

Multi-2♦ Opener

This bid is used to show a 6-card major, a balanced 22-23 or a strong 8 playing trick hand with a 6+ of that minor. (This means your 2NT opener shows 20-21. However, if you wish to play 2NT opener as the minors - weak, then your multi 2♦ will have 20-22 as the strong option). **PLEASE NOTE: 2♦ Opener and all bids by Responder must be alerted.**

The Multi-2♦ is used if you are playing 2♥ and 2♠ as a two-suiter hand with a 5-card major and a 4+ minor. (This is covered in Intermediate Lesson 12)

Responses:

2♥	= pass or correct
2♠	= pass or correct. At least 3+ hearts and hearts are longer than spades (no game interest in spades)
2NT	= forcing enquiry 14+ HCP
3♣/♦	= 6+ suit, to play - with 0 or 1 card in one of the majors
3♥	= pass or correct, at least 3/3 both majors, pre-emptive (5-10 HCP)
3♠	= pass or correct, 3 spades and 4+ hearts (5-10 HCP)
3NT	= at least 4/4 in the majors, pre-emptive (5-10 HCP)
4♥/♠	= to play

Opener's rebids:

After 2♥/2♠:

- With a weak major either pass or correct – leave partner to decide any further action
- With a balanced strong hand bid 2NT – partner can transfer or stayman
- With a strong minor show your suit at the 3-level – partner can take further action

After 2NT:

- With a maximum weak-2 in hearts bid 3♣
- With a maximum weak-2 in spades bid 3♦
- With a minimum in hearts bid 3♥
- With a minimum in spades bid 3♠
- With a strong balanced 22-23 bid 3NT - partner must bid a slam
- With a strong minor show it at the 4-level – partner can then either bid game or investigate a slam
- After any rebid, a new suit by responder is game force
- After a rebid showing a maximum hand, you are in a game force auction

After 3♣/3♦:

- With a weak major, you must pass
- With a strong balanced hand, bid 3NT
- With a strong minor, bid your minor

Opener's rebids (continued):

After 3♥/♠:

- With a weak major either pass or correct
- With a balanced strong hand, bid 3NT
- With a strong minor, bid your minor

Defence to the Multi-2♦ Opener

Suit bid = good 5+ suit, 13-15 HCP

Responder can pass, invite or bid game with a fit, or investigate slam with a very strong hand. A new suit is forcing

Jump suit = good 6+ suit, 11-15

Responder bids as above

Double = strong 16+ hand with a suit rebid

Responder's bid after a pass:

- a) 2♥/♠ = 0-7, 4+ suit
 - b) 2NT = 0-7, no major
 - c) 3 of a suit = 8+HCP, 4+ suit, GF
- The doubler then shows their suit, raises responder's suit or GF with a jump bid.
 - NB:** With a balanced 19-20, the doubler bids 2NT and 3NT with 21+.
 - If there is interference eg 2♦ – X – 2♥ – X: = doubles are takeout
 - After 2♦ – Pass – 2♥ – X: Double = takeout or 16+ with a rebid

Competing with an 11-15 HCP hand

- With 11-15 hands you may first pass but once opener's suit is clear then double is for takeout – try not to let them pre-empt you out of your contract.

Examples

(a)	(b)	(c)	(d)
2♦–Pass–2♥–Pass 2♠–X	2♦–Pass–2♠–Pass Pass–X	2♦–Pass–2♥–Pass Pass–2NT	2♦–Pass–2♥–Pass Pass–2♠
X = takeout	X = takeout	2NT= 12-15 with a stopper	2♠ = 5+ card suit 11-15 HCP. <i>Could not bid the first round until the weak major is known</i>

2NT = balanced 16-18, should have stoppers in both majors

responder bids:

- a) 3♣ = Baron – bid suits up the line
- b) 3♦/♥ = transfers
- c) 3♠ = slam try with both minors
doubler can show a minor or bid 3NT
- d) 3NT = 8+
- e) 4NT = Quantitative, asks to bid 6 with a maximum