Partner opened a weak two - teacher's notes

The important concept is that a weak two opening bid is primarily obstructive – taking away the opponents' bidding space – whilst being closely enough defined to start the search for a making contract when appropriate.
And as an obstructive bid you will be happy if your contract fails to make provided that it prevents your opponents from bidding and making a higher-scoring contract. In this respect it has more in common with an overcall than with a typical opening bid at the one-level.

It should, therefore, not be a surprise that the concept of 'bidding to the level of the fit', and getting to that level quickly, should be at the forefront of your mind.

For this reason, you will normally raise immediately to the three-level with three-card support or to the four-level with four-card support on any hand which does not offer hopes of a game your way. Note that these bids are not in any way invitational – partner should pass.
You may choose to vary this principle slightly with an eye on the vulnerabilities, but that is all.

With a misfit – void or singleton in partner's suit – and a low point-count you should pass. Do not attempt to rescue partner, although having passed, you will on occasion get a subsequent opportunity to show your long and worthless holding.

Other bids should be used for constructive bidding, and in principle, only when there is the possibility of at least a game your way.
A basic guideline for this would be 15+ points. Facing a maximum 10 from partner you would certainly hope for a game with a combined 23 points and a 6-card suit, and there must be a fair chance with just a combined 24 points and a 6-card suit, but there is some flexibility.
Certainly with 3-card support for partner's major, a void or singleton, and an AK and an A, I would be looking for a game with just these 11 points – you can almost count 10 tricks facing a maximum. You might as a partnership decide to follow this route with a minimum of, say, 13 or 14.
Never forget that the game is about tricks – not points. But having said that, 15 is an excellent guideline number in this context.

And the strong bids are a change of suit and the conventional bid of 2NT.

The bid of a new suit should be played as forcing for 1 round in the first instance and should show a good suit of at least 5 cards. With a maximum or near maximum opener must do more than rebid at the lowest level.

2NT has a long history dating back to at least the Italian Blue Club team of the 1950s and 60s, The systems of responses vary considerably, but since those early days the 2NT has always been artificial and forcing, asking opener to describe his hand in greater detail.

Most common in club play is the OGUST system of responses:-

3♣	minimum hand (say 5-7)	poor suit (typically 1 top honour)
3♦	minimum hand	good suit (2 top honours)
3♥	maximum hand (say 8-10)	poor suit
3♠	maximum hand	good suit
3NT	AKQ in trump suit	

Because of its prevalence this is the system I teach, but it is not my favourite and I do not believe it to be the best.
Two bids for the weak hands is a little indulgent, and the suit quality tends to be relatively irrelevant except when the weak 2 is in a minor and you can see the possibility of 3NT based on a running suit. Otherwise, it's mostly about maximum or minimum.

You will find a discussion of other possibilities on
MJBridge.info/openers rebid2lev/page321.html