

2 Opening Bid

The 2 opening bid shows 11-15 HCP and one of the following:

- Six+ clubs but a hand not suitable for opening 3 , the requirements for which are 11-15 HCP, six+clubs with zero or one loser in the suit, no more than six total losers, and at least one side ace or king
- Five+ clubs and a four-card major. With a bad five-card club suit, consider opening 1 , 1NT, or 2 .

Responses

2	Artificial and forcing by passed and unpassed hand
2 2	Natural, not forcing
2NT	Natural, invitational
3	Preemptive, not invitational
3	Good diamond suit, bad hand
3 3	Natural, strongly invitational
3NT	Signoff
4	Preemptive
4	RKC Minorwood
4 4	Signoff
4NT	<i>Undefined</i>
5	Signoff, can be preemptive

2 – 2

Promises at least invitational values. All strong responding hands bid 2 or jump to game. A 2 response followed by a new suit is forcing to game.

A 2 response followed by 4 is a slam try in clubs and initiates a cue bidding sequence. Most people consider Precision 2 auctions to be a weak part of the system but these 4 slam try auctions often pick up a slam swing.

2 2	Four-card suit
2NT	Six+card club suit, two side stoppers
3	Six+card club suit, one side stopper
3	5 6 or max with concentrated 4 6
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3	5 6 or max with concentrated 4 6

2 – 2 – 2 (Four-card major)

2	5+ spades, game force
2NT	4 of other M, invitational
3	Invitational
3	5+ diamonds, game force
3	Invitational
3	5+ cards, game force
3NT	Signoff
4	Slam try in clubs, initiates cue bidding
4	RKC Minorwood for clubs
4	Signoff
4	RCK Kickback
4NT	<i>Undefined</i>
5	Signoff

2 – 2 – 2 (Four-card major)

2NT	4 of other M, invitational
3	Invitational
3 3	5+ cards, game force
3	Invitational
3NT	Signoff
4	Slam try in clubs, initiates cue bidding

4	RKC Minorwood for clubs
4	Splinter
4	Signoff
4NT	RKCB for spades
5	Signoff

2 - 2 - 2NT (6+ Clubs, Two Stoppers)

3	Invitational to five clubs Asks which stoppers then
3	3 Heart and diamond stopper
	3 Spade and diamond stopper
	3NT Heart and spade stopper
3 3	5+ cards, game force
3NT	Signoff
4	Slam try in clubs, initiates cue bidding
4	RKC Minorwood for clubs
4 4	Signoff
4NT	RKCB in clubs
5	Signoff

2 - 2 - 3 (6+ Clubs, One Stopper)

3	Asks which stopper then
	3 Heart stopper
	3 Spade stopper
	3NT Diamond stopper
3 3	5+ cards, game force
3NT	Signoff
4	Slam try in clubs, initiates cue bidding
4	RKC Minorwood for clubs
4 4	Signoff
4NT	undefined
5	Signoff

2 - 2 - 3 (?-?-5 -6 or very concentrated ?-?-4 -6)

3 3	5+ cards, game force
3NT	Signoff
4	Slam try in clubs, initiates cue bidding
4	RKC Minorwood in clubs
4 4	Signoff
4NT	RKCB in diamonds
5	Signoff

2 - 2 - 3 (5 -6 or max with concentrated 4M-6)

3	5+ cards, game force
3NT	Signoff
4	Slam try in clubs, initiates cue bidding
4	RKC Minorwood for clubs
4	Signoff
4	RKC Kickback for hearts
4NT	Undefined
5	Signoff

2 - 2 - 3 (5 -6 or max with concentrated 4M-6)

3	5+ cards, game force
3NT	Signoff
4	Slam try in clubs, initiates cue bidding
4	RKC Minorwood for clubs

4	Slam try in hearts
4	Signoff
4NT	RKCB in spades
5	Signoff

Interference

2 - (X)

XX	Penalty, implies no club fit
2	Artificial and forcing by passed and unpassed hand
2 2 2NT	Natural, non-forcing
3	Preemptive, may be junk
3 3 3	Preemptive
3NT	Signoff, may be bluff intending to run to 4
4	Preemptive
4	RCK Minorwood

2 - (2 2 2)

X	Negative
2 2 2NT	Natural, non-forcing
3	Preemptive, may be junk
Cue	Slam try with control of opponent's suit
3 3 3	Natural, non-forcing
3NT	Signoff, may be bluff intending to run to 4
4	Preemptive
4	RCK Minorwood

2 - (2NT)

X	Penalty
3	Competitive, may be junk
3 3 3	Natural, non-forcing
3NT	Signoff, may be bluff intending to run to 4
4	Preemptive
4	RCK Minorwood

2 - (3)

X	Penalty
3	Natural, non-forcing
3	If cue, game try with club fit
3	If cue, slam try with club fit
3NT	Signoff, may be bluff intending to run to 4
4	Preemptive
4	RCK Minorwood