

# when you open a Weak 2

you are telling partner:

## 1) I cannot open @ 1 Level

before you open a your 6card suit @ the 2Level with 5-10HCP, make sure you are weak  
check the rule of 20 (HighCard points + the Length of your 2Longest Suits

♠T2 ♥AKJ983 ♦QT97 ♣6 is too STRONG for a weak 2 open

## 2) I do not have another 4card Major

♠5432 ♥KQJ832 ♦97 ♣6 is too Likely to preempt Partner

## 3) I have no value other than my Suit

outside Qs & Js are good for defense

♠Q2 ♥KJ9832 ♦J76 ♣Q2 is too good for defense

outside As & Ks are good for defense or offense - you should have no more than 1 outside AorK

♠32 ♥QT9832 ♦K7 ♣K32 is too good for defense

## 4) I will not bid again unless you FORCE me

Partner knows that:

*you cannot open @ 1 Level*

*you do not have another 4card Major*

*you have no other values*

Partner can Raise your Suit to the 3Level to further the preempt: This is **NOT** *invitational*

Partner can Raise your Suit to Game: This is *ToPlay*

If Partner wants to know more, Partner will ask by bidding:

2NT is a *GameTry* (Rule of 17: HighCardPoints+#Trump = 17<sup>orMore</sup>) *Forcing*

OR *SlamTry* hand (Rule of 20: HighCardPoints+#Trump = 20<sup>orMore</sup>) *Forcing*

Pass is not an option

New 5<sup>orMore</sup> Suit by Partner shows a **STRONG** hand (17<sup>orMore</sup>HighCardPoints) *Forcing*

Your response is:

repeat your suit = 2 or fewer Partner's suit

Raise Partner's suit = 3<sup>orMore</sup> Partner's suit minimum (5-7HighCardPoints)

JumpRaise Partner's suit = 3<sup>orMore</sup> Partner's suit & Maximum (8-10HighCardPoints)

NewSuit = 3<sup>orMore</sup> Partner's suit Maximum & (8-10HighCardPoints)

& a Control (AorK) in That Suit

JumpNewSuit = 3<sup>orMore</sup> Partner's suit & Maximum (8-10HighCardPoints)

& Shortness in That NewSuit

Pass is not an option

# Ogust

*undisciplined*

Opener	Intervenor	Responder	Advancer
2♦♥♠	Pass	2NT	Pass
?			

preemptor

2♦♥♠ = 5 to 10 High Card Points, 6 Suit, 1 or Fewer Side Suit Controls **weak2**

asker

2NT = **Game Try Rule of 17 or 20**

preemptor

3♣ = **minimum**, 1 or Fewer top 3 Suit **Bad hand/Bad suit**

3♦ = **minimum**, 2 top 3 Suit **Bad hand/Good suit**

3♥ = **MAXimum**, 1 or Fewer top 3 Suit **Good hand/Bad suit**

3♠ = **MAXimum**, 2 top 3 Suit **Good hand/Good suit**

3NT = **MAXimum**, 3 top 3 Suit

# Feature

*disciplined*

Opener	Intervenor	Responder	Advancer
2♦♥♠	Pass	2NT	Pass
?			

preemptor

2♦♥♠ = 5 to 10 High Card Points, 6 Suit, 1 or Fewer Side Suit Controls **weak2**

asker

2NT = **Game Try Rule of 17 or 20**

preemptor

**Rebid Suit = minimum**

**New Suit = MAXimum, A or K Suit**

3NT = **MAXimum**, 3 top 3 Suit