

# USBF Defense to Multi

©2018 Jan & Chip Martel

Typeset into  $\text{\LaTeX}$  by Tom Carmichael

November 17, 2020

---

# Contents

<b>Contents</b>	<b>ii</b>
<b>1 Introduction</b>	<b>1</b>
<b>2 Direct Actions</b>	<b>2</b>
2.1 Direct Bids over 2D . . . . .	2
2.2 Overcalls . . . . .	2
<b>3 2D-DbI</b>	<b>5</b>
3.1 2D-DbI-P/XX . . . . .	5
3.2 2D-DbI-2H . . . . .	7
3.3 2D-DbI-2S . . . . .	8
3.4 2D-DbI-3x . . . . .	10
3.5 Stayman/Transfers . . . . .	11
<b>4 2D-P-Bid</b>	<b>12</b>
4.1 2D-P-2H . . . . .	12
4.2 2D-P-2S . . . . .	13
<b>5 Other Sequences</b>	<b>15</b>
5.1 Balancing . . . . .	15
5.2 Preemptive Responses . . . . .	16
5.3 2NT Asking . . . . .	17
5.4 Multi Passed . . . . .	17

## Introduction

This document is designed to be used at the table where written notes for defenses to Multi are allowed. At the time of writing this document, that includes all ACBL events and WBF events where Multi is allowed.

The basic structure is similar to the “Option 2” defense from the ACBL defense database: direct bids are natural, Dbl is a split ranged balanced hand or strong, 2NT is natural. What those defense are missing are notes for extended situations; examples include: how do we show stoppers when we don’t know the suit? How do we cuebid with no known suit? How do we respond to balanced doubles?

This document is quite complex; it is recommended you review it thoroughly before attempting to play it in competition.

## Direct Actions

### 2.1 Direct Bids over 2♦

	Opener 2♦	Overcaller ?	Responder	Advancer
<b>Dbl</b>	13-15 or 19+ Bal, or 18+ Unbal (13-16 if partner is a PH)			
<b>2♥/♠</b>	Natural. Cheapest bid in OM is <i><b>natural</b></i>			
<b>2NT</b>	16-18			
<b>3♣</b>	Natural. 3♦ Artificial, like a cuebid.			
<b>3♦</b>	Natural. 3♥ 2-way, see below.			
<b>3M</b>	Strong, OM is a cuebid.			
<b>3NT</b>	Based on long minor. 4♣ asks, LH. +1 over that is RKC. 4♦/♥ Texas Xfer			
<b>4♣</b>	♣ & Major, 4♦ asks. GF			
<b>4♦</b>	♦ & Major, 4♥ P/C. GF			

### 2.2 Overcalls

#### 2♥/♠

Natural overcall with no cuebid below game available. Some special meanings:

**2♥-2♠** Natural

**2♠-3♥** Natural

**2♥-3♠** Cuebid, GF

**2♠-4♥** Spl

**3m** 4+ F1; May take the place of a below-game cuebid

**4m** Jumps are spl, **except 2♠-4♣ = bal or spl slam try.**

Opener	Overcaller	Responder	Advancer
2 $\diamond$	2 $\heartsuit/\spadesuit$	Double <sup>1</sup>	?
1. Pass or Correct			
<b>XX</b>	Good Hand		
<b>2NT</b>	Running		
<b>Suits</b>	Natural		
<b>P (P)</b>	Opener should probably run		

## 2NT

16-18, systems on as per 2NT opener. If Responder bids 3  $\heartsuit/\spadesuit$  Pass or Correct, both direct and delayed doubles are takeout. Everything else is natural.

## 3 $\clubsuit/\diamond$

Over 3  $\clubsuit$ , 3  $\diamond$  is artificial and similar to a cuebid. It might be the start of a NT probe, it might be a club raise. 3  $\heartsuit/\spadesuit$  is natural.

Opener	Overcaller	Responder	Advancer
2 $\diamond$	3 $\clubsuit$	Pass	3 $\diamond$
Pass	?		
<b>3 <math>\heartsuit</math></b>	Natural or $\heartsuit$ stopper w/o a $\spadesuit$ stopper		
	3 $\spadesuit$ : 4 $\heartsuit$ s, now 3NT = NF w/ $\heartsuit$ stop but no $\spadesuit$ stop		
	3NT: $\spadesuit$ stop, no interest in playing in $\heartsuit$		
<b>3 <math>\spadesuit</math></b>	Presumed Natural, F		
<b>3NT</b>	Natural w/ $\spadesuit$ stopper, $\heartsuit$ stopper unknown		

Over 3  $\diamond$ , 3  $\heartsuit$  is a multi way bid. 3  $\spadesuit$  is natural.

