

This is the defense we use if our Opponents play Multi

Multi Vs Multi

Updated: June 24, 2020

Defense to Multi 2D

After 2D\

- P** with a takeout of 1 major, we pass and later double for takeout.
P Pass with 12-14 BAL or any other hands not covered below.
X a good 5 or any 6 card Major and a hand you would bid at the 2 level.
Note: Bid of a major by R is pass or correct. 2NT is any hand that commits to some game and 3m is constructive. We have no minor signoff.
2H Good hand 15+ and usually 6+ Clubs.
2S Good hand 15+ and usually 6+ Diamonds.
2NT 15+ - 19 strong NT both majors stopped. **Systems on.**
3C/D Non-forcing, typically 9-14 with a 6+card suit.
3H/S Strong single suited hand 8 1/2-9 tricks. Pass or Raise.
4C/D Leaping Michaels. **Over 4C, 4D asks M. Over 4D, 4H or 4S is P or C**
Game Natural to play.

After 2D\ We pass with some hand types

- 2D P** Pass with a takeout of only 1 major and double next time around.
2D P Pass with 12-14 BAL and bid NT later if possible.
2D P Pass any hands not covered above. Usually weak.

After 2D-X-P\ or 2D-X-XX\ similar meanings apply with 4th seat bids

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|--------------------|---|
| 2D X P P | willing to play in 2DX. May be safest place. |
| 2D X P 2N | GF – lots of hand types. |
| 2D X P 3N | Playable but shows a convertible hand. Can pull. |
| 2D X P 3C/D | Shows values (9+). (Lebensohl does not apply) |
| 2D X P 2/3S | P/C. Other bids natural and show values. |
| 2D X P 2-4H | Pass or correct other bids are natural. |
| 2D X P 4C | transfer me in. |
| 2D X P 4D | bid your major. |
| 2D X P 4S | To play. |

After 2D-X-Bid\ where opponent bids

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|----------------------|---|
| 2D X any P | No interest in competing. |
| 2D X 2/3M X | takeout of suit bid showing 3+ in other M. |
| 2D X 2H 2S | Pass or correct. Some values, not enough for 3H. |
| 2D X 2S 3H | Pass or correct. Some values, may be passing 3S.. |
| 2D X 2M 2NT | Natural, 9-11HCP. |
| 2D X 2M 3C/D | Natural and F. |
| 2D X 2N X | Shows cards. Opponents may be fooling around. |
| 2D X 3H 3S | Pass or correct. Some values, not enough to bid 4S. |
| 2D X 3H 4H | Pass or correct. Enough for game in any major. |
| 2D X 3/4m X | Pure penalty. Could have bid 4H, pass or correct. |
| 2D X bid 4C | Transfer me in. |
| 2D X any 4D | Bid your major. |
| 2D X bid 3/4M | Pass or correct. 4S is spades. |

This is the defense we use if our Opponents play Multi

After 2D\2N

2D	2N		ST NT with 15+ -19HCP.
			We play systems on. If opps compete, responder's double show cards and creates force.
2D	2N	X	We play whatever our run-outs are over 1NX.

After 2D-P-2M\

2D	P	2M	P	With a T/O of other major, P and double next time.
			P	With 12-15 Bal w stopper bid NT next time if possible.
			X	Takeout of suit bid.
			2S	natural
			2N	Strong NT
			3C	natural
			3D	natural
			3H	natural.
			3S	natural after 2S

After 2D-P-2/3M-P\ [Pass, Correct]\

2D	P	bid	P	
P/C	X			Takeout of the M.
	2N			Balanced 12-15

After 2D-P-2/3M\ we bid

2D	P	any	X	Takeout of suit. Strong BAL hand bid NT, Dbl or P.
2D	P	suit	NT	Strong Bal.
2D	P	2S	3H/3S	Natural. Q bid is natural because X is for takeout.
2D	P	2/3M	X	Takeout
P/C	X			Penalty
2D	P	4H	X	where 4H= P/C. Takeout –with cards so can leave in. Note: Double could be just balanced strength.
2D	P	4H	P	
P/C	X			Takeout – but with cards so partner can leave in.
2D	P	3/4m	X	Takeout with cards

After 2D\ P-2N-?

2D	P	2N	X	Penalty not based on trumps. Usually strong bal (16+) . With only 1M, advancer will pass and re-open later for takeout.
2D	P	2N	X	1 st double shows cards and may be more balanced.
3H	X			The 2 nd double is penalty with cards. Advancer can bid 3S.