Vulnerability and the Rules of 2, 3, and 4

Vulnerability

Unfavorable	V vs. NV	You can only go down one trick doubled (-200) against their possible game (420). If you go down two, it is too much (-500).
Equal	V vs. V or NV vs. NV	You can go down two tricks doubled (-300 or -500) against their possible game (420 or 620). If you go down three, it is too much (-500 or -800).
Favorable	NV vs. V	You can go down three tricks doubled (-500) against their possible game (620). If you go down four, it is too much (-800).

Rules of 2, 3, and 4

Rule of 2:

- Applies when the vulnerability is **unfavorable**.
- Be within two tricks of your contract in your own hand to pre-empt with unfavorable vulnerability.
- Assumes you will get one trick from partner.
- Example:
  - A K Q 10 x x, x x x, x x, x x

Rule of 3:

- Applies when the vulnerability is **equal**.
- Be within three tricks of your contract in your own hand to pre-empt with equal vulnerability.
- Assumes you will get one trick from partner.
- Example:
  - A Q J x x x, x x x, x x, x x
  - K Q J 10 x x x, x x x, x x x, x

Rule of 4:

- Applies when the vulnerability is **favorable**.
- Be within four tricks of your contract in your own hand to pre-empt with favorable vulnerability.
- Assumes you will get one trick from partner.
- Example:
  - Q J 10 x x x, x x x, Q x, x x
  - Q 10 9 x x x, x, A x x, x x x