

## Opening Weak 2's (6-card suit)

The "**Weak 2's**" are aggressive opening bids of **2♦**, **2♥** and **2♠**. The opening 2-level bids are disruptive because they leave less bidding space for the opponents to communicate and to find a suit to bid.

These hands hold **9-11 HCPs** and hold **exactly 6-cards** in the named suit.

It is **CRITICAL** that the opened 6-card suit contain **at least 5 HCPs** (2 of the 3 top honors).

| Weak 2 Opening Bid<br>6-card Suit / 9 to 11 HCPs |                                      |                                    |                                    |      |
|--------------------------------------------------|--------------------------------------|------------------------------------|------------------------------------|------|
| 7 ♣                                              | 7 ♦                                  | 7 ♥                                | 7 ♠                                | 7 NT |
| 6 ♣                                              | 6 ♦                                  | 6 ♥                                | 6 ♠                                | 6 NT |
| 5 ♣                                              | 5 ♦                                  | 5 ♥                                | 5 ♠                                | 5 NT |
| 4 ♣                                              | 4 ♦                                  | 4 ♥                                | 4 ♠                                | 4 NT |
| 3 ♣                                              | 3 ♦                                  | 3 ♥                                | 3 ♠                                | 3 NT |
| 2 ♣                                              | <b>2 ♦</b><br>9-11 pts<br>6-diamonds | <b>2 ♥</b><br>9-11 pts<br>6-hearts | <b>2 ♠</b><br>9-11 pts<br>6-spades | 2 NT |
| 1 ♣                                              | 1 ♦                                  | 1 ♥                                | 1 ♠                                | 1 NT |

The **Weak 2** opening commits the partnership to taking **8 tricks**. The opener should have at least 5 sure tricks in its hand. The opener hopes the responder will make up the difference by taking at least 3 tricks.

Note: An opening bid of **2♣** is **not** included. This bid is reserved to be a strong opening bid indicating 22+ HCPs, but not necessarily clubs.

When one player holds a 6-card suit, it is likely that at least one other player will also hold a long suit accompanied by short suits and voids. This will affect the bidding.

| Responses to Weak 2♥ or Weak 2♠ Opening Bids                             |                          |                                                                 |    |    |                                     |    |    |    |                     |    |    |    |                           |    |    |  |
|--------------------------------------------------------------------------|--------------------------|-----------------------------------------------------------------|----|----|-------------------------------------|----|----|----|---------------------|----|----|----|---------------------------|----|----|--|
| Responder's Suit Length<br>in the Opened Major                           | Responder's HCPs and Bid |                                                                 |    |    |                                     |    |    |    |                     |    |    |    |                           |    |    |  |
|                                                                          | 0 to 11                  | 12                                                              | 13 | 14 | 15                                  | 16 | 17 | 18 | 19                  | 20 | 21 | 22 | 23                        | 24 | 25 |  |
| 2+Card Support<br>in Opened Major<br>(use distribution points)           | PASS                     | PASS<br>(be prepared to bid<br>3-level in the<br>Opened Major ) |    |    | 4-level<br>in the Opened Major      |    |    |    |                     |    |    |    | 4♣ Gerber<br>Explore Slam |    |    |  |
| No Support (1 or 0 cards)<br>in Opened Major<br>(no distribution points) | PASS                     |                                                                 |    |    | 3 NT or<br>3-Level Longest New Suit |    |    |    |                     |    |    |    |                           |    |    |  |
| Minimum Partnership Points<br>(assume opener holds 10 HCPs)              | 10 - 21                  | 22                                                              | 23 | 24 | 25                                  | 26 | 27 | 28 | 29                  | 30 | 31 | 32 | 33                        | 34 | 35 |  |
|                                                                          | PASS                     | Partial Score                                                   |    |    | Game Major-NT                       |    |    |    | Game Major-NT-Minor |    |    |    | Small Slam                |    |    |  |

