

# The Multi Two Diamonds Convention

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 NoTrump 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 ♥'s, either lower or upper point range.
- 2♠ = weak ♠'s, either lower or upper point range.
- 2NT = strong NoTrump 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 NoTrump 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 RKC (Kickback) as 4NT is not suitable to ask for aces/keycards with a minor suit as trumps.

Note that the double should have an upper limit of about 18-19 points. Now it would be nice to defend 1NT doubled when you have a huge hand but partner is very likely to have less than 5 points and will pull it!

## 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.

## Raising the pre-empt

Hand A	Hand B	Hand C
♠ KJ76	♠ 7	♠ KJ6
♥ 7	♥ KJ76	♥ QJ6
♦ J7652	♦ J7652	♦ J7652
♣ 965	♣ 965	♣ 65

Here we see one of the major disadvantages of the Multi two diamonds – opener is usually weak with a major, but you don't know which one. With Hands A or B, if playing a traditional weak two, you would pass if partner opens with two of your singleton but 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.

With this Hand C 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 ♠'s, either lower or upper point range.
2NT	=	strong NoTrump 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 ♥'s, either lower or upper point range.

### How strong a hand for 2♦ - 2♥ - 3♣/♦?

♠ 65	or	♠ 5
♥ A		♥ A6
♦ AKQ9854		♦ KQJ
♣ A65		♣ KQJ9874

It's up to you. I recommend something like: -

i.e. about 9 playing tricks

### 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 weak (say 6-9) with 5 cards in the major and 4 cards in an unspecified minor, the [Muiderberg](#) Convention.

### 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 2D, and this is a very good idea. Possibly the best solution for what point range is required will be given later

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### **Interference (double, overcall)**

If you want to know what to do when the opponents intrude, refer to '[When your Multi 2♦ is interfered with](#)'.  
And you may also want to check up on the [defense to the Multi 2♦](#)