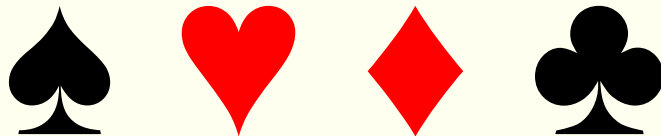
♠	K Q 7 5 4 3 2
♥	8 7 4
♦	9 8 .
♣	8
	3 ♠ (not vul)

♠	K 8 2
♥	4 3
♦	7 2 .
♣	K Q J 10 9 4
	3 ♣



# Responding to Three Level Opening

- Obstructive bids
  - Raise opener's suit with a fit and weakish hand
- Constructive bids
  - Raise to game with a fit and about 4 quick tricks
  - Bid 3NT with a fit if you can count 9 tricks or strong
  - Bid a new suit (forcing if below game)



# Three Level Opening

♠ K Q J 9 8 5 3		♠ A 7 4
♥ 9		♥ 8 7 5 2
♦ 8 7		♦ 9 6 3 2
♣ Q 6 5		♣ K 3

*West*                      *East*

3 ♠                      4 ♠

Pass

Usually Makes 9 tricks

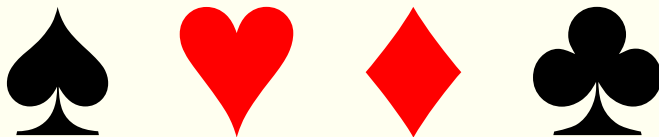
♠ 2		♠ A K 8
♥ A Q J 7 6 5 3		♥ K 8
♦ 8 3 2		♦ 9 7 5
♣ 8 2		♣ A 9 6 4 3

*West*                      *East*

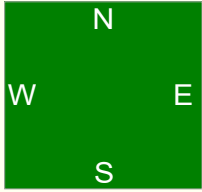
3 ♥                      4 ♥

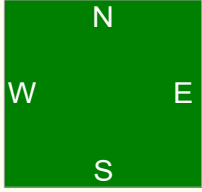
Pass

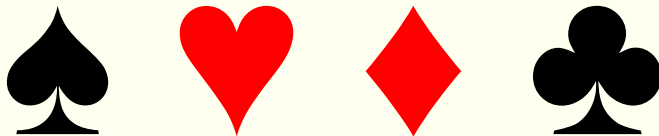
Usually Makes 10 tricks



# Three Level Opening

♠ K Q J 9 8 5 3		♠ 2
♥ 9		♥ A K 5 3
♦ 8 7		♦ A 6 5 2
♣ Q 6 5		♣ A 9 7 3
<i>West</i>		<i>East</i>
3 ♠		4 ♠
Pass		
Usually Makes 10 or 11 tricks		

♠ 2		♠ K Q J 10
♥ A Q J 7 6 5 3		♥ 4
♦ 8 3 2		♦ K Q J 10
♣ 8 2		♣ K Q J 10
<i>West</i>		<i>East</i>
3 ♥		Pass
Usually Makes 9 tricks		



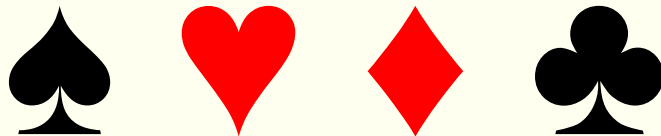
# Opening at 4 Level

- Ideally a good 8 card suit with little outside and 7-8 playing tricks

♠ 5  
♥ K Q J 10 9 8 5 2  
♦ 5  
♣ 8 5 2  
4♥

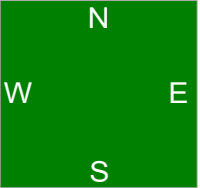
♠ A Q J 10 8 4 3  
♥ —  
♦ Q 9 7 2  
♣ 9 2  
4♠

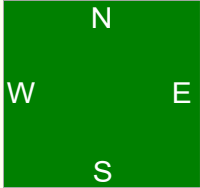
♠ 7  
♥ 4  
♦ A K J 10 9 8 3 2  
♣ 8 7 3  
5♦

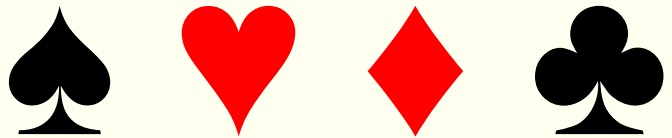


# Gambling 3NT

- Solid 7+ card minor suit
- Responder bids 4♣ unless 9+ tricks are pretty certain

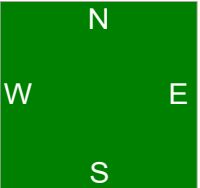
♠ 8 2		♠ A 7 6 4
♥ J 5		♥ A 7 6
♦ A K Q 10 9 8 2		♦ 5 3
♣ 5 3		♣ A 9 7 2
<i>West</i>		<i>East</i>
<b>3 NT</b>		<b>Pass</b>
Usually Makes 10 tricks		

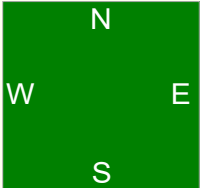
♠ 8 2		♠ K Q 9 x
♥ J 5		♥ K 9 6 2
♦ A K Q 10 9 8 2		♦ 7 4
♣ 5 3		♣ 9 7 4
<i>West</i>		<i>East</i>
<b>3 NT</b>		<b>4 ♣</b>
<b>4 ♦</b>		<b>Pass</b>
Usually Makes 9 tricks		



# Gambling 3NT

- If responder bids a major suit opener should pass
- If responder bids a minor suit, opener passes or corrects

♠ 8 2		♠ A K 4 3
♥ J 5		♥ K Q 6 3
♦ A K Q 10 9 8 2		♦ 7
♣ 5 3		♣ 8 6 4 2
	<i>West</i>	<i>East</i>
	3 NT	4 ♦
	Pass	
Usually Makes 10 tricks		

♠ 8 2		♠ A K 9 5
♥ J 5		♥ A K 8 7 6
♦ A K Q 10 9 8 2		♦ 5 4
♣ 5 3		♣ 6 4
	<i>West</i>	<i>East</i>
	3 NT	5 ♣
	5 ♦	Pass
Usually Makes 11 tricks		

