

Chapter 8: Opening 2 of a Major

This chapter addresses the two new add-ons to KLP V13: our 2♥ and 2♠ openings. After doing extensive analysis, we discovered that standard 2 level preempts really are not that effective in hampering the opponents in achieving their final contract. It also in essence tells declarer whom to play key cards for, that being the weak 2's partner. Also, I am not one to preempt all that often – if my preempt is good with the right losers, I should be opening at the one level, and if the suit's good but losers are wrong, most likely a 3 level preempt is best. So, preempts are out, and the two new bids are now standard KLP fare. Only the best, and we have fixed some problems. ☺

OPENING 2♥ = FLANNERY

The Flannery opening is at times unjustly maligned, but it is gaining a resurgence in popularity in the game due to the fact that in one bid you can effectively show your entire hand. Also, because of the use of forcing NT to start all game forces, if opener has four spades they never get to show them if the forcing NT is really a weak raise to 2M. This was causing a problem in KLP when we had a 4-4 spade fit, because in essence, we were in an inferior contract. Thusly, we use 2♥ to show exactly 5♥ and 4♠ with opening values.

The responses to Flannery are relatively standard fare:

PASS = wanted to play ♥
2♠/3♣/♦ = NF, finding a place to play
2NT = forcing, asking for hand type/shape
3♥/♠ = INV
3NT = natural, to play

After 2♥-2NT, responses show the following:

3♣/♦ = 3 cards in suit, fragment.
3♥ = min hand, 10-13 HCP
3♠ = max hand, 14-15 HCP
3NT = max hand, 14-15 HCP, can play NT
4♣/♦ = working voids, max hand

Once opener has described their hand, responder should set final contract or make slam try.

OPENING 2♠ = MINOR TWO SUITER

This opening was the former 2NT opening, but it's been moved one step back to 2♠ to allow the stronger hand to ask of partner's shape and range. It also

as a nice byproduct can catch partner's preempt in spades – a winning situation. Furthermore, it takes away all weak 2's of the opponents and tells partner you have something for your bid. That's using their system against them.

Responding to 2♠ is relatively easy:

PASS = spades is the place to play

2NT = artificial ask of opener, normally G/F

3♣/♦ = NF, agreeing to suit

3♥/♠ = forcing one round, looking for 3 card major fragment to bid game on

3NT = interested in a slam try for a minor, pick better one

4♣/♦ = preemptive

After 2♠ - 2NT:

3♣ = 3 cards in ♥

3♦ = 3 cards in ♠

3♥/♠ = showing stops, asking for NT

3NT = infers a very shapely hand, asking partner to make a move towards game