Opener	Overcaller	Responder	Advancer
2 $\diamond$	3 $\diamond$	Pass	?
<b>3 <math>\heartsuit</math></b>	Natural or a $\heartsuit$ stop and no $\spadesuit$ stop		
	3 $\spadesuit$ : Interest in playing in $\heartsuit$ , now 3NT = $\heartsuit$ stop w/o $\spadesuit$ stop		
	3NT: $\spadesuit$ stop, no interest in $\heartsuit$		
	4 $\heartsuit$ : 4 card $\heartsuit$ , no $\spadesuit$ stop, NF		
<b>3 <math>\spadesuit</math></b>	Natural, F		

## Further competition

If they make a pass or correct type bid over Overcaller's action:

	Opener 2 $\diamond$	Overcaller Bid	Responder 2 $\spadesuit$ /3x	Advancer ?
<b>Dbl</b>	Cards			
<b>4</b> $\heartsuit$	Natural, even over 3 $\heartsuit$			

## 2♦-Dbl

This chapter will deal with responding to the split range double. Dbl is 13-15 bal, 19+ bal or 18+ unbal.

## 3.1 2♦-Dbl-P/XX

	Opener 2♦	Overcaller Double	Responder Pass/XX	Advancer ?
<b>Pass</b>	Willing to defend 2♦ X or XX, might not be a big diamond hand Major Q after Pass = ask stop			
<b>2M</b>	Nat, Comp. 3♦ = Q, other NAT			
<b>2NT</b>	5+ ♣, requests 3♣ when Dbl is 13-15			
<b>3♦/♥</b>	Xfer, inv+			
<b>3NT</b>	11-16 w/ ♦ stop			
<b>4m</b>	Strong invite			
<b>4M</b>	NF			
<b>4NT</b>	Straight Blackwood			

### Choosing between Pass and 2NT with a weak hand:

Generally, avoid bidding 2NT since it will often get NT played from the wrong side. If responder's P/XX showed ♦, bid 2NT with 3325 or 6+ ♣; if responder's P/XX was neutral, usually pass.

	Opener 2♦ Pass	Overcaller Double ?	Responder Pass/XX	Advancer 2NT
<b>3♣</b>	13-15 bal 3♦ is a 1-suited ♣ GF, other is natural and GF			
<b>3♦</b>	Art, 19+ Bal. Forcing to 3NT or higher. (4♣ ok) 3♥ Waiting, might be weak. 3NT NF			

Opener	Overcaller	Responder	Advancer	
2♦	Double	Pass/XX	2NT	continued...
Pass	?			
4♣ Nat GF 4NT Quant. <b>3♥</b> Nat 18+ unbal, Forcing to 3NT or higher (4♣ ok). 3♠=Q <b>3♠</b> Nat 18+ unbal, Forcing to 3NT or higher (4♣ ok) 4♥=Q <b>4M</b> Slam try				

Opener	Overcaller	Responder	Advancer	
2♦	Double	P/XX	Pass	
2♥/♠	?			
<b>Dbl</b>	19+ Bal, Takeout with Lebensohl			
<b>2NT</b>	19-21 Bal, stop in opener's M. Respond as per 2NT opener.			
<b>Other</b>	Nat, 18+			

Opener	Overcaller	Responder	Advancer	
2♦	Double	P/XX	Pass	
2♥/♠	Pass	Pass	?	
<b>Dbl</b>	Values, 2+ cards in M, no clear direction			
<b>3M</b>	Spl			
<b>Other</b>	Nat			

Opener	Overcaller	Responder	Advancer	
2♦	Double	Pass	Pass	
Rdbl <sup>1</sup>	?			
1. Specific Major				
<b>P</b>	Neutral			
<b>Other</b>	Nat, 19+			

Opener	Overcaller	Responder	Advancer	
2♦	Double	Pass	Pass	
Rdbl <sup>1</sup>	Pass	2♥/♠ <sup>2</sup>	?	
1. Specific Major				
2. Can be same or different from major shown by XX				
<b>Dbl</b>	Needs definition. Placeholder: cards, takeout.			



