

# Intermediate Lesson 11: Multi-2D Opener & Defence

**Board 1**  
 North Deals  
 None Vul

♠ 7 6  
 ♥ K Q 10 8 7 6  
 ♦ 9 5  
 ♣ Q 8 5

♠ J 10 9  
 ♥ 2  
 ♦ 8 7 2  
 ♣ A K 10 4 3 2

♠ A 8 5 4  
 ♥ A 9 4  
 ♦ J 10 6 4  
 ♣ 9 6

♠ K Q 3 2  
 ♥ J 5 3  
 ♦ A K Q 3  
 ♣ J 7

West	North	East	South
Pass	2 ♦ <sup>1</sup>	Pass	2 NT <sup>2</sup>
	3 ♥ <sup>3</sup>	All pass	

1. Multi 2 ♦ (alert)
2. Strong Relay - 14+ HCP (alert)
3. Minimum weak 2 (alert)

With 16 HCP, South bids 2 NT to find out which major North has and how strong a hand they hold.

With a minimum range heart hand, North calls 3 ♥

South is not strong enough to raise to game.

9 tricks should be made.

**Board 2**  
 East Deals  
 N-S Vul

♠ A 8 7 5 4  
 ♥ 8 5  
 ♦ 9 8 4  
 ♣ 9 6 3

♠ Q J 6  
 ♥ A 9 7 3  
 ♦ Q J 3 2  
 ♣ 7 5

♠ K 3  
 ♥ K Q 4  
 ♦ A K 7 6  
 ♣ A K 8 2

♠ 10 9 2  
 ♥ J 10 6 2  
 ♦ 10 5  
 ♣ Q J 10 4

West	North	East	South
2 ♥ <sup>2</sup>	Pass	2 ♦ <sup>1</sup>	Pass
3 ♣ <sup>3</sup>	Pass	3 ♦	Pass
4 NT	Pass	5 ♥	Pass
6 ♦	All pass		

1. Multi 2 ♦ (alert)
2. Weak relay (alert)
3. Baron (alert)

East's first two bids show a balanced 22-23 HCP. West's 2 ♥ shows no game interest and is passable had East held a weak 2 in hearts.

However, West uses Baron to enquire about East's suits. On finding a diamond fit (3 ♦), West bids Blackwood to ensure 2 aces are not missing.

When East shows 2 aces, the small slam is reached.

NB: 6 NT does not make.

**Board 3**  
 South Deals  
 E-W Vul

♠ A 7 5  
 ♥ K 10 4  
 ♦ 10 9 8  
 ♣ 8 7 4 3

♠ 4 3 2  
 ♥ A J 6  
 ♦ Q 7 5 2  
 ♣ A K 9

♠ J  
 ♥ 9 7 5 3  
 ♦ A K 6  
 ♣ Q J 10 6 2

♠ K Q 10 9 8 6  
 ♥ Q 8 2  
 ♦ J 4 3  
 ♣ 5

West	North	East	South
Pass	3 ♥ <sup>2</sup>	Pass	2 ♦ <sup>1</sup>
All pass			3 ♠

1. Multi 2 ♦ (alert)
2. 3/3 in the majors non forcing (alert)

After South's opening, North can make a pre-emptive jump with 3 cards in each major, knowing that they have enough HCP for game were South to have a strong balanced hand.

South bids their spade suit with that bid ending the auction. If North were to bid 2 ♥, East should balance in the pass-out seat with 3 ♣, a making contract.

The jump makes it harder for the opposition. Although 3 ♠ should be 1 down for -50, East-West can score 130 in 4 ♣. It is really hard for them to find this contract after the jump to 3 ♥.

**Board 4**  
 West Deals  
 Both Vul

♠ K J 7 6 5  
 ♥ 8 2  
 ♦ 9 8 3  
 ♣ A K 6

♠ A Q 9 8  
 ♥ K Q J  
 ♦ A K Q 7  
 ♣ Q 5

♠ 10 3 2  
 ♥ A 10 6 5 3  
 ♦ 6 4  
 ♣ 10 8 7

♠ 4  
 ♥ 9 7 4  
 ♦ J 10 5 2  
 ♣ J 9 4 3 2

West	North	East	South
2 ♦ <sup>1</sup>	Pass	2 ♠ <sup>2</sup>	Pass
2 NT	Pass	3 ♦ <sup>3</sup>	Pass
3 ♥	Pass	3 NT	Pass
4 ♥	All pass		

1. Multi 2 ♦ (alert)
2. Longer ♥ than ♠ (alert)
3. Transfer (alert)

West's first 2 bids show a 22-23 balanced hand. Although East does not know initially which hand type their partner has, they are better to bid 2 ♠ showing longer hearts than spades. Their next bid (3 ♦) is a transfer and is followed up with 3 NT, giving West the choice of game contracts. With 3 hearts and 2 clubs, West chooses 4 ♥.

