

## Weak Two Bids and Defense Thereto

Good suit or not? (the fundamental decision)

If not required, will be able to preempt more often but partner might make a bad lead (K from Kx or Q from Qx) and will not be sure what to do with a good hand.

If yes, preempt less often but easier for partner to lead the suit or bid with a good hand. Can often bid 3NT or 4M with quick-trick hands (and/or shortness in a trump contract)

If not require a good suit, how bad can the suit be? Anything? Q-10-xxxx?

Suit strength depends on vulnerability? Good suit if VUL, otherwise not required?

Point range? 4, 5 or 6 as minimum, 9-11 as max

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Feature asking or Ogust are typical responses with a “good” hand opposite a weak two  
“Good” hand not necessarily a certain # of HCP, but one that will produce 9 or 10 tricks.

Feature asks for an non-trump high card feature (A or K or maybe QJx). This is used if partner promises a good suit. (Might be looking for a NT stopper.)

Ogust used if partner does not promise a good suit. Bid 2NT asks for further description.  
3C is a bad suit and a bad hand  
3D is a good suit but a bad hand  
3H is a bad suit but a good hand  
3S is a good suit and a good hand.

Need an agreement on what constitutes a good suit and a good hand (top of point range).  
Don't use Ogust if you can't stand the response (too high and forces to the 4-level).

Some play Ogust if non-vulnerable and feature if vulnerable (since you have a good suit).

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Defense vs. weak twos. Lebensahl (there are other Lebensahls – vs interference of 1NT)

Immediate double or 4<sup>th</sup> chair double (either one)

2 level bids are 0-n (must agree on what “n” is, often 6 or 7)

3-level bids are either (n+1 or better) or (n+3 or better)

2NT is the Lebensahl bid. Either (0-n) or (n+1 or n+2) or (n+1 or better) Relay to 3C

Pass shows clubs and has 0-n HCP

Bid 3D shows diamonds and has 0-n HCP

Bid 3H shows hearts and has either (n+1 or better) or (n+1 or n+2)

Bid 3S show spades and has n+1 or n+2 HCP

Depends on whether or not one could have bid at the two-level.

Example of HCP ranges: (0-7, 8+){could **not** have bid at two-level} or (0-7, 8-9, 10+)

**Spiral** – raise by opener with 3 trumps (modified if hearts are trump). 2NT (or 2S) asks the opener to describe. 3C (or 2NT) is weak with 3, “strong” with 3, weak with four, “strong” with four.

**Smolen** – over partner’s 1NT with 5-4 majors and game going. Bid Stayman. If partner bids a major, you’ve found a trump fit. If not bid major, bid **3** of your **4-card** major. The 1NT bidder will now be the declarer in 3NT or 4 of your 5-card major.

**Puppet Stayman** – over 2NT (caters to a 5-card major by the NT bidder). Do this even if you don’t have a 4-card M, but do have 1+ 3-card major. 3D means no 5-card but at least one 4-card M. 3H or 3S is a 5-card M. 3NT is no 5 or 4-card M. Over 3D, bid non-4card Major (Strong hand is declarer.). (If both, bid 4D with no slam interest, 4C with slam interest.)

- over 1NT (3 clubs - modified) Do this even (as above) unless you have both 4-card M, in which case bid 2C (regular stayman). 3D says no 5-card M and says nothing about any 4-card M. 3H/S says 5-card major. If you do have a 4-card M over 3D bid, bid the other major. If you don’t, bid 3NT.

**Lebensohl** – 1NT interference - 2-level to play (ignore opponents’ X or 2C) – 2NT relays to 3C (which can be passed if you want to play 3C), 3D says you want to play 3D. 3NT says you have a stopper in their suit. Immediate 3NT says you have game-going values but don’t have a stopper. 3H/S after 2NT is invitational. Immediate 3H/S is game going.

**RKC Blackwood** – if ambiguous about Queen, next cheapest (non-trump suit) asks (if asker not have the Q)