

WEAK TWO-BIDS AND PREEMPTIVE BIDS

Weak two-bids are pre-emptive bids at the two level in diamonds, hearts and spades. They show hands with a good six-card suit and about 5-9 points (*less than an opening hand*). Most of the strength should be concentrated in the six-card suit typically with two of the top three honours or three of the top five honours.

Pre-emptive bids can also be made in clubs, diamonds, hearts or spades at the three level (*a seven-card suit is needed*) or at the four level (*where an eight-card suit is needed*). The point count and suit strength are like the two-bid opening. Never pre-empt above the game level.

Weak-two bids or pre-emptive bids can be made either as opener or defender. Such bids almost always only occur on the first round of bidding and having made a weak-two or pre-empt, the pre-emptor does not bid again unless forced by partner.

Most players avoid making weak pre-emptive bids if they hold an outside four-card major suit or a void.

The reasons for these bids are:

1. To give partner a description of your hand
2. To interfere with the opponent's bidding

The weak two-bid or pre-emptive three or four bids are primarily defensive bids.

The most popular method of responding is:

- A raise of the suit to any level is to play and may be pre-emptive.
... Opener should Pass.
- A jump to 3NT or game in a new suit is to play.
... Opener is expected to Pass.

Vulnerably is very important in any of the above bids as you have overbid your hand and more often than not – the contract will fall.

It is important not to bid too high when vulnerable as an opponent's penalty double could prove very costly for your side if you fall by more than two tricks.