

♣ Gary's ♦ ♥ Top Bridge Tips ♠

#3

Raising Partner's 'Weak Two Bid' to Game

I can't count the times my students have asked, "How many points do I need to raise partner to game when she opens with a 'Weak Two Bid'?"

#1

♠A83

♥87

♦AKJ74

♣AQ3

#2

♠A873

♥87

♦9872

♣K32

Partner opens 2♠, RHO passes and you hold either of the above two hands. What would you respond with each hand? The first hand is very good while the second hand is not so good. The proper response with both hands is 4♠!

So the answer to the question: "How many points do I need to raise partner to game when she opens a **Weak Two**?" is: 'It all depends on your intentions.'

Your intentions with the first hand are that partner will make the 4♠ contract and rack up +420 or +620. Making 4♠ should be a walk in the park.

Your intentions with the second hand are entirely pre-emptive. Your partner pre-empted with 2♠ to make communications difficult for the opponents. Your raise to 4♠ is to make life completely miserable for them. You can tell almost with a certainty that one of the opponents has a singleton spade or may even be void. As a matter of fact, looking at your heart suit, I would be very surprised if the opponents can not make game in hearts. Your jump to 4♠, should take away the room they need to communicate their holdings. The beauty of the pre-emptive 4♠ bid is: the opponents do not know if your 4♠ is based on hand #1 or hand #2. And finally, for them to enter the auction at the 5-level is not an easy thing to do! 4♠ down one, two or three tricks (even doubled) may be a good score if the opponents can make a game of their own!

So how many points do you need to raise partner's pre-empt to game? It depends on what your intentions are.

**There is a guide that also supports your decision to raise partner to game with hand #2. It is called the 'Law of Total tricks'. More on 'The Law' in a future Top Tip.*