OPENING WEAK TWOS

Recommended is that you play

3 weak and 1 strong.

2♣ is artificial, strong, and forcing to 2NT or game.
2♦, 2♥ and 2♠ are natural, weak and preemptive.

In first or second seat your weak-2 suit should be:-

6-card

and headed by at least KT or QJ

You will not normally hold four cards in another major

Points should be in the range 5 to 10.

(Other agreements are possible)

In third seat
you can stretch the requirements

you might have four cards in the other major;
you might have only a five-card suit;
you might even stretch the point-range ever so slightly.

There is no such thing as a weak two opening in fourth seat -

there is no one to preempt.

If you do want to play a weakish two in fourth seat then make it a little stronger with every hope of making -
go for about 8 to 12 points and strictly a six-card suit.

Your weak two opening is like an overcall before your opponents have got started.

Don't get upset if it doesn't make - the purpose is to get in the way.

You have described your hand with your opening bid -

you will not normally make a further bid unless directed by partner.

Seven-card suit

Note that with a seven-card suit you will normally open at the three-level.

Vulnerability

Be a bit more circumspect when vulnerable - you don't want to go two down in a part-score.

The suit should be strictly six-card, and the suit quality should be good.