### 3.2 2♦-Dbl-2♥

This section is all about bids after 2♦-Dbl-2♥ where 2♥ is P/C.

	Opener 2♦	Overcaller Double	Responder 2♥	Advancer ?
<b>Pass</b>	NF (Dbl of correction = T/O)			
<b>Dbl</b>	10-12 Bal or Semi-Bal, some defensive tolerance			
<b>2♠</b>	NF, typically 5+			
<b>2NT</b>	Semi-Puppet to 3♣; either minor signoff (6-9), GF minor or bal with only ♠ stop			
<b>3♣</b>	GF Stayman, does not promise a major			
<b>3♦/♥</b>	Inv+ xfer.			
<b>3♠</b>	GF with short ♥ and 0-3 ♠.			
<b>3NT</b>	11-16, both Majors stopped			
<b>4m</b>	Strong Invite			
<b>4M</b>	Nat NF			
<b>4NT</b>	Straight Blackwood			

	Opener 2♦ P/2♠	Overcaller Double ?	Responder 2♥	Advancer Pass
<b>Dbl</b>	19+ Bal, T/O w/ Lebensohl			
<b>2NT</b>	19-21 Bal, ♥stop; bid as over 2NT overcall of 2♥			

	Opener 2♦ Pass	Overcaller Double ?	Responder 2♥	Advancer 2NT <sup>1</sup>
1. Semi-puppet to 3♣				
<b>3♣</b>	13-15 Bal			
<b>3♦</b>	Art, 19+ Bal, GF			
<b>3♥</b>	Nat, 18+ Unbal; 3♠=Q, 4m Nat			
<b>3♠</b>	Nat, 18+ Unbal; 4♥=Q, 4m Nat			
<b>3NT</b>	Nat, good hand with a long minor			
<b>4m</b>	Nat, 18+ Unbal			
<b>4M</b>	Slam try			

Opener	Overcaller	Responder	Advancer
2♦	Double	2♥	2NT
Pass	3♣	Pass	?

  

<b>Pass</b>	How to play 3♣
<b>3♦</b>	NF, expected end of auction
<b>3♥</b>	GF ♣
<b>3♠</b>	GF ♦
<b>3NT</b>	Bal GF, only ♠ stop

Opener	Overcaller	Responder	Advancer
2♦	Double	2♥	2NT
Pass	3♦	Pass	?

  

<b>3♥</b>	♣, 8-9, slam interest
<b>3♠</b>	♦, 8-9, slam interest
<b>3NT</b>	NF
<b>4m</b>	12+ Nat; +1 RKC, 4NT Nat
<b>4NT</b>	Nat, highly invitational

Opener	Overcaller	Responder	Advancer
2♦	Double	2♥	Double
Pass	?		

  

<b>2♠</b>	4♠, denies a maximum with a ♥ stop
<b>2NT</b>	NF min
<b>3m</b>	NF min
<b>3♥</b>	Max w/ 4♠ & ♥ stop <b>OR</b> 19+ (Semi-)Bal w/ 4♠. 3♠→3NT, 4♥→4♠ (bid more with 19+)
<b>3♠</b>	Max, 0-3 ♠, no stop <b>OR</b> 20+ Bal (bid again)
<b>3NT</b>	Max, 0-3 ♠, stopper, NF
<b>4m</b>	Nat, 19+; 4♥ RKC, 4NT Nat

### 3.3 2♦-Dbl-2♠

As in the previous section, 2♠ is P/C.

Opener	Overcaller	Responder	Advancer
2♦	Double	2♠	?

  

<b>Pass</b>	NF, Dbl of correction is T/O
<b>Dbl</b>	10-12 Bal or Semi-Bal, some defensive tolerance

	Opener 2 $\diamond$	Overcaller Double	Responder 2 $\spadesuit$	Advancer ?	continued...
<b>2NT</b>	Semi-puppet to 3 $\clubsuit$ : 6-9 minor NF, GF minor or Bal with only $\heartsuit$ stop				
<b>3 <math>\clubsuit</math></b>	GF Stayman, does not promise a major				
<b>3 <math>\diamond</math>/<math>\heartsuit</math></b>	Xfer				
<b>3 <math>\spadesuit</math></b>	GF with $\spadesuit$ shortness, 0-3 $\heartsuit$				
<b>3NT</b>	11-15, both Majors stopped				
<b>4m</b>	Strong invite				
<b>4M</b>	Nat NF				
<b>4NT</b>	Straight Blackwood				

