

## Weak openings

A one level opening shows about 12- 20 points.

A 2C opening shows about a 4 loser or better hand (20+ HCP).

This means you can use some other opening bids to show weak hands with a long suit.

The suit opened should be of a reasonable quality, particularly if you are vulnerable. Three of the top 5 honours is desirable.

The aim of opening these weak hands at the two, three or four level is to deprive the opponents of bidding space they need to find their best contract or to steal the hand.

### Weak twos

Opening 2D, 2H or 2S shows 6-9 HCP and a good six card suit (a 2C opening is reserved for a strong gaming forcing hand).

You could open a weak 2 with a hand like this:

KJ10855  
4  
A93  
982

You can be more aggressive at favourable vulnerability (that is, they are vulnerable and you are not).

Generally, DO NOT open with a weak two when:

- You have a decent 10 HCP (unless partner has already passed)- this is too good for a weak two and you may miss a game contract.
- You have a void (this makes your hand too good).

### Weak twos in third seat

If your partner has already passed, it is unlikely that you have enough for game, so you can open with a weak two with up to 11/12 points.

### Responding to weak twos

- If you have a misfit and less than 16HCP (a singleton or void in partner's suit is not uncommon!), PASS – don't try to rescue partner!
- If you have support for partner's suit, further pre-empt by bidding to the level of your trumps – with a 9-card fit raise to 3, with 10 card fit raise to 4. Partner must then pass.
- If you have the points for game in partner's suit or in NT, bid game – you need about 17HCP to bid game.
- With 14-16TP, bid 2NT to invite game. Partner rebids their suit to show a minimum (6-7HCP) and bids a side honour to show a maximum (8-9HCP).

- Change suit to show a 5-card suit and 16+HCP - this is forcing but the weak two opener can just rebid their suit if they don't have support for partner's 5-card suit.

## Weak jump overcalls

You can use a weak 2 bid as an overcall after your opponents have opened the bidding.

For example, if your opponents open (1C) 2H by you would show a weak hand 9-9HCP and a 6-card heart suit.

The responses are the same as when you open the bidding with a weak 2; further pre-empt, bid game in partner's suit or invite to game (this time by bidding the opponent's suit).

## Weak 3, 4 and 5 level pre-empts

Opening at the 3 level shows a weak hand with a good 7 card suit.

Opening at the 4 level shows a weak hand with a good 8 card suit.

Opening at the 5 level shows a highly distributional hand with a long strong minor suit.

For example, you would open this hand 3S:

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KQJ10875
8
94
1075

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When deciding whether to open with a pre-empt:

- Count your playing tricks
- Take your vulnerability into account
- Look at your position at the table – first and third seats are best.

If you are not vulnerable you should have 6 playing tricks. If you are vulnerable you should have 7.

You can be more aggressive if they are vulnerable and your side is not.

## Responding to a 3 level pre-empt

Raising partner's suit:

- Count your playing tricks
- If your side is not vulnerable, you need 4 tricks to raise partner's suit (partner should have 6 tricks). If vulnerable you need 3 (partner should have 7)
- You can also raise partner's suit with a weak hand and 3 card trump support.

With a good hand, bid a 5 card suit of your own - forcing.

When you pre-empt, DON'T bid again unless your partner forces you to!