

Responding to Partner's Weak 2 Bid

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What does partner promise?

- 4 to 10 HCP
- 6 cards in the suit: RARELY, 7 or 5.
- If vulnerable, should have either a good suit or a good hand
- NO suit quality restriction
- NO “rule of 2,3,4, etc”

All Points are Not Equal

- When partner preempts, Aces are useful, trumps are useful: Queens and Jacks are of dubious value
- HCP is not a good way to evaluate whether you should go to game
- Ex. X KQJx KQJx KQx - If partner opens 2S, you probably do not make game with this 17 HCP hand! Ex. Partner has AKxxxx xx x xxxx, a normal 2S bid. You of course have at least 4 losers, maybe more. 3NT will lack tricks also.
- Ex. Axx x Akxxxx xx , this 11 HCP hand will offer great play for game opposite a typical 2S opener

How to Evaluate Your Hand For Game

- If you have a FIT: (2+ in partner's suit), assume partner has Aqxxxx, KQxxxx, or Akxxxx
- Also assume partner has a small doubleton in the side suits
- Then count losers
- NOTE: This is a shortcut. But it is a pretty good shortcut

	WEST	NORTH	EAST	SOUTH
XX				2H
KXX	P	?		
QXX				
AKQXX				

Assuming partner has AQxxxx of hearts and doubleton everywhere else:

2 spade losers

No heart loser

2 diamond losers

No club loser = 4 losers

	WEST	NORTH	EAST	SOUTH
XX				2S
KXX	P	?		
QXX				
AKQXX				

Assuming partner has AKxxxx of spades and doubleton everywhere else:

1 spade loser

1-2 heart losers

2 diamond losers

No club loser = 4-5 losers

How do we use this info?

- 3 or 3-4 losers, Bid Game
- 4 losers, Use Ogust (or Feature)
- 5+ losers, forget about game

If you have very strong trumps

- Say your trumps are KQx, you cannot give partner a “normal” 6 card preempt anymore:
- So you can give partner a useful Queen to make up their default hand
- If you have ALL the top honors in trumps, AKQ, you can give partner two useful cards: Ace, king or Queen, then count losers

	WEST	NORTH	EAST	SOUTH
Kxx				2H
AQx	P	?		
Qx				
Axxxx				

Let's give partner the Queen of spades "useful queen"
also

1 spade loser

No heart losers

2 diamond losers

1 club loser = 4 losers, use Ogust

If you have no fit

- If you have a singleton in their suit, assume two trump losers to start, then count losers as usual
- A singleton is a BIG negative opposite partner's weak 2 bid. Having a singleton trump means you need a very good hand outside of trumps to make game.

	WEST	NORTH	EAST	SOUTH
KQx				2H
X	P	?		
KQxx				
KQJxx				

1 spade loser

2 trump losers, as we have singleton

1 diamond loser

1 club loser = 5 losers: Pass 2H

KQx

X

AKxx

KQxxx

	WEST	NORTH	EAST	SOUTH
				2H
	P	?		

1 spade loser

2 trump losers, as we have singleton

1 club loser = 4 losers, so use Ogust

When to Play 3NT

- 1) When you have a fit with partner and are planning to run partner's suit, and you have good stoppers in all the other suits
- 2) When you have your own source of tricks, and stoppers

- Pard opens 2S: x AKQ AJxxx KJxx → Not a good time for 3NT, no source of tricks. 4S is more likely to make than 3NT.

	WEST	NORTH	EAST	SOUTH
KQx				2H
X	P	?		
KJx				
AKQxxx				

1 spade loser

2 trump losers, as we have singleton

1-2 diamond losers... 4-5 losers, don't really want to play 4H

BUT we have source of tricks and stoppers! So we can bid 3NT

Responding to 2D

- Your most likely game is 3NT.
- If you have stoppers everywhere, see if you think you might be able to come to 9 tricks in 3NT
- Count trick, not losers
- Use Ogust/Feature if unsure

- If 3NT not possible, use the same test as for Major openers, but since 5D is the target, you need 1 fewer loser for all categories

Game is not possible...now what?

- Raise based on number of trumps, vulnerability, and whether or not you have shortness

After 2M opener

- 3 cards - raise to 3M
- 4 cards - if singleton outside, or Nonvulnerable, raise to 4M. If vulnerable with no singleton OR 4333 any vul - raise to 3M
- 5 cards - raise to 4M.
- 6+ cards - raise to 4M now, but consider bidding on depending on how good you think the save will be.

After 2D opener

- 3 cards - raise to 3D
- 4 cards - If void, or singleton+another 5+ card suit on the side, raise to 5D. if singleton outside, or Nonvulnerable, raise to 4D. If vulnerable with no singleton OR 4333 any vul - raise to 3D
- 5 cards - if singleton, raise to 5D. if no singleton, raise to 4D
- 6+ - raise to 5D

Kxxx

WEST	NORTH	EAST	SOUTH
			2H
P	?		

Jxxx

xx

Qxx

Of course too many losers to play game to make...
But 4 trumps, jump to 4H!

Kxx

WEST	NORTH	EAST	SOUTH
			2H
P	?		

Jxx

Ax

QJxx

Of course too many losers to play game to make...
But 3 trumps, so bid 3H.

SPECIAL RULES

- **RAISING AT UNFAVORABLE:** After counting losers, do not raise to the point where you know you will go for 500 or more, no matter how many trumps you have. Raise to the level where you think you might go for 200 if doubled.
- **RAISING IF OPPS OVERCALL 2NT:** Subtract 1 trump and bid accordingly

If we have extra time..

Slam Tool

- 4C , Preemptive Keycard, to keep your side low
- Answers are 0, 1 no Q, 1 Q, 2no Q, 2 Q

Bidding on after the opponents interfere

- A. If you are sure you are making the five level, bid on.
- B. If you expect the opponents will go down 2 or more, and you have no confidence of making at the five level, double.
- C. If you expect the opponents to be down 1, and you think you are either making at the five level or down 1, bid on.
- D. If you are not sure if the opponents will make (remember partner can have 1-2 defensive tricks!), but you know you can't make at the five level, pass.
- E. If you know the opponents are making, count losers to determine how many you think you will go down - bid on, if you think it's a good save.