NB: East would not bid 2 ♠ if they had 1 spade and 2 hearts.

Although 4 ♥ can be made by either player, it is easier played by the strong hand. ♠ 2 lead from South could cause East to go wrong if they declared the hand, an example of why we play transfers.

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**Board 5**  
North Deals  
N-S Vul

♠ J 10 5 3  
♥ A K 5  
♦ J 6  
♣ Q 8 3 2

♠ 9 8 2  
♥ 9 4  
♦ A 10 8 3  
♣ K 10 7 5

♠ K 4  
♥ Q J 10 7 6 3  
♦ 5 4 2  
♣ 9 6

♠ A Q 7 6  
♥ 8 2  
♦ K Q 9 7  
♣ A J 4

West North East South  
2 ♥<sup>2</sup> Pass 2 ♦<sup>1</sup> Dbl  
Pass 4 ♠ Pass 2 ♠  
All pass

1. Multi 2 ♦ (alert)  
2. Weak relay (alert)

South's double shows 16+ HCP. If a balanced hand as here, it will not have a hold in both majors.

After West's pass or correct 2 ♥, North doubles for takeout, to show 4 spades and enough HCP for game. When South bids 2 ♠, North can raise to game.

11 tricks should be made.

**Board 6**  
East Deals  
E-W Vul

♠ Q J 7 3  
♥ 9 5  
♦ A J 10 6 4  
♣ 10 3

♠ K 6 5 2  
♥ A 4 2  
♦ K 2  
♣ A Q 4 2

♠ A 10 8 4  
♥ 7 6  
♦ Q 9  
♣ K J 7 6 5

♠ 9  
♥ K Q J 10 8 3  
♦ 8 7 5 3  
♣ 9 8

West North East South  
2 NT Pass 3 ♣<sup>2</sup> Pass  
3 ♠ Pass 4 ♠ Pass  
All pass

1. Multi 2 ♦ (alert)  
2. Baron (alert)

West's 2 NT shows a balanced 16-18 with a hold in both majors. East's 3 ♣ is Baron, with the spade fit found and game reached.

West must be careful in the play of the trump suit to avoid losing 4 tricks.

**Board 7**  
South Deals  
Both Vul

♠ J 9 8 7 3  
♥ Q 3  
♦ A 8 4 3  
♣ A 3

♠ A K 6 2  
♥ 7  
♦ Q 10 9 2  
♣ K 6 5 4

♠ Q 10  
♥ K 8 5 2  
♦ J 5  
♣ Q J 10 9 2

♠ 5 4  
♥ A J 10 9 6 4  
♦ K 7 6  
♣ 8 7

West North East South  
Pass 2 ♥<sup>2</sup> Pass 2 ♦<sup>1</sup>  
Dbl Pass 3 ♣ Pass  
All pass

1. Multi 2 ♦ (alert)  
2. Weak relay (alert)

North has no game interest opposite a weak 2 in hearts and therefore bids 2 ♥, pass or correct. When the weak 2 in hearts is confirmed, West, who was not strong enough to make a bid first time, can compete with a take-out double. Thus, the club fit is found with East-West recording a plus score.

**Board 8**  
West Deals  
None Vul

♠ A J 7 6  
♥ 10  
♦ K 5  
♣ A Q 10 8 7 3

♠ 9 3  
♥ K Q J 8 5 4  
♦ 10 7 4  
♣ 9 4

♠ Q 8 2  
♥ A 7 2  
♦ Q 9 6  
♣ J 6 5 2

♠ K 10 5 4  
♥ 9 6 3  
♦ A J 8 3 2  
♣ K

West North East South  
2 ♦<sup>1</sup> 3 ♣ Pass 3 ♦  
Pass 3 ♠ Pass 4 ♠  
All pass

1. Multi 2 ♦ (alert)

North is strong enough to make a direct club overcall after West's opening. North-South bid their other suits to find their spade fit. Careful play should enable North to make all the tricks in one of the minor suits to make their contract, even after the potentially tricky lead of two rounds of hearts.