

HOW TO USE YOUR 2♣ OPENING WITH MULTI'S

When your only strong bid is 2♣ showing a strong hand, it is useful to be able to distinguish between strong unbalanced hands that are game force and strong hands just below that strength. With strong balanced hands, being able to rebid 2NT giving your partner a precise point count (21-22 or 23-24 or 25-26) gives you the advantage of being able to still use Stayman and transfers with the option to play in a suit or No Trumps. **The following assumes your 2♦ opening bid shows a weak two in the majors or a 4441 with 17+ HCP or a strong NT with 23-24. (Opening 2NT shows the minors).** However if you play Multis with a different value for the strong NT, then obviously you will adjust accordingly.

After 2♣: 2♦ (alerted -waiting bid) Opener's rebids are:

2♥ Artificial 23+ HCP or 3-losers in the majors or 2-losers in the minors or 25-26 Balanced

2♠ Natural, Game Force, 5+ Spades

3♣ / 3♦ / 3♥ / 3♠ Unbalanced 21-22 HCP or 1 trick short of game

2NT 21 -22 HCP Balanced

Thus opener's 2-level **suit** rebids are stronger than the 3-level. The reason for this is that generally unbalanced hands with 4-losers or 21-22 HCP are looking for 1 quick trick. If your partner has nothing he/she can pass and everything being equal, you should make 9 tricks. If you are showing a game force bid and your partner has one quick trick or two quick tricks or points, you may be looking at slam depending on your distribution.

OPENING WITH A GAME FORCE BID:

2♣: 2♦

Opener

2♥ Artificial 23+ HCP or game in hand (Could be Hearts, Clubs, Diamonds or NT).

Responder:

2♠ Artificial alerted (what is it?)

Opener bids **3♣ / 3♦ / 3♥**.

(game in ♣, ♦, or ♥)

or

Opener rebids 2NT 25/26

Responder decides contract. With 2 quick tricks, slam may be possible. With no quick tricks, put partner to game in his suit.

*Responder decides contract. 3♣ is Stayman, and you can still play transfers to the majors. You must bid game irrespective of points.

2♣: 2♦

Opener's rebid 2♠

(game in spades)

Responder decides contract. With 2 quick tricks check out slam

OPENING WITH UNBALANCED 21-22 OR 4-LOSER OR BALANCED 21-22

2♣: 2♦

Opener

3♣ / 3♦ / 3♥ / 3♠ (4-loser or 21-22)

(you can only have 3 losers with

the minors or a minimum of 21HCP)

With no quick tricks and few points, Pass

With 1 quick trick and/or good distribution and support put partner to game. With 2 or 3 quick tricks check out slam.

2♣: 2♦

2NT 21-22

Responses the same as above* except you need 4+ points.