

Muiderberg Twos

Very common in Holland, the name Muiderberg comes from a village outside Amsterdam where its inventor, Onno Janssens, lived.

Muiderberg twos are an option for your opening $2\heartsuit/\spadesuit$ bids; usually played when a weak (6 card) $2\heartsuit/\spadesuit$ opener is incorporated into your Multi $2\spadesuit$ opening. This combination has been called Rainbow, but it is not licensed in many competitions where a variable $2\spadesuit$ opening (can be weak or strong) is frowned upon. At the Pattaya Bridge Club anything goes, but it's all alertable of course.

Playing Muiderberg, an opening bid of $2\heartsuit/\spadesuit$ shows 6-9 points and the hand contains 5 cards in the major bid plus a 4 (or 5) card minor suit. Muiderberg differs from Lucas twos in that the 2nd suit is always a minor (Lucas twos allow for both majors).

Hand A	Hand B	Hand C	Hand D
\spadesuit K9864	\spadesuit K98642	\spadesuit K9864	\spadesuit K9864
\heartsuit 54	\heartsuit 54	\heartsuit A762	\heartsuit 54
\diamond A762	\diamond A762	\diamond 54	\diamond A7652
\clubsuit 65	\clubsuit 5	\clubsuit 65	\clubsuit 5

Hand A: A classic $2\spadesuit$ opener.

Hand B: With a 6 card major, open your Multi $2\spadesuit$ assuming that it incorporates weak twos.

Hand C: Pass. This would be a Lucas $2\spadesuit$ opener but that is not a very good convention.

Hand D: Open $2\spadesuit$. The minor suit may be either 4 or 5 cards.

Response to the Muiderberg 2♥/♠

A raise to 3 of the major is pre-emptive. A raise to 4 of the major could be anything (as with the traditional weak two). Responder is the captain and opener is not invited to bid again in competition. There are three popular variations on what 2NT and 3♣ mean: -

- (a) 2NT asks for the minor - searching for possible game or slam and 3♣ is to play in the minor (pass or correct to 3♦). Possible responses to this strength-showing 2NT bid are: -

3♣	=	♣'s, min values	3♦	=	♦'s, min values
3♥	=	♣'s, max values	3♠	=	♦'s, max values

- (b) 2NT is Lebensohl (so wishing to play in the minor or possibly a long suit his own) and any other bid except a bid of the major is strong and game forcing.

- (c) A variant attributed to Johan Longueville. 3♣ is pass or correct and over 2NT opener responds: -

3♣	=	4♣'s	3♦	=	4♦'s
3♥	=	5♣'s	3♠	=	5♦'s

Let's assume scheme (a) - so 3♣ is the weak bid and 2NT asks for the minor and strength. Here are a few examples, in each case partner has opened 2♠.

Hand E	Hand F	Hand G	Hand H	Hand J	Hand K
♠ 107	♠ 107	♠ AJ5	♠ AJ632	♠ AJ6	♠ A6
♥ Q1074	♥ Q107	♥ 7642	♥ 542	♥ KQ2	♥ KJ92
♦ KQ3	♦ A987	♦ 974	♦ Q652	♦ KQ52	♦ KQJ102
♣ A987	♣ A987	♣ Q74	♣ 5	♣ AJ2	♣ J2

- Hand E: Pass. 3♣ would be a nice contract if partner has ♣'s but you are fixed if he responds 3♦ to a 3♣ bid by you. Settle for the 5-2 fit at the two level.
- Hand F: Bid 3♣, you want to play in 3♣ or 3♦.
- Hand G: Bid 3♣. It's one above the Law but it will make life difficult for the opponents to judge.
- Hand H: Bid 4♣. The opponents have game in ♥'s, maybe slam.
- Hand J: Bid 4♣. This time it's to make and you have the double card available if the opponents come in.
- Hand K: Bid 2NT. If partner has ♣'s then bid 3NT. If partner is weak with ♦'s then it's probably best to settle for 3♦. If partner is maximum with ♦'s then you can try 5♦.

Defence to Muiderberg

It's easiest to play the same as for a weak two (i.e. double for take-out). But bear in mind that the major is only a five-cards and so a penalty will often be profitable.