21) The two suited 2♦ weak opening. 6-11 HCP and 4+ 4+ in both majors.

The point count requirement for this opening is 6-11 but, in case partner is a passed hand, it could be up to 13-14 HCP. With more points it is not advisable to open 2. This opening is a weak opening and its connotation can not be totally distorted. At any rate points should be concentrated in the 2 major suits, avoiding opening 2. with 2 bare major 4 carders and points in the short side suits.

The minimum requirement of 4-4 in majors allows a very high frequency of use but it is necessary to exercise some good judgement, keeping a constant check on vulnerability. In case of unfavourable vulnerability, it is very advisable to have at least a 5-4 shape and about 10 HCP concentrated in the 2 major suits.

Responses to 2 ightharpoonup .

Pass = 5+ ♦ with maximum 1-2 in majors.

2♥ = 3 or 4 cards fit, conclusive.

2♠ = 3 or 4 cards fit . conclusive

2NT = artificial G.F.

3♣ = 6+♣ with maximum 1-2 in majors, conclusive.

 $3 \leftarrow = 6 + \leftarrow$. with maximum 1-2 in majors, conclusive

3 ♥ = 5 cards fit, conclusive.

3♠ = 5 cards fit, conclusive.

Over 2 or 2 response, that are conclusive and not inviting, opener with a maximum hand and minimum 5-5 in majors, can invite partner to game by bidding a minor where he has a singleton / void. If partner repeats his choice at 3 level this is a sign off.

Bidding development over G.F. 2NT . (The Bic sequence)

Over the only G.F. response , opener follows a string of 7 step responses known as Bic sequence where S/V = singleton / void , LRM = Lower Ranking Major and HRM = Higher Ranking Major

```
N S 2 NT
```

1° step 3♣ = no S/V , then 4-4 in majors at 70% of times

2° step 3 → = longer LRM and LR S/V, that is 5+ • 4 ♠ and ♣ S/V.

3° step 3♥ = longer LRM and HR S/V, that is 5+♥ 4♠ and ♦ S/V.

4° step 3♠ = longer HRM and LR S/V, that is 5+♠ 4♥ and ♣ S/V.

5° step 3NT = longer HRM and HR S/V, that is 5+♠ 4♥ and ♦ S/V.

6° step 4♣ = majors 5+ 5+ and LR S/V, that is 5+♥ 5+♠ and ♣ S/V.

 7° step 4 ♦ = majors 5+ 5+ and HR S/V, that is 5+ ▼ 5+ ♠ and ♦ S/V.

The above bidding sequence could, at first sight, look complicated but, once understood its mechanism, it does not require any mnemonic effort.

In case of a 3♣ re-bid , showing no S/V, responder can bid a 3♦ relay asking for the longer major with following step responses :

N S 2 → 2NT 3 ♣ 3 ◆

3 **v** = majors 4-4

3♠ = longer LRM that is 5+♥ 4♠ and 2-2 3NT = longer HRM that is 5+♠ 4♥ and 2-2

Responses to 2♦ overcalled X

Pass = I am happy with 2 ♦ X.

XX = you choose, with 3-3 or 4-4 in majors

2♥ = I prefer ♥ conclusive 2♠ = I prefer ♠ conclusive

2NT = artificial G.F. with step responses (*Bic sequence*)

3♣ = 6+♣ with maximum 1-2 in majors 3♦ = 6+♦ with maximum 1-2 in majors

3 ≠ = 5 cards fit conclusive 3 ♠ = 5 cards fit conclusive

Responses to 2 opening overcalled 2 o 3 in a suit.

X = it substitutes 2NT G.F. with *Bic sequence* step responses

3 = 6 + with maximum 1-2 in majors

3 ◆ = 6+ ◆ with maximum 1-2 in majors

The advantages of the 2 suited 2 opening consist in the great frequency of use and in the possibility to have a choosing response at 2 level that allows for a good defensibility.

Moreover such opening has a sizable pre-emptive power for it forces opponents to start the bidding at 3 level since it practically takes away both majors from opponents. When used with good judgement, it can represent a valuable competitive tool providing also the opportunity of a constructive development through the *Bic Sequence* allowing a complete description of opener shape.

Source : The 2suited 5 cards Major by G.A.Castiglioni Published by Mursia