

Double

- **Take-out** double of an Opening Bid
 - Request for Partner to bid
 - Typically Opening Hand without a good suit to bid and/or shortage in the opposing suit
 - **SOS** hand: **S**upport (3+ cards) in unbid suits, **O**pening points (or more), **S**hortage (up to 2 cards) in opposing suit
 - Responder to Opening Bid
 - Should ignore the double and respond as normal.
 - Given shortage from Doubler and strength in other suits:-, Support aggressively. Be cautious introducing new suits (forcing for 1 round as normal), or bidding Notrumps (point ranges perhaps a point higher)
 - Redouble is an expression of confidence. One-of-a-suit – Double – Redouble shows 10+ points, no good suit (prefer to bid it), or no support for partner (prefer to support)
 - Partner of Doubler
 - Should not pass a Take-Out double unless your holding in opposing suit is fantastic, or there is an intervening bid, and you only have a few points (but be bold).
 - Remember to jump if you have a moderate (9-12) or bid at game level with 13+ points. Doubler should be cautious if minimum response at lowest level (0-8).
 - Prefer a major to a minor, and only rarely bid notrumps (typically with at least 2 stoppers in opposing suit)
 - Upgrade hands with a good holding in unbid majors, an unbalanced distribution, few wasted “soft” values (e.g., K or Q in the opponent's suit. Assuming partner is short, those cards will not be pulling their normal weight,
- Take-out double after an Overcall
 - Eg. when you open with a strong hand (16+ points), opposition overcalls, and partner passes, rather than bid your rebid, Double to keep bidding low and encourage partner to speak
 - The Double typically says: “I have a good opener, My first suit bid is my best, but I have support in both unbid suits, and a shortage in the opponents Overcall suit.

Double... cont

- **Penalty double (Suit Contracts)**
 - Take-out or Penalty is not determined by the Round of the Bidding or the Level of the bidding
 - Until partner has bid (not passed), Double asks for a bid (Take-out).
 - After partner has bid, Double is for Penalties (ie. I think we will get them down).
 - Exceptions:-
 - Negative Double (see below)
 - Common sense must intervene when the doubler has missed earlier opportunities to make take-out doubles
e.g., 1♥ P 2♥ P 3♥ P 4♥ P P Double (is a Penalty Double)
 - When to Penalty Double ?
 - Look at just your Trumps in the opponents bid suit. Add the number of cards (minimum four) to the number of honours (counting one for each of the A, K, Q, J and 10); double when the total is at least as many as the number of tricks needed to defeat the contract.
 - Don't be afraid to Double into game if there's a good chance of getting them down.
 - When to Rescue your Doubled partner ?
 - As a rough guide, unless you have four cards in a suit you can bid at the same level or five cards a level higher, then it is wiser to keep quiet, otherwise may make things worse.
 - e.g., 1♠ - 2♣ - 2♥ - 4NT 5♦ 5♥ 5♠
- **Penalty Double of 1NT opening** Such doubles are for Penalty
 - Shows 16+ points any shape
 - A suit overcall would show a max of 15 points (with more you would double)
 - Responder to 1 NT opening
 - Is likely to have a weak hand.
 - Should recue into a five(+) card suit if he has one, otherwise take it on the chin.
 - If 10+ points, redouble as a show of strength
 - Partner of Doubler
 - In general, you should pass, unless you are very weak with a very long suit, you should cooperate with your partners strategy.

Double... cont

- **Penalty Double** of other NT contracts - where you think you can get them down. Also often lead directing eg. :-
 - (1NT)-P-(2NT)-P-(3NT)-P-(P)-**DbI** showing a good holding in a suit which your partner needs to find. Eg. don't lead from a suit with honours, preferring a short, weak suit. If in doubt lead a major as opponents didn't try to find a major fit.
 - (1♥)-P-(1NT)-P-(2NT)-P-(3NT)-P-(P)-**DbI** showing a good holding in hearts. Lead a heart unless you've a very promising lead of your own.
 - (1♥)-P-(1♠)-P-(1NT)-P-(2NT)-P-(3NT)-P-(P)-**DbI** showing a good holding in suit over which he is sitting (ie. Dummy's spades). Lead a Spade.
- **When to bid on, double or Pass**
 - Where opposition clearly sacrificing – always double if you don't fancy bidding on eg. 1♥-(P)-3♥-(4♣)-4♥-(5♣)-P-(P)-**DbI**
 - The player who knows most about his partners 13 cards should make the decision.
 - Consider vulnerability and type of Bridge as well. Ie. Chicago/Teams/Matchpoints or Rubber bridge e.g.
 - If your side can make the higher contract, be keener to bid on if you are vulnerable against non-vulnerable; and to double if non-vulnerable versus vulnerable
 - If their side can make the higher contract, be keener to bid on if non-vulnerable against vulnerable; and to pass if vulnerable against not.
 - Less true for Rubber Bridge
 - Look at your soft cards (cards that may or may not make), especially Queens (but also Jacks).
 - Are they in your sides trump suit/length? If so, Declare. If not, Defend
 - Perhaps most importantly, the Number of trumps.
 - A surprisingly close correlation has been found between two apparently unrelated factors: the total number of Trumps (both sides in their longest fit), and the Total Number of Tricks (both sides in that Trump suit). Called the Law of Total Tricks.
 - The more trumps you have, the more you should bid. The fewer trumps you have, the more you should pass/double

