

## SEMINAR 6 NOTES



### MULTI 2 D MUIDERBERG 2s

The full Multi 2D bid

It is a complex bid

It will take time to learn

You will need to study and learn the responses

It is based on LTT

It can be a very interfering bid for ops so well worth learning.

It contains weak and strong options – cannot use at junior tournaments in NZ

Opening **2D** shows these options to your p:

1. I have a weak 2 in Hs
2. I have a weak 2 in Ss
3. I have a balanced hand and 19-20 pts
4. I have an unbalanced hand of 19-22 pts

It could be any of these options.

The response you give and the rebid are crucial!

Responses to **2D**:

**2H** = I am not interested in game if you have a Weak 2 in Hs, pls just pass on rebid.

**2S** = I am interested in game if this is a Weak 2 in Hs. Please rebid the Hs. Go to game if you have 9-10 pts.

**2NT** = I have 15+ pts. Describe your hand to me more.

**3H** = I hold 3Hs and 4S and 8-10 pts

**3S** = I hold 3Ss and 4H and 8-10 pts

**3NT** = I hold 4/4 in the majors and 8-10 pts

What does partner rebid now they know the response and holding of their p?

**2H** response:

If weak 2 in Hs – pass

If weak 2 in Ss – bid 2S

If strong, bid 2NT/long suit

**2S** response:

If good weak 2 in Hs – bid 4H

If poor weak 2 in Hs – bid 3H

If weak 2 in Ss – Pass

If strong, bid **2NT/long suit**

Response of **2NT**:

**3C** = I hold a Good Weak 2 in Hs

**3D** = I hold a Good Weak 2 in Ss

**3H** = I hold a poor Weak 2 in Hs

**3S** = I hold a poor Weak 2 in Ss

**3NT** = I have a strong hand

Response is **3H**:

Pass = I have a Weak 2 in Hs

**3S** = I have a Weak 2 in Ss

**3NT**/long suit/**4S** = I have a strong hand

Response is **3S**:

Pass = I have a Weak 2 in Ss

**4H** = I have a Weak 2 in Hs

**3NT**/long suit/**4S** = I have a strong hand

**3NT** response:

Pass = Strong hand with no 4CM

**4H** = I have either a Weak 2 in Hs or a strong hand with 4 Hs

**4S** = I have either a Weak 2 in Ss or a strong hand with 4Ss

Ps rebid is 2NT showing a strong hand, what do I do about systems?

1. Puppet Stayman style answer are ON
2. Point count Puppet Stayman answers are OFF (don't go beyond 3NT responding)
3. Transfers to majors are ON
4. Transfers to minors are OFF (don't go beyond 3NT responding)
5. **3S** = 5 spades and 4 hearts exactly – partner to choose where to play

Rebid at 3 level by opener:

Eg. **2D** – **2H** – **3C/D**

= Strong unbalanced 19/22 and 6 C/D

Flat hands with a 5 card suit are rebid as NT

Interference with 2D by ops:

Overcall made by ops – X is penalties

Major suit bids are correctable promising 3/3 in majors

Eg. **2D** – (3C) – **3H** = pass or correct to spades

Minor suit bids are natural and non-forcing

Defence to the Multi 2D bid:

NB Wise to wait and see what their bid means!

X = 15+ pts

Bid 2NT with a balanced 15-18 HCP

Overcall with a good suit and an opening hand.

Pass then X – for takeout and shows an opening hand

Muiderberg 2s

Showing two suited hands

Not allowed in junior tournaments in NZ

NEVER both majors

ALWAYS a major and a minor

ALWAYS 6-10 HCP

**2H** = 5Hs and at least 4 of undisclosed minor (5 if vul) and 6-10 pts

**2S** = 5Ss and at least 4 of undisclosed minor (5 if vul) and 6-10 pts

Very disruptive bids

Responses when p opens a Muiderberg 2:

Pass = tolerance for the major suit bid

2S (over 2H) – contract improvement – p may rebid with suitable hand

**3C** = pass or correct to minor suit (competing not forcing)

**3D** = game invite in major suit bid

3 of other major – invitational in that major

**3H/S** = pre-emptive raise based on LTT – non-invitational

**2NT** = game interest bid (strong hand, 15+ pts)

Replies by opener to a **2NT** game interest bid:

**3C** = 6-8 pts and clubs

**3D** = 6-8 pts and diamonds

**3H** = 9-10 pts and clubs

**3S** = 9-10 pts and diamonds

**3NT** = 4/4 in minors (hand is 5/4/4 and void)