<u>What to do if your Multi 2 is interfered with.</u>

This document was provided my Mr. Michael Barel.

When I used to play Multi 2 + I used the following: -

- 1) If RHO doubles,
 - Pass suggests playing in 2 ♦ doubled. Showing 5+ ♦ 's and implying shortage in a major.
 - $2 \checkmark / \bigstar$ retain their meaning as if there were no double.
 - Redouble shows willingness to compete at the 3 level.
- 2) Over a $2 \checkmark / \clubsuit$ overcall
 - pass means you have nothing to say.
 - Double means 'pass if that's your suit, otherwise bid your suit'. The solves the problem when they bid 2♠ and you have ♠x ♥ KJxx ♠ Axxxx ♣ Kxx
- 3) 2NT after any intervention retains its 'forcing-asking' meaning. Use your usual responses.
- 4) $3 \neq 4$ is perhaps best played as non forcing showing a good suit.
- 5) $3 \checkmark / \bigstar$ is pass or correct as normal.
- 6) 3NT is to play
- 7) $4 \mathbf{v} / \mathbf{A}$ is to play
- 8) Double of 2NT and higher is penalty.
- 9) Don't worry about opener having the strong types. Your responses should deal primarily with the weak major type.
- 10) Enjoy your Multi...

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