

## WEAK TWO BIDS

A weak two bid opening implies a hand that has a good six-card suit, but not enough in high cards to definitely call for an opening bid. Vulnerable vs non-vulnerable, weak two bids are often hands that might be opened with one of a suit if not playing weak two bids. Also, with unfavorable vulnerability a seven-card suit is permissible. It is difficult to have enough tricks for a weak two bid with this vulnerability and yet lack opening bid strength.

### Requirements

- 6-12 HCP, varying with seat position and vulnerability
- Weakest suit K109xxx, usually better
- Most of the strength in the suit opened
- No side suit of four or more cards

Flaws:

- Five-card suit (only in third or fourth position, please)
- Singleton or void in a minor, or major suit void
- Support for a side major
- Only one of the top three honors in the suit opened

Do not open a badly flawed hand.

Not vulnerable, the hand should have 1-1/2 to 2+ defensive tricks, vulnerable 1-1/2 to 2-1/2. Partner will count on more than one trick from you on defense if she has a singleton in your suit.

Playing trick strength requirements vary with vulnerability:

Favorable	5 to 6 playing tricks
Nobody vul.	5-1/2 to 6-1/2
Both vul.	6 to 7
Unfavorable	6-1/2 to 7-1/2

With a suit like AKQ10xx or KQJ9xx, six playing tricks are enough with unfavorable vulnerability.

These requirements may be relaxed somewhat in third or fourth seat.

## The Ogust Convention

This convention consists of an artificial forcing response of 2NT. Opener rebids as follows:

3♣ with a poor hand, poor suit  
 3♦ with a poor hand, good suit  
 3♥ with a good hand, poor suit  
 3♠ with a good hand, good suit  
 3NT with a suit headed by AKQ

A passed hand may use Ogust. A "good suit" is one good enough to play in game opposite a singleton without yielding (probably) more than two trump losers. This means the suit should be as good as QJ108xx, KJ108xx, KQ10xxx, AQ10xxx, etc., not vulnerable, even better when vulnerable (when suits should always be at least this good). What constitutes a "poor hand" or a "good hand" also varies with vulnerability.

Ogust applies over an intervening takeout double or two-level overcall:

South	West	North
2♥	Dbl/2♠	2NT - Ogust

Do not use Ogust without some good reason. If you know where the hand should play, just bid that contract immediately instead of wasting time using Ogust. Ogust gives the opponents an opportunity to bid at the three level, besides revealing to them the nature of opener's hand.

## Other Responses

-- Simple suit takeouts of a weak two bid are forcing, even over a double, unless responder is a passed hand. To invite with a new suit bid, use Ogust first:

Opener	Responder
2♥	2NT
3♣	3♦

The 3♦ bid is invitational, not forcing. If responder wanted to force, she could have responded 3♦ to the 2♥ opening. With his poor hand/poor suit, opener will no doubt pass 3♦, but could raise with good diamond support and perhaps a side singleton.

Opener "raises" responder's immediate (forcing) new suit response by bidding notrump--he must never make a real raise at the four level, because responder may be psyching or just trying to find out if opener has a little something in the suit in order to make notrump a reasonably safe contract. Responder might have only Jxx in the suit, for instance, which is okay for notrump if opener has Qx, xxx, or better in the suit. The use of notrump to "raise" must be Alerted ("That is an asking bid, not a telling bid"), as must the new suit response.

If the notrump "raise" is available at the two level, then opener is allowed to make a real raise to three with good support, while a 2NT bid implies a poor raise:

Opener	Responder
2♥	2♠
2NT	- poor spade raise
3♠	- good spade raise

The artificial raise applies in competition, and may be given freely even with a minimum weak two bid.

South	West	North	East
2♥	Pass	2♠	3♣
3♠			- spade support, may be minimum
3NT			- spade support, club stopper
Dbl			- no spade support, club stopper

-- A 3NT response to a weak notrump opening in a major suit gives opener a choice between 3NT and game in the major. It implies a strong doubleton in opener's suit. Opener rebids his suit with a singleton or void, otherwise passes. To give opener no choice about passing 3NT, responder must either use Ogust or respond in a new suit before bidding 3NT.

Opener	Responder
2♥	3♦
3♥	3NT - opener must pass

-- A single raise is not invitational. This is one of the best preemptive bids there is. Do not pass partner's weak two bid if you are willing to go to the three level. Instead, raise immediately, even if RHO passes. This strategy makes life very difficult for the opposition.

-- A jump raise to game may be weak, preemptive, or strong, intending to make game. Let the opponents guess which sort of hand you have.

-- A jump to four of an unbid minor is an asking bid, described in section 6-5.