

# Benjaminised Two Bids – commonly called Weak Twos

## Standard Method Summary

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2♣ = 'Acol Strong Two' with a suit as trumps with 8 or 9 playing tricks

2♦ = 23+ HCP or Game force (equivalent of the standard Acol 2♣ bid)

2♥ = 6-10 HCP with 6-card Heart suit

2♠ = 6-10 HCP with 6-card Spade suit

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### 2♣ Any strong opening with a trump suit

If the strong suit is a Major it should have 8 playing trick strength

If the strong suit is a Minor it should have 9 playing trick strength.

(note: it is recommended that strong hands with Minors that have only 8 playing trick strength are best opened at the one level)

Opener bids 2♣ - forcing bid - Alerted by partner

Response is bid 2♦ - Alerted by partner. This is a relay bid to enable opener to describe his hand.

Opener can then bid 2♥/♠ (8 playing tricks) or 3♣/♦ (9 playing tricks)

Responder can then take appropriate action that may include:

- Raise to Game - no interest in slam but some support.
- Change of suit at the cheapest level – natural with 8+HCP.
- Bid NT at the cheapest level – negative response - hand with no supporting feature

Opener closes out the auction or progresses it accordingly

♠ Q 9 2		♠ 7 3	<b>West</b>	<b>East</b>			
♥ A K Q J 6 2	<table border="1"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td>S</td></tr> </table>	N	W E	S	♥ 9 8 4	2♣	2♦
N							
W E							
S							
♦ A K 6	♦ 7 3	2♥	4♥				
♣ 4	♣ A 10 9 6 5 2						

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### 2♦ Strongest opening bid

This shows 23+ HCP or a hand that can make Game by itself

Opener bids 2♦ - Alerted by partner.

Responder can then take appropriate action that may include:

- 2♥ - shows 0-7 HCP.
- 2♠, 2NT, 3♣/♦ - natural with 8+HCP or at least an Ace and a King

After 2♥ response, opener can bid naturally and responder must not pass short of Game level.

After response of 2♠, 2NT, 3♣ or 3♦, the partnership may wish to explore the possibility of a Slam bid using whatever methods have been agreed.

♠ A K J		♠ 8 4 3 2	<b>West</b>	<b>East</b>			
♥ A 9 5	<table border="1"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td>S</td></tr> </table>	N	W E	S	♥ 8 7 6	2♦	2♥
N							
W E							
S							
♦ A 7 3	♦ K 4	2NT	3NT				
♣ A K 6 3	♣ Q 7 5 2						

There will be occasions when the decision is not as clear cut. The following hand came up on 5<sup>th</sup> April 2016. The West hand is too good to open at the one level as it could well be passed out. We can't count 8 clear-cut trump winners to open 2♣. Two doubletons could be dangerous for 2NT. With only 22 HCP it looks too weak for 2♦. So some sort of compromise is necessary. 2♣ is better than 2NT but upgrading the West hand to 23 HCP seems more reasonable than bidding it as 8 clear-cut tricks. Best scores at the table were all achieved in Heart Game contracts. The auction illustrated would have produced the best contract. Note that if East had less than 3 hearts he could have made the second negative bid of 3NT which would then probably have been the best contract. As it is the raise to 4♥ is easy enough.

♠ A 5 ♥ A K Q 6 3 ♦ K 4 ♣ A Q 10 3	<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">           N W E S         </div>	♠ K 8 7 4 ♥ 9 8 4 ♦ 9 6 3 ♣ J 9 8	<b>West</b> 2♦ 3♥	<b>East</b> 2♥ 4♥
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## 2♥/♠ Weak Pre-emptive bid

Opening bid 2♥/♠ shows 6-10 HCP and 6 cards in the suit bid. The 6-card suit is normally expected to include at least one or two of the top three honour cards. Perhaps a non-vulnerable opener can be more flexible.

♠ K 9 8 5 3 2 ♥ J 9 3 ♦ Q 9 7 ♣ 7	<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">           N W E S         </div>	♠ Q 4 ♥ A 10 7 4 2 ♦ A 10 3 ♣ 10 5 4	<b>West</b> 2♠	<b>East</b> Pass
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After opponents open at the one level you can agree that an overcall jump bid 2♥/♠ is also weak pre-emptive. Why not make life difficult for opponents? Also, with 5 good Spades East can raise the pre-empt afterwards if necessary. Here is an example.

