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
	2	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
p.		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:
 - o 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:
 - o AQJxxx,xxx,xx,xx
 - KQJ10xxx,xxx,xxx,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:
 - o QJ10xxx, xxx, Qx, xx
 - o Q 10 9 x x x, x, A x x, x x x

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