| Responses to Weak 2 ♦ Opening Bid                                    |                                 |                      |    |    |                        |    |    |    |                      |    |    |    |            |                            |    |
|----------------------------------------------------------------------|---------------------------------|----------------------|----|----|------------------------|----|----|----|----------------------|----|----|----|------------|----------------------------|----|
| Responder's Suit Length<br>in the Opened Minor                       | Responder's Point Count and Bid |                      |    |    |                        |    |    |    |                      |    |    |    |            |                            |    |
|                                                                      | 0 to 11                         | 12                   | 13 | 14 | 15                     | 16 | 17 | 18 | 19                   | 20 | 21 | 22 | 23         | 24                         | 25 |
| 6+card Major<br>(no distribution points)                             | PASS                            | 2-level 6+card Major |    |    |                        |    |    |    |                      |    |    |    |            | 4 ♣ Gerber<br>Explore Slam |    |
| 2+Card Support<br>in Diamonds<br>(use distribution points)           | PASS                            |                      |    |    | PASS or<br>3 ♦ or 3 NT |    |    |    | 3 NT or 5 ♦          |    |    |    |            |                            |    |
| No Support (1 or 0 cards)<br>in Diamonds<br>(no distribution points) |                                 |                      |    |    | 3 NT                   |    |    |    | 2-level 5+card Major |    |    |    |            |                            |    |
| Minimum Partnership Points<br>(assume opener holds 10 HCPs)          | 10 to 21                        | 22                   | 23 | 24 | 25                     | 26 | 27 | 28 | 29                   | 30 | 31 | 32 | 33         | 34                         | 35 |
|                                                                      | PASS                            | Partial Score        |    |    | Game Major-NT          |    |    |    | Game Major-NT-Minor  |    |    |    | Small Slam |                            |    |

## Opening Weak 3's (7-card Suit)

The "**Weak 3's**" are very aggressive opening bids of **3♣**, **3♦**, **3♥** and **3♠**. The opening 3-level bids are greatly disruptive because they leave less bidding space for the opponents to communicate and to find a suit to bid.

These hands hold **9-11 HCPs** and hold **exactly 7-cards** in the named suit.

| Weak 3 Opening Bid<br>7-card Suit / 9 to 11 HCPs |                                      |                                    |                                    |      |
|--------------------------------------------------|--------------------------------------|------------------------------------|------------------------------------|------|
| 7 ♣                                              | 7 ♦                                  | 7 ♥                                | 7 ♠                                | 7 NT |
| 6 ♣                                              | 6 ♦                                  | 6 ♥                                | 6 ♠                                | 6 NT |
| 5 ♣                                              | 5 ♦                                  | 5 ♥                                | 5 ♠                                | 5 NT |
| 4 ♣                                              | 4 ♦                                  | 4 ♥                                | 4 ♠                                | 4 NT |
| <b>3 ♣</b><br>9-11 pts<br>7-clubs                | <b>3 ♦</b><br>9-11 pts<br>7-diamonds | <b>3 ♥</b><br>9-11 pts<br>7-hearts | <b>3 ♠</b><br>9-11 pts<br>7-spades | 3 NT |
| 2 ♣                                              | 2 ♦                                  | 2 ♥                                | 2 ♠                                | 2 NT |
| 1 ♣                                              | 1 ♦                                  | 1 ♥                                | 1 ♠                                | 1 NT |

It is **CRITICAL** that the opened 7-card suit contain **at least 5 HCPs** (2 of the 3 top honors).

The **Weak 3** opening commits the partnership to taking **9 tricks**. The opener should have at least 6 sure tricks in its hand. The opener hopes the responder will make up the difference by taking at least 3 tricks.

