

USBF Defense to Multi

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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
Dbl	13-15 or 19+ Bal, or 18+ Unbal (13-16 if partner is a PH)			
2♥/♠	Natural. Cheapest bid in OM is <i>natural</i>			
2NT	16-18			
3♣	Natural. 3♦ Artificial, like a cuebid.			
3♦	Natural. 3♥ 2-way, see below.			
3M	Strong, OM is a cuebid.			
3NT	Based on long minor. 4♣ asks, LH. +1 over that is RKC. 4♦/♥ Texas Xfer			
4♣	♣ & Major, 4♦ asks. GF			
4♦	♦ & 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 ¹	?
1. Pass or Correct			
XX	Good Hand		
2NT	Running		
Suits	Natural		
P (P)	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	?		
3 \heartsuit	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		
3 \spadesuit	Presumed Natural, F		
3NT	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	?
3 \heartsuit	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		
3 \spadesuit	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 ?
Dbl	Cards			
4 \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 ?
Pass	Willing to defend 2♦ X or XX, might not be a big diamond hand Major Q after Pass = ask stop			
2M	Nat, Comp. 3♦ = Q, other NAT			
2NT	5+ ♣, requests 3♣ when Dbl is 13-15			
3♦/♥	Xfer, inv+			
3NT	11-16 w/ ♦ stop			
4m	Strong invite			
4M	NF			
4NT	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
3♣	13-15 bal 3♦ is a 1-suited ♣ GF, other is natural and GF			
3♦	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. 3♥ Nat 18+ unbal, Forcing to 3NT or higher (4♣ ok). 3♠=Q 3♠ Nat 18+ unbal, Forcing to 3NT or higher (4♣ ok) 4♥=Q 4M Slam try				

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

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

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

Opener	Overcaller	Responder	Advancer	
2♦	Double	Pass	Pass	
Rdbl ¹	Pass	2♥/♠ ²	?	
1. Specific Major				
2. Can be same or different from major shown by XX				
Dbl	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 ?
Pass	NF (Dbl of correction = T/O)			
Dbl	10-12 Bal or Semi-Bal, some defensive tolerance			
2♠	NF, typically 5+			
2NT	Semi-Puppet to 3♣; either minor signoff (6-9), GF minor or bal with only ♠ stop			
3♣	GF Stayman, does not promise a major			
3♦/♥	Inv+ xfer.			
3♠	GF with short ♥ and 0-3 ♠.			
3NT	11-16, both Majors stopped			
4m	Strong Invite			
4M	Nat NF			
4NT	Straight Blackwood			

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

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

Opener	Overcaller	Responder	Advancer
2♦	Double	2♥	2NT
Pass	3♣	Pass	?
Pass How to play 3♣ 3♦ NF, expected end of auction 3♥ GF ♣ 3♠ GF ♦ 3NT Bal GF, only ♠ stop			

Opener	Overcaller	Responder	Advancer
2♦	Double	2♥	2NT
Pass	3♦	Pass	?
3♥ ♣, 8-9, slam interest 3♠ ♦, 8-9, slam interest 3NT NF 4m 12+ Nat; +1 RKC, 4NT Nat 4NT Nat, highly invitational			

Opener	Overcaller	Responder	Advancer
2♦	Double	2♥	Double
Pass	?		
2♠ 4 ♠, denies a maximum with a ♥ stop 2NT NF min 3m NF min 3♥ Max w/ 4 ♠ & ♥ stop OR 19+ (Semi-)Bal w/ 4 ♠. 3♠→3NT, 4♥→4♠ (bid more with 19+) 3♠ Max, 0-3 ♠, no stop OR 20+ Bal (bid again) 3NT Max, 0-3 ♠, stopper, NF 4m 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♠	?
Pass NF, Dbl of correction is T/O Dbl 10-12 Bal or Semi-Bal, some defensive tolerance			

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

	Opener 2 \diamond Pass	Overcaller Double ?	Responder 2 \spadesuit	Advancer Pass
Dbl	19+ Bal, T/O w/ Lebensohl			
2NT	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
Dbl	19+ Bal			
Other	Nat, 19+			

	Opener 2 \diamond Pass	Overcaller Double ?	Responder 2 \spadesuit	Advancer 2NT ¹
1. Semi-puppet to 3 \clubsuit				
3 \clubsuit	13-15 Bal			
3 \diamond	Art, 19+ Bal, GF			
3 \heartsuit	Nat, 18+ Unbal, GF; 3 \spadesuit =Q, 4m Nat			
3 \spadesuit	Nat, 18+ Unbal, GF; 4 \heartsuit =Q, 4m Nat			
3NT	Nat, good hand with a long minor			
4m	Nat, 18+ Unbal			
4M	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♣	?
Dbl Cards 3♦ Xfer to ♥, inv+. (3♠ is Nat, not a cuebid.) 3♥ Xfer to ♠, inv+ 3♠ ♦, 4♦ by Doubler only Non-GF call			

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

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

Opener	Overcaller	Responder	Advancer
2♦	Double	3♠ ¹	?
1. Pass or Correct			
Dbl Responsive, wide ranging 4♠ Cuebid 4m Nat, Forcing 1 round by UPH 4♥ 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			
$3\heartsuit/3\spadesuit$ 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			
$3\heartsuit$	13-15, reject invite		
$3\spadesuit$	Q, choice of games		
$4m, 4NT$	Nat, 19+		
$3NT, 4\heartsuit$	13-15, accept invite		
$4\spadesuit$	RKC for \heartsuit		

Opener	Overcaller	Responder	Advancer
$2\diamond$	Double	P/XX/2M	$3\heartsuit^1$
Pass	?		
1. Xfer to \spadesuit			
$3\spadesuit$	13-15, reject invite		
$4m, 4NT$	Nat, 19+		
$3NT/4\spadesuit$	13-15, accept invite		
$4\heartsuit$	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 ?
Dbl	Either T/O of ♥ or 18+; Leb applies; might be light with short ♥			
2 ♠	Nat, limited by failure to Dbl			
2NT	14-18, respond as to 2NT opener			
3 ♣/♦	Nat, resp as to direct overcall. See section 2.2, p. 3			
3NT	Nat, 22-24 or equivalent with long suit			
4 ♣/♦	5+ 5+ GF in bid minor and unknown major. See section 2.1, p. 2			
3 ♥/♠	Natural. Other major = cuebid			
4 ♥♠	Natural. Other major = cuebid; 4 ♠ is RKC if you play Kickback			

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

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

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

Opener	Overcaller	Responder	Advancer
2 \diamond	Pass	2 \spadesuit	Double
3 \heartsuit	Pass	Pass	?
Dbl 18+ T/O			

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

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

Other Sequences

5.1 Balancing

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

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

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

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

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

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

5.2 Preemptive Responses

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

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

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

Opener	Overcaller	Responder	Advancer	
2♦	Pass	4♣	Pass	
4x	?			
Dbl	Lead Direction			

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

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

5.4 Multi Passed

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