

The Multi 2♦

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I was asked if I could write something about the multi 2♦ opening, so here goes: -
There are many different variations of the multi but here is one pretty good variation:

- 2♦ = either (1) A weak (6 card) ♥ or ♠ hand, say 6-9 points.
or (2) A strong hand with a good long minor suit
or (3) A big balanced NT hand.

Now responder does not know what type of hand his partner has and should assume it is type (1). So he normally responds 2♥ which opener will pass or correct to 2♠ with a weak hand. Opener's response to the 2♥ relay are: -

- Pass = weak hand with 6 ♥'s
2♠ = weak hand with 6 ♠'s
2NT = strong NT hand, see below for point range (I suggest 22-24).
3♣ = strong hand with a good long ♣ suit
3♦ = strong hand with a good long ♦ suit

One exception to responder's usual 2♥ relay is when responder has a hand with decent ♥'s such that he can bid to 3♥ (or more) if partner has a weak ♥ hand but not opposite a weak ♠ hand. With such a hand responder bids 2♠ which opener will either pass or correct to 3♥ holding weak ♥'s (or 4♥ with a max).

If responder has game ambitions opposite a presumed weak major hand, he can enquire about opener's hand type by bidding 2NT. Typical responses are: -

- 3♣ = weak ♥'s, upper point range (8-9)
3♦ = weak ♠'s, upper point range (8-9)
3♥ = weak ♥'s, lower point range (6-7)
3♠ = weak ♠'s, lower point range (6-7)
3NT = strong NT hand, see below for point range (I suggest 22-24).
4♣ = strong hand with a good long ♣ suit
4♦ = strong hand with a good long ♦ suit

Note that it's OK to go past 3NT with the strong ♣/♦ type hands as partner is also strong and slam may be there. My personal preference after a 4♣/♦ response is that the next suit up (i.e. 4♦ over 4♣ and 4♥ over 4♦) is RKCB (Kickback) as 4NT is not suitable to ask for aces/keycards with a minor suit as trumps.

What's the point range for 2♦ - 2♥/♠ - 2NT?

It's up to you, but here's my suggestion: -

- Your opening 2NT is 20-21
2♦ - 2♥ - 2NT is 22-24
2♣ - 2♦ - 2NT is 25+

The big advantage of this scheme is that you never need to open or rebid 3NT, so Stayman and transfers are always on. Another big advantage is that a 2♣ opening is always absolutely game forcing.
How strong a hand for 2♦ - 2♥/♠ - 3♣/♦? It's up to you. I recommend something like: -

- | | | | |
|-----------|----|-----------|------------------------------|
| ♠ 65 | or | ♠ 5 | i.e. about 9 playing tricks. |
| ♥ A | | ♥ A6 | |
| ♦ AKQ9854 | | ♦ KQJ | |
| ♣ A65 | | ♣ KQJ9874 | |

Raising the pre-empt

Hand A	Hand B
♠ KJ76	♠ 7
♥ 7	♥ KJ76
♦ J7652	♦ J7652
♣ 965	♣ 965

Here we see one of the major disadvantages of the Multi – opener is usually weak with a major, but you don't know which one. With these hands if playing a traditional weak two you would pass if partner opens with two of your singleton and raise to 4♥/♠ if he opens with two of your 4-carder. But if partner opens a Multi then you are in the dark. With Hand A you simply respond 2♥

and with Hand B you respond 2♠ - showing a hand willing to compete if partner has a weak ♥ hand. Unfortunately this has little pre-emptive effect and if partner does indeed have a weak ♥ hand then LHO can come in cheaply or show his ♠'s with a double.

Hand C
♠ KJ6
♥ QJ6
♦ J7652
♣ 65

With this hand you can do something. If partner opens 2♦, then bid 3♥ - this shows a pre-emptive raise in either major and is pass or correct. Unfortunately it also tells the opponents an awful lot about your hand.

Opener's rebid after 2♦ - 2♠

- pass = weak hand with ♠'s (either top or bottom of the range).
- 2NT = strong NT hand, see above for point range (I suggest 22-24).
- 3♣ = strong hand with a good long ♣ suit
- 3♦ = strong hand with a good long ♦ suit
- 3♥ = weak hand with ♥'s (either top or bottom of the range).

So what is an opening 2♥/♠ bid?

Again, it's up to you. You can play them as strong but one popular treatment in Holland is Muiderberg - weak (say 6-9) with 5 cards in the major and 4 cards in an unspecified minor. 2NT by responder would then ask for the minor.

So no weak 2♦?

If you play 2♦ as the multi then obviously you have lost the 2♦ as a weak hand – no great loss in my opinion. But the Dutch have actually come up with a solution!! Some (mainly Dutch) players play that an opening 2♣ bid is either very strong or else is a weak 2♦ opening. This means that when partner opens 2♣ you have to bid 2♦ unless you have a hand good enough to press on over a weak two in ♦'s. We'll leave it there!

Other variations of the Multi

Many players include 4441 type distributions in their multi, and this is a very good idea. Possibly the best solution for what point range is required will be given later when I write up more on accurate bidding methods.

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There is a separate document 'What to do if your multi 2♦ is interfered with'.