♠ J 10 9 6 3 2 ♥ Q 10 2 ♦ A K 4 ♣ 8	<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">           N W E S         </div>	♠ A Q 8 5 4 ♥ 9 6 4 ♦ 6 ♣ J 8 7 6	<b>Dealer South</b>			
		<b>North</b> -	<b>East</b> -	<b>South</b> 1 ♣	<b>West</b> 2 ♠	

In fourth seat after three passes there is little to be gained opening a weak two. Rule of 14 can be applied to determine if the hand is worth opening (number of Spades + number of HCP). Other weak hands with 6-card suits are almost certainly not worth opening. The danger is that opponents could find a cheap overcall and steal the contract from you anyway.

## Responses and Rebids

It is accepted that with hands with 6-card suit shape might stand a reasonable chance to make Game score if the partnership HCP total is 23 or more.

Responder requires a good hand with at least 15 HCP and at least two trumps in support to consider taking the auction further. So the most likely response is Pass. With good trump support and a few HCPs a raise to 3♥/♠ may be made in third seat to extend the pre-emptive value and make life even more difficult for opponents. Opener should remember that this is pre-emptive and not invitational.

## Judging if/when to bid Game after Weak 2♥/♠

If responder is strong with 15/16 HCP he can explore the value of opener's 2♥/♠ bid by making a bid of 2NT (Ogust convention). Opener can then re-bid as follows:

- 3♣ - 6/7 HCP with less than two of the top three trump honours
- 3♦ - 6/7 HCP with two of the top three trump honours
- 3♥ - 9/10 HCP with less than two of the top three trump honours
- 3♠ - 9/10 HCP with two of the top three trump honours

With 8 HCP the opener must judge if the hand is a good 8 (call it 9/10) or a poor 8 (call it 6/7).

After 2NT, if opener rebids 3♣/♦ showing 6/7 HCP responder can sign off in 3♥/♠. When opener rebids 3♥/♠ this shows 9/10 HCP. Then the partnership total is at least 23 so responder can raise to 4♥/♠. With 17 HCP and a good trump fit or 18+ HCP and a reasonable trump fit responder might bid 4♥/♠ directly without using the Ogust convention.

♠ K Q 10 9 4 2		♠ A J 3		<b>West</b>	<b>East</b>			
♥ Q 10 6	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px 5px;">N</td></tr> <tr><td style="padding: 2px 5px;">W E</td></tr> <tr><td style="padding: 2px 5px;">S</td></tr> </table>	N	W E	S	♥ K J 4 3		2♠	2NT
N								
W E								
S								
♦ K 7 6	♦ Q J 5		3♠	4♠				
♣ 7	♣ K 10 8							

This following is the same East hand as above but West is weaker. The 3♦ response to the 2NT bid reveals that partner has only 6/7 HCP and therefore very little outside of the trump suit. A sign off bid in part score is appropriate

♠ K Q 10 9 4 2		♠ A J 3		<b>West</b>	<b>East</b>			
♥ Q 10 6	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px 5px;">N</td></tr> <tr><td style="padding: 2px 5px;">W E</td></tr> <tr><td style="padding: 2px 5px;">S</td></tr> </table>	N	W E	S	♥ K J 4 3		2♠	2NT
N								
W E								
S								
♦ 9 7 6	♦ Q J 5		3♦	3♠				
♣ 7	♣ K 10 8							

To make Game on this next hand you need the ♠K to be onside or get a favourable lead. Something has to break in your favour. From the outset you know you have a good 9-card trump fit and that the combined count is at least 23 HCP. So there is already a reasonable expectation of success. If you have a set of defining rules you might as well stick to them - so bid straight to Game. At worst you can expect all the other pairs will bid Game too so you will still get a result.

♠ A Q 7 5 4 2		♠ J 10 9		<b>West</b>	<b>East</b>			
♥ 8 2	<table style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px 5px;">N</td></tr> <tr><td style="padding: 2px 5px;">W E</td></tr> <tr><td style="padding: 2px 5px;">S</td></tr> </table>	N	W E	S	♥ A K Q J		2♠	4♠
N								
W E								
S								
♦ J 10 9 8	♦ K 6 5							
♣ 8	♣ K 9 4							

## Judging if/when to bid Slams after Weak 2♥/♠

Slams are a reasonable prospect if the trump fit level is at least 10 and the partnership HCP is at least 27. For these rare occasions the Ogust convention may also be of use. Therefore a responder with at least 18 HCP and a known 10-card or 11-card trump fit might want to make an initial Ogust bid of 2NT. After a favourable response, the responder can initiate a slam try using partnership agreed methods like Blackwood convention