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Weak Two Bids

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2♦ 5 to 11 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ 5 to 11 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ 5 to 11 HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

I'm not a big Flannery fan. I like weak 2-bids in diamonds (as well as in the majors, of course).

The range shown is 5-11. I am big on partnership discussion of style. The vulnerability and suit-quality are crucial. I would not open with this 5-count at any colors: ♠J 6 5 4 3 2♥K J♦4 3 2♣7 6. I would open 2♣ with this 5-count if not vulnerable: ♠A J 10 9 8 3♥4♦7 6 5♣6 4 2. I would open this 10-count with 2♠: ♠K Q 9 8 7 4♥4 2♦K 9 2♣Q 2.

Any partnership needs to know the style of each player. In [LC Standard](#), a side (poor) four-card major is possible, but not likely. A side ace or side void is also possible if the hand is in the 5-11 range.

New suits are forcing as is 2NT (which asks for a [Feature](#)). Show a [Feature](#) only if opener isn't minimum. A [Feature](#) is usually an ace or king, but could be made with other holdings if stuck. A [Feature](#) is never a void or a small singleton.

A raise is not forcing--and can be quite weak. Raising from two to three is just a [LAW of Total Tricks](#) bid, typically based on three-card support.

If the opponents overcall our weak 2-bid, double is for pure penalties (a rare part of the game where double actually means business).

There are many fancy gadgets and options available after the opponents make a takeout double, but none are part of [LC Standard](#).

For a complete [LC Standard](#) card and a prettier version of this series, see [Bridge Winners](#).

Additional Reading: [What Should We Play](#)