



ROMAN TWO DIAMONDS

The Original Version and a Variation that Shows Two Minors and One Major

Presented by Mike Savage

Three-suited hands are almost always hard to describe. **Roman Two Diamonds** was created to describe very strong three-suiters. Some players realized that it could also be a useful tool for marginal minimum opening hands with three suits and so **Mini Roman Two Diamonds** was born.

In its original structure, **Mini Roman Two Diamonds** showed a three-suited hand, usually 4-4-4-1, and a light to minimum opening hand with a stiff (or void) in any suit. *Here is the original version:*

2D = Shows a three-suited hand with about 10-13 HCP (some play 11-14). It usually has three 4-card suits with any singleton. In some partnerships, you can have 0-4-4-5 shape with a 5-card minor.

Responses: **2H** = Shows a hand with no game interest and at least three hearts. Opener must pass with four hearts and bid **2S** with a singleton heart (4-1-4-4 shape).

2S = Shows a hand with no game interest, usually with four spades (but at least three). Opener passes with four spades and bids **3C** with a singleton spade (1-4-4-4). Some play that with a stiff spade, you can bid **2NT** and transfer the play to the unknown hand—or **2NT** could be used to show a singleton high spade honor.

2NT = Shows at least interest in game and asks opener to bid his short suit.

Rebids by opener:

3C, 3D, 3H or **3S** = Shows the opener's short suit.

Continuations by responder:

3NT = To play over any response, must be passed.

Over **3C**: **3D** = To play (*you could play this as invitational*).

3H = Invitational to four hearts.

3S = Invitational to four spades.

4D = Invitational to five diamonds (*you could play this as forcing*).

4H = To play.

4S = To play.

Over **3D**: **3H** = Invitational to four hearts.

3S = Invitational to four spades.

4C = Invitational to five clubs if opener has a good maximum.

4H = To play.

4S = To play.

Over **3H**: **3S** = Invitational to four spades.

4C = Invitational to five clubs if opener has a good maximum.

4D = Invitational to five clubs if opener has a good maximum.

4S = To play.

Over **3S**: **4C** = Invitational to five clubs if opener has a good maximum.

4D = Invitational to five diamonds if opener has a good maximum.

4H = To play.

A Variation Showing Both Minors and One Major

As time went on, some players wanted to always guarantee having *one* particular suit, usually spades. Knowing opener always has one particular suit can be very helpful in hand exploration, especially when the opponents overcall or make a takeout double. Others, including Jim & Corrine Kirkham, thought that if you always guaranteed both minors, you could accurately describe these 3-suited hands and also quickly find a minor fit, bid preemptively to the 3-level or even higher and make it difficult for the opponents to enter the auction when it's *their* hand. Here is the structure used by the Kirkhams:

2D = Shows a three-suited hand: 10-13 HCP with both minors and one major, usually 4-4-4-1 distribution but also could be five-four in the minors with a 4-card major.

Responses: **2H** = Shows three or more hearts with no interest in game.

Opener must **Pass** holding four hearts and bid **2S** if he doesn't.

2S = Shows three, usually four spades with no interest in game.

Opener must **Pass** holding four spades and bid **3C** if he doesn't—however if he has the ace or king singleton in spades, then he can bid **2NT** instead.

2NT = Shows at least interest in game and asks opener to clarify his hand.

Responses: **3C** = Minimum hand (10-11 HCP) with four hearts.

3D = Minimum hand (10-11 HCP) with four spades.

Responses to 3C/3D: **3 of major shown** = To play.

3H = Maximum (12-13) and four spades, making opener the declarer.

3S = Maximum (12-13) and four hearts, making opener the declarer.

Responses to all above: **4C/4D** = Roman Key-card for that minor.

4NT = Roman Key-card for the major.

3C/3D = Shows four or more of the minor and no game interest.

3H/3S = Game forcing with five or more in the major. Opener bids **3NT** when he is short in the major and when he has support, cue-bids or bids game.

3NT = To play; with game going values, stoppers and no major-suit fit.

4C/4D = Pre-emptive, to play; normally with at least five-card support.

After your 2D opening and the opponents interfere with:

2-level overcall: **DbI** (by partner) = Negative/take-out. Opener will pass if it's one of his suits and bid the next higher suit if it's not.

2NT (by partner) = Still asks opener to clarify his hand (see above).

3-level overcall: **DbI** (by partner) = Penalty.

2S overcall DbI P: **2NT** (optional bid) = Shows a singleton ace or king of spades. Without that, opener will bid **3C** with spade shortness and will **Pass** with four spades.

Suit bid at the two-level, followed by two passes.

DbI (by opener) = Shows defensive winners and shortness in suit bid—very rare.

2D-P-2NT-overcall: **Pass** is always forcing; **DbI** of a major = That's your 4-card major.