	Opener 2 $\diamond$ Pass	Overcaller Double ?	Responder 2 $\spadesuit$	Advancer Pass
<b>Dbl</b>	19+ Bal, T/O w/ Lebensohl			
<b>2NT</b>	19-21 Bal, $\spadesuit$ stop; bid as over 2NT overcall of 2 $\spadesuit$			

	Opener 2 $\diamond$ 3 $\heartsuit$	Overcaller Double ?	Responder 2 $\spadesuit$	Advancer Pass
<b>Dbl</b>	19+ Bal			
<b>Other</b>	Nat, 19+			

	Opener 2 $\diamond$ Pass	Overcaller Double ?	Responder 2 $\spadesuit$	Advancer 2NT <sup>1</sup>
1. Semi-puppet to 3 $\clubsuit$				
<b>3 <math>\clubsuit</math></b>	13-15 Bal			
<b>3 <math>\diamond</math></b>	Art, 19+ Bal, GF			
<b>3 <math>\heartsuit</math></b>	Nat, 18+ Unbal, GF; 3 $\spadesuit$ =Q, 4m Nat			
<b>3 <math>\spadesuit</math></b>	Nat, 18+ Unbal, GF; 4 $\heartsuit$ =Q, 4m Nat			
<b>3NT</b>	Nat, good hand with a long minor			
<b>4m</b>	Nat, 18+ Unbal			
<b>4M</b>	Nat, Slam try			

### 3.4 2♦-Dbl-3x

For this section, most of our bids are going to be natural in nature with doubles being responsive/cards. We have far less room to have delicate artificial auctions. There may still be some transfers when available.

Opener	Overcaller	Responder	Advancer
2♦	Double	3♣	?
<b>Dbl</b> Cards <b>3♦</b> Xfer to ♥, inv+. (3♠ is Nat, not a cuebid.) <b>3♥</b> Xfer to ♠, inv+ <b>3♠</b> ♦, 4♦ by Doubler only Non-GF call			

Opener	Overcaller	Responder	Advancer
2♦	Double	3♦	?
<b>Dbl</b> Responsive, wide ranging <b>3M</b> Forcing 1 round by UPH <b>4♦</b> Cuebid <b>4x</b> Nat			

Opener	Overcaller	Responder	Advancer
2♦	Double	3♥ <sup>1</sup>	?
1. Pass or Correct			
<b>3♠</b> Nat, Forcing 1 round by UPH <b>4m</b> Nat, Forcing 1 round by UPH <b>4♥</b> <b>Natural</b> , not a cuebid <b>Pass</b> ... 3♠-P-P-Dbl: Takeout			

Opener	Overcaller	Responder	Advancer
2♦	Double	3♠ <sup>1</sup>	?
1. Pass or Correct			
<b>Dbl</b> Responsive, wide ranging <b>4♠</b> Cuebid <b>4m</b> Nat, Forcing 1 round by UPH <b>4♥</b> Nat			

### 3.5 Stayman/Transfers

In general, responses to the double resemble typical NT methods.  $3\clubsuit$  is Stayman (GF),  $3\diamond/\heartsuit$  are Transfers.  $3\spadesuit$  is not defined in all auctions.

Opener	Overcaller	Responder	Advancer
$2\diamond$	Double	any	$3\clubsuit^1$
Pass	$3\diamond$	Pass	?
1. GF Stayman			
<b><math>3\heartsuit/3\spadesuit</math></b> Showing a stop, worried about a suit. If Pass/XX is neutral, the other suit is the other major. If Pass/XX shows $\diamond$ then that is the suit.			

Opener	Overcaller	Responder	Advancer
$2\diamond$	Double	any	$3\diamond^1$
Pass	?		
1. Xfer to $\heartsuit$			
<b><math>3\heartsuit</math></b>	13-15, reject invite		
<b><math>3\spadesuit</math></b>	Q, choice of games		
<b><math>4m, 4NT</math></b>	Nat, 19+		
<b><math>3NT, 4\heartsuit</math></b>	13-15, accept invite		
<b><math>4\spadesuit</math></b>	RKC for $\heartsuit$		

Opener	Overcaller	Responder	Advancer
$2\diamond$	Double	P/XX/2M	$3\heartsuit^1$
Pass	?		
1. Xfer to $\spadesuit$			
<b><math>3\spadesuit</math></b>	13-15, reject invite		
<b><math>4m, 4NT</math></b>	Nat, 19+		
<b><math>3NT/4\spadesuit</math></b>	13-15, accept invite		
<b><math>4\heartsuit</math></b>	Cuebid, 18+, fit. $4\spadesuit$ - $4NT$ is RKC		

## 2 ♦ –P–Bid

This chapter is dedicated to auctions where “advancer” is the first person to act for our side in a typical multi auction.