When one player holds a 7-card suit, it is most likely that at least one other player will also hold a long suit accompanied by short suits and voids. This will affect the bidding.

| Response to a Weak 3 ♣ or 3 ♦ or 3 ♥ or 3 ♠ Opening Bid   |                          |         |               |                    |    |    |    |                     |    |    |    |            |                            |    |  |
|-----------------------------------------------------------|--------------------------|---------|---------------|--------------------|----|----|----|---------------------|----|----|----|------------|----------------------------|----|--|
| Opener's Weak 3 Bid                                       | Responder's HCPs and Bid |         |               |                    |    |    |    |                     |    |    |    |            |                            |    |  |
|                                                           | Responder has            | 0 to 11 | 12 to 14      | 15                 | 16 | 17 | 18 | 19                  | 20 | 21 | 22 | 23         | 24                         | 25 |  |
| 3 ♥ or 3 ♠                                                |                          | PASS    |               | 4 ♥ or 4 ♠ or 3 NT |    |    |    |                     |    |    |    |            | 4 ♣ Gerber<br>Explore Slam |    |  |
| 3 ♦ or 3 ♣                                                | Biddable 7-Card Major    | PASS    | 3-Level Major | 4 ♥ or 4 ♠         |    |    |    |                     |    |    |    |            |                            |    |  |
|                                                           |                          | PASS    |               | PASS or 3 NT       |    |    |    | 5 ♣ or 5 ♦ or 3 NT  |    |    |    |            |                            |    |  |
| Minimum Partnership Points<br>(assume opener has 10 HCPs) |                          | 10to21  | 22 to 24      | 25                 | 26 | 27 | 28 | 29                  | 30 | 31 | 32 | 33         | 34                         | 35 |  |
|                                                           |                          | PASS    | Partial       | Game Major-NT      |    |    |    | Game Major-NT-Minor |    |    |    | Small Slam |                            |    |  |

## Opening Weak 4's (8-card suit)

The "**Weak 4's**" are extremely aggressive opening bids of **4♥** and **4♠**. The opening 4-level bids are greatly disruptive because they leave no bidding space for the opponents to communicate and to find a suit to bid. The opponent's next bid has to be at game level.

These hands hold **9-11 HCPs** and hold exactly **8+cards** in the named major suit.

| Weak 4 Opening Bid<br>8-card Suit / 9 to 11 HCPs |     |                             |                             |      |
|--------------------------------------------------|-----|-----------------------------|-----------------------------|------|
| 7 ♣                                              | 7 ♦ | 7 ♥                         | 7 ♠                         | 7 NT |
| 6 ♣                                              | 6 ♦ | 6 ♥                         | 6 ♠                         | 6 NT |
| 5 ♣                                              | 5 ♦ | 5 ♥                         | 5 ♠                         | 5 NT |
| 4 ♣                                              | 4 ♦ | 4 ♥<br>9-11 pts<br>8-hearts | 4 ♠<br>9-11 pts<br>8-spades | 4 NT |
| 3 ♣                                              | 3 ♦ | 3 ♥                         | 3 ♠                         | 3 NT |
| 2 ♣                                              | 2 ♦ | 2 ♥                         | 2 ♠                         | 2 NT |
| 1 ♣                                              | 1 ♦ | 1 ♥                         | 1 ♠                         | 1 NT |

It is **CRITICAL** that the opened 8-card suit contains **at least 5 HCPs** (2 of the 3 top honors).

The **Weak 4** opening commits the partnership to take **10 tricks** - a game-level contract and without any idea of what the partner holds. These are "close-out" bids and the responder is expected to **PASS**.

Some experienced players like to open an 8-card minor. For beginners, I strongly advise against this practice.

When one player holds an 8+card suit, it is most likely that at least one other player will also hold a long suit with short suits and voids. This will affect the bidding.

### Respond to Weak **4♥** and Weak **4♠** Openings

- The responder assumes the Weak 4 opener has 10 HCPs.
- The responder does not have to hold any cards in the opened suit. The opener already has an 8-card fit in the opened suit.
- The responder is expected to PASS.
- If the responder has **23+ pts**, there are enough combined points for a slam. Bid **4 NT Blackwood** - asking for Aces.