

## 2 Opening Bid

The 2 opening bid shows 11-15 HCP and one of the following ("standard" Precision) hand patterns:

- 4-4-1-4
- 4-4-0-5
- 4-3-1-5 (unsuitable for 2 opening)
- 3-4-1-5 (unsuitable for 2 opening)

Pass	At least 6 diamonds, no interest in the other suits or in bidding higher
2 2	Natural, signoff
2NT	Artificial and game-forcing, showing 11+ HCP and asking opener to further describe his hand:
3	3-4-1-5 (three-card suit)
3	4-3-1-5 (three-card suit)
3	4-4-1-4 11-13 HCP
3	4-4-1-4 14-15 HCP
3NT	4-4-1-4 14-15 HCP, and the king or ace of diamonds
4	4-4-0-5 11-13 HCP
4	4-4-0-5 14-15 HCP
3	Natural, signoff
3	At least 6 diamonds, invitational to 3NT
3 3	Invitational
3NT	Signoff
4	Transfer to 4
4	Transfer to 4
4 4	Signoff
4NT	Straight Blackwood

## 2 - X

Advancer often has to guess whether the double shows a diamond suit or is for takeout. Take advantage of their potential misunderstanding by not asking questions until we're about to make the opening lead.

- System on over double
- Redouble of a double showing diamonds = 10+ HCP and good diamonds (willing to play 2 XX)
- Redouble of any other double = penalty
- 2NT = artificial and game-forcing as above
- 4 = RKC Minorwood for Clubs

## 2 - Overcall

- Double = penalty
- 2NT = artificial and game-forcing as above
- 4 = RKC Minorwood for Clubs