### 4.1 2 ♦ –P–2 ♥

2 ♥ is assumed to be pass or correct for this entire section.

	Opener 2 ♦	Overcaller Pass	Responder 2 ♥	Advancer ?
<b>DbI</b>	Either T/O of ♥ or 18+; Leb applies; might be light with short ♥			
<b>2 ♠</b>	Nat, limited by failure to DbI			
<b>2NT</b>	14-18, respond as to 2NT opener			
<b>3 ♣/♦</b>	Nat, resp as to direct overcall. See section 2.2, p. 3			
<b>3NT</b>	Nat, 22-24 or equivalent with long suit			
<b>4 ♣/♦</b>	5+ 5+ GF in bid minor and unknown major. See section 2.1, p. 2			
<b>3 ♥/♠</b>	Natural. Other major = cuebid			
<b>4 ♥♠</b>	Natural. Other major = cuebid; 4 ♠ is RKC if you play Kickback			

	Opener 2 ♦ 2 ♠	Overcaller Pass ?	Responder 2 ♥	Advancer Double
<b>DbI</b>	Pen opp T/O of hearts, now 3 ♠ = Strong T/O of ♠			
<b>2NT</b>	Nat			
<b>3 ♥</b>	Nat but assuming doubler is short in ♥			
<b>3 ♠</b>	Short ♠			

Opener	Overcaller	Responder	Advancer
2♦	Pass	2♥	Double
Pass	?		
<b>2NT</b> Lebensohl 3♠ rebid by 2NT hand shows 5 ♠, good hand 3NT rebid by 2NT hand shows 4 ♠, ♥ stopper			

Opener	Overcaller	Responder	Advancer
2♦	Pass	2♥	3NT
Pass	?		
<b>4♣</b> Asking, then 4♦: Bal 4♥: ♣ 4♠: ♦ <b>4♦/♥</b> Texas <b>4♠</b> Both Minors			

## 4.2 2♦-P-2♠

2♠ is assumed to be pass or correct for this entire section.

Opener	Overcaller	Responder	Advancer
2♦	Pass	2♠	?
<b>Dbl</b> T/O or any 18+; Leb; may be light with short ♠ <b>2NT</b> 14-18, respond as per 2NT opener <b>3♣/♦</b> Nat, resp as to direct overcall. See section 2.2, p. 3 <b>3NT</b> Nat, 22-24 or equivalent with long suit <b>4♣/♦</b> 5+ 5+ GF in bid minor and unknown major. See section 2.1, p. 2 <b>3♥/♠</b> Natural. Other major = cuebid <b>4♥♠</b> Natural. Other major = cuebid; 4♠ is RKC if you play Kickback			

Opener	Overcaller	Responder	Advancer
2♦	Pass	2♠	Double
3♥ <sup>1</sup>	?		
1. Or other bid which shows ♥ <b>Dbl</b> Cards <b>3♥</b> Shortness, when available. <b>3♠</b> Nat, assuming partner is short in spades			

Opener	Overcaller	Responder	Advancer
2 $\diamond$	Pass	Double	3 $\heartsuit$
Pass	Pass	?	
<b>Dbl</b> 18+ T/O			

Opener	Overcaller	Responder	Advancer
2 $\diamond$	Pass	2 $\spadesuit$	Double
(bid)	Pass	3 $\heartsuit$	?
<b>Dbl</b> 18+ T/O			

Opener	Overcaller	Responder	Advancer
2 $\diamond$	Pass	2 $\spadesuit$	3NT
Pass	?		
<b>4 <math>\clubsuit</math></b> Asking, then 4 $\diamond$ : Bal 4 $\heartsuit$ : $\clubsuit$ 4 $\spadesuit$ : $\diamond$ <b>4 <math>\diamond</math>/</b> $\heartsuit$ Texas <b>4 <math>\spadesuit</math></b> Both Minors			



