

# Defence to Multi Two Diamonds

A multi 2♦ opening bid shows a weak two in an unspecified major, sometimes with strong options thrown in.

It is not worth worrying about the strong options: if they come up you will probably not be able to compete. So focus on when the opening bid shows a weak two in hearts OR spades.

It is helpful to understanding the response structure that most multi 2♦ players use as it makes the defence simpler to understand.

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|-------------------|--|
| (2♦*) Pass (2♥*)  | This asks the opener to pass if they have a weak 2♥ opening bid, otherwise to bid 2♠ if they have a weak 2♠ or other bids to show strong options. Typically the responder has poor major suits or has weak hearts with better spades.                                      |
| (2♦*) Pass (2♠*)  | This asks the opener to pass if they have a weak 2♠ opening bid, otherwise to bid a descriptive bid. Typically the responder has weak spades with strong heart support, since they've committed to at least 3♥ if their partner has a weak 2♥ bid.                         |
| (2♦*) Pass (2NT*) | This asks the opener to describe their hand. Responder normally has the strength for an invite to game in one, or both, majors.  |
| (2♦*) Pass (3♥*)  | This asks the opener to pass if they have a weak 2♥ opening bid, otherwise to bid 3♠ if they have a weak 3♠ or other bids to show strong options. The responder may have a pre-emptive raise in both majors or a pre-emptive raise in hearts with game interest in spades. |

## Bidding in second seat

The easiest defence is to play 2♥ and 2♠ overcalls as natural, showing a 5+ suit and opening values. When your partner does this, we assume that the opener has the other major so that suit becomes the **Unassuming Cue Bid**.

The 2NT overcall should show 16-18 points, balanced, with stops in both majors. Continuations as if you had opened 2NT, so normally Stayman and transfers.

A 3♣ or 3♦ overcall will normally show a 6-card suit and opening values, although occasionally you will have to do it with a 5-card suit and compensating values.

A jump overcall of 3♥ or 3♠ should show a good 6-card suit with 12-16 points, an intermediate jump overcall.

The key part of the defence is the **DOUBLE**. This shows 12-16 points with a fairly balanced, or semi-balanced hand, OR a very strong hand (17+). Your partner bids as if you have the weaker option.

It is important for the responder to remember that it is not always important to bid over the double:

(2♦) Dbl (Pass) ?

If you pass here, then it is almost certain that the 2♦ opener will bid their major.

After a double, the next partnership double is TAKEOUT. For example, the 2♥ response by the opener's partner says I want to play in 2♥ if that is your major otherwise bid 2♠.

(2♦) Dbl (2♥\*) Dbl is TAKEOUT

If you hold a heart suit, you can bid it naturally at the three-level or pass expecting the opener to bid their spade suit.

## Bidding in fourth seat

If the auction has started:

(2♦) Pass (2♥\*) ?

Double should be takeout of hearts

2♠ is a natural overcall and 2NT shows 15-18 balanced.

The auction starts:

(2♦) Pass (2♠\*) ?

Double should be takeout of spades.

3♥ and 3♠ are natural overcalls and 2NT still shows 15-18 balanced.

## Bidding in sixth seat (!)

You now know what opener's major is, so you can defend using your normal weak two defence. However it is not always safe to wait, especially against strong players and those who have no strong options in their weak two, as 2♦ may be passed! So never wait with strong hands.

If the auction has started:

(2♦) Pass (2♥\*) Pass

(2♠) Dbl

Double should be takeout of spades.