Double... cont

- **Negative Double**

- Where Partner Opens one-of-a-suit (not 1NT), and RH opponent overcalls up to 2♠ (sometimes higher when experienced), Double is not for penalties and essentially is for Take-out
- Normally, it shows precisely four cards in the unbid major and values to compete (a good 6 points upwards)
- Sometimes it can be bid with five cards in the unbid major with not enough strength to bid .
- E.g. 1♣-(1♠)-**Dbl** shows four hearts and 6+ points
 - If you hold 5 Hearts, don't negative double, bid them, (unless you don't have enough strength to bid 2♥ in which case its Ok to negative Double)
 - With less than 4 Hearts look elsewhere
- One advantage of playing Negative Doubles is that 1♣-(1♥)-1♠ now guarantees five(+) Spades. If 4 they would Double.

- **Responsive Double**

- When there has been an immediate raise of opener's suit to the two or three level over partner's Take-out double and you have precisely 3 cards in the other major and balanced in the minors with values to compete. Eg. (1♥)-Dbl-(2♥)-**Dbl**
- Note: With 4 card in other major simply bid the suit rather than a Responsive double
- Partner will then either bid the other major or preferred minor.

- **Support Double**

- Opening Bid from you; Response of 1♥/♠ from partner; bid below Two-of-that-Major from your right-hand opponent: double from you. E.g. 1♦-(P)-1♠-(2♥)-**Dbl** or 1♣-(1♦)-1♥-(2♦)-**Dbl**
- Support Double shows precisely three-card support for partner's 1♥/♠ response; there are no restrictions on overall strength and shape
- Best in a 5 card major – Strong No Trump system
- The big advantages of playing Support Doubles are the inferences that can be made.
 - Not doubling (or Supporting) denies three-card support
 - Support shows four cards
 - Double shows three cards

- **Doubling a Slam (Lightner Slam Double)**

- Where you on opening lead, have heard opponents freely bid to slam, and suddenly your partner doubles. This means either
 - The contract is going down regardless of your lead, or
 - You must put your normal lead back in your hand and find an alternative, unusual lead.
- Clearly you don't have to worry about the first scenario, so typically lead dummy's first bid suit; or alternatively a side-suit which partner might be ruffing.

Double... cont

• **Lead Directing Double (LDD)**

- This is used to help your partner make the correct opening lead.
 - It is a double by you to show the suit (typically artificial) just bid.
 - At other times, it could be a double of the final contract for a specific lead.
1. The opponents make an artificial bid (Stayman, Transfers) therefore won't leave the double in e.g.:-
 - 1NT pass 2♣ Double - Doubler holds ♠J87 ♥76 ♦J4 ♣AQ10876
 - 2NT pass 2♣ Double – Doubler holds ♠4 ♥Q432 ♦876 ♣KQJ106
 - 1NT pass 2♦ Double – Doubler holds ♠43 ♥K43 ♦AKJ108 ♣J32
 - 2NT pass 3♥ Double – Doubler holds ♠3 ♥KQ1086 ♦J7654 ♣J2
 2. The opponents respond to Blackwood (again artificial)
 - 1S p 2♦ p 3♠ p 4♠ p 4NT p 5♣ X – Doubler holds ♠65 ♥J98642 ♦32 ♣KQ10
 - 1♥ p 3♥ p 4NT p 5♦ p 5NT p 6♣ p 6♥ all pass – You lead a spade as your partner didn't double diamonds or clubs for the lead, so there is a negative inference available. Be aware not only of a LDD by your partner, but also failure to make them.
 3. The opponents have used 4th suit forcing
 - 1♥ p 1♠ p 2♣ p 2♦ ? – As the 2♦ is artificial, therefore a double is an LDD, although you have to be careful. The opponents have enough for game and can easily redouble to make you pay. Try to have at least a 5-card suit with 2 of the top 3 honours. Doubling a 3-level 4th suit forcing bid requires a little less but is still dangerous.