## Other Sequences

### 5.1 Balancing

	Opener	Overcaller	Responder	Advancer
	2 $\diamond$	Pass	2 $\heartsuit$	Pass
	Pass	?		
<b>Dbl</b>	T/O; Lebensohl			
<b>2NT</b>	Minors, moderate values			
<b>Other</b>	Natural, weaker than direct			

	Opener	Overcaller	Responder	Advancer
	2 $\diamond$	Pass	2 $\heartsuit$	Pass
	2 $\spadesuit$	?		
<b>Dbl</b>	T/O; Lebensohl			
<b>2NT</b>	Any 2 suits, moderate values. 3NT over 2 $\diamond$ -p-3 $\heartsuit$ -p-3 $\spadesuit$ same			
<b>Other</b>	Natural, weaker than direct			

	Opener	Overcaller	Responder	Advancer
	2 $\diamond$	Pass	2 $\spadesuit$	Pass
	Pass	?		
<b>Dbl</b>	T/O; Lebensohl			
<b>2NT</b>	Any 2 suits, moderate values. 3NT over 2 $\diamond$ -p-3 $\heartsuit$ -p-3 $\spadesuit$ same			
<b>Other</b>	Natural, weaker than direct			

	Opener	Overcaller	Responder	Advancer
	2 $\diamond$	Pass	2 $\spadesuit$	Pass
	3 $\heartsuit$ <sup>1</sup>	?		
1. Or other bid which shows $\heartsuit$				
<b>Dbl</b>	T/O; Lebensohl			

Opener	Overcaller	Responder	Advancer	
2♦	Pass	2♠	Pass	
3♥ <sup>1</sup>	?			continued...
1. Or other bid which shows ♥				
<b>3NT</b>	Minors, moderate values			
<b>Other</b>	Natural, weaker than direct			

Opener	Overcaller	Responder	Advancer	
2♦	Pass	2♥	Pass	
2♠	Pass	Pass	?	
<b>Dbl</b>	T/O, 10-17 HCP. With more direct Dbl of 2♥; Leb			
<b>2NT</b>	Any 2 suits, moderate values. 3NT over 2♦-p-3♥-p-3♠ same			
<b>Other</b>	Natural, weaker than direct			

## 5.2 Preemptive Responses

Opener	Overcaller	Responder	Advancer	
2♦	Pass	3♥/♠/4♥/♠	?	
<b>Dbl</b>	T/O or 18+ any			
<b>Pass then Dbl</b>	T/O			
<b>Pass then 3NT</b>	2 suits			
<b>3NT</b>	Natural, see 4.1, p. 13			

Over 4♣/♦ Artificial, commonly played as Transfer/Bid your suit:

Opener	Overcaller	Responder	Advancer	
2♦	Pass	4♣/♦	?	
<b>Dbl</b>	Shows the bid suit, values to compete			

Opener	Overcaller	Responder	Advancer	
2♦	Pass	4♣	Pass	
4x	?			
<b>Dbl</b>	Lead Direction			

Opener	Overcaller	Responder	Advancer
2 $\diamond$	Pass	4 $\clubsuit$ / $\diamond$	Pass
4x	Pass	Pass/4M	?
<b>Dbl</b> T/O assuming final bid is natural			

### 5.3 2NT Asking

This section is for actions over a positive asking bid by Responder.

Opener	Overcaller	Responder	Advancer
2 $\diamond$	Pass	2NT	?
<b>Dbl</b> 15+ <b>3 <math>\clubsuit</math>/<math>\diamond</math></b> Natural. See 2.2 p. 3 <b>3 <math>\heartsuit</math>/<math>\spadesuit</math></b> Natural <b>3NT</b> Tricks <b>4 <math>\heartsuit</math>/<math>\spadesuit</math></b> Strong Nat <b>4 <math>\clubsuit</math>/<math>\diamond</math></b> 5+ 5+ in bid minor + unknown major. See 2.1 p. 2			

Opener	Overcaller	Responder	Advancer
2 $\diamond$	Pass	2NT	Pass
3 $\clubsuit$ / $\diamond$ <sup>1</sup>	?		
1. Shows a specific Major			
<b>Dbl</b> Lead direction			

### 5.4 Multi Passed

Over 2  $\diamond$  -P-P, bid as over a weak